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EAST FRONT BATTLES

Series Rules

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1.0 INTRODUCTION

The *East Front Battles* system is 3W's operational level game system simulating warfare on the Eastern Front from 1941 through 1945.

The scale of each game in the series is 5 miles per hex, with each game turn representing the passage of two days of actual time. Units are depicted from the divisional level all the way down, in some cases, to companies. The rules refer to "the Axis player" or "the Soviet player," in the singular, but it should be borne in mind that many scenarios, and especially the campaign games, lend themselves to being played by *teams* of players.

1.1 GLOSSARY/CONCEPTS

Hex: The six-sided polygon used to regulate a unit's location and movement on the game map.

Path: A path is a line of contiguous hexes traced from one hex to another. Retreats and advances after combat, supply lines to units, command, and air missions are examples of activities utilizing paths. Rules for the use of a particular kind of path are covered in appropriate rules sections (*eg.* command path, supply path, retreat path).

Zone of Control (ZOC): An area of influence exerted by friendly units against enemy units in adjacent hexes.

EZOC: Enemy Zone of Control.

Unnegated EZOC: An enemy ZOC not negated by the presence of a friendly unit in the hex.

Movement Allowance (MA): The maximum number of movement points that a unit may expend during play segments allowing movement.

Phase: An increment used to measure the passage of activity during a game turn.

Segment: A subunit of activity occurring during a phase.

Active Side: The side that is currently allowed to engage in the activity listed for a phase or segment.

Non-Active Side: The other guys.

Winners and Losers: The people who bought this game, and those who didn't, respectively (or is that respectfully?).

Die-Roll Modifier (DRM): Any adjustment to a die-roll used to resolve the probability of an occurrence or result.

Proficiency: Proficiency is a measure of a unit's training, morale, and ability. Units are classified as Low Proficiency, Normal, or High Proficiency. This classification affects the unit's movement and combat capabilities, and stacking. See appropriate rules sections for details. Unit proficiencies for each game are listed in the Exclusive Rules.

1.2 CREDITS

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Example of Play

A special nine page example of play for *Spies of the Kremlin* is available from 3W upon request. To order send an SASE long envelope with at least .55¢ postage to the following address:

3W-Example of Play
4210 North Milburn
Fresno, CA 93722

For further information or inquiries about this or other 3W games, write to the above address or call (209) 271-1963, Mon-Fri 9AM-5PM Pacific time. You can also call the designer on (510) 547-6708.

2.0 GAME COMPONENTS

- See Exclusive Game Rules booklet.

3.0 PREPARE FOR PLAY

3.1 GAME SETUP

3.11 Initial Scenario Setup/ Instruction

- Players choose the scenario they wish to play and consult the appropriate *Setup Chart* for the placement of units. A unit's starting hex location is usually listed, using the hex numbers on the map. Not all playing pieces start the game on the map; some are reinforcements, while others may not used

at all in a given scenario. Sort the reinforcements according to the turn of their arrival, and set them aside; store any remaining unused units.

- The scenario instructions list unit setup and any special rules for that scenario. Note that some units do not always start a scenario at full strength. Once the placement of units is completed, play begins.

3.2 FRIENDLY-CONTROLLED TERRITORY

The maps in this series depict many types of national and regional borders. Most are as they existed at the time of the outbreak of war between the Soviet Union and Germany, while some represent wartime political expediencies. A nonbelligerent nation is neutral, and no hexes within its national boundaries may be entered (*exceptions: see scenario rules*).

When a nation becomes belligerent, it joins the Axis or Soviet side. The control of a hex within its boundaries then depends upon which side most recently passed through it, or exerted an uncontested ZOC into the hex (*see section 7.0*). Note that in all games in this series, the Soviet Union and Germany begin all scenarios already at war with one another.

Players need to interpret the term "friendly territory" with common sense. If a hex or group of hexes is well behind the front line, it is obvious whose "friendly" territory it is, even if no unit has ever passed that way.

3.3 FRIENDLY FORCES AND ACTIVITIES

The term "friendly" differentiates the units and activities of one side from those of the opposition. A player's units and supply sources are considered "friendly" to him and his side. Opposing units, their activities, and any supply sources they control are designated "enemy." A supply source's designation may change based upon which side controls it. Informational markers are neutral; use them as needed without regard to ownership by either side.

4.0 SEQUENCE OF PLAY

The game is divided into a series of game turns, and these are further subdivided into phases and segments. The Sequence of Play should be followed scrupulously, though the occasional slip might be forgiven (after all, you might

be the one who slips!). Phases are usually labeled as either Axis or Soviet, which identifies the active side during that phase.

4.1 THE GAME TURN

The length of each scenario or campaign game in this series is measured by the number of game turns that must elapse before play ends.

4.2 GAME TURN SEQUENCE

Activity occurs during each game turn in the order listed below.

A. Mutual Air Operations Phase

Weather conditions for the game turn are determined, air point availability and sector assignments are made. Air superiority is resolved.

B. Axis Operations Phase

Except for the Soviet Reaction Segment, the Axis is the active side during this phase.

1. Axis Movement Segment

The Axis player moves as many of his units as he sees fit, within the limitations of the rules for movement. Air support missions are also flown as needed. The Axis player may perform overruns. The Soviet side may fly any interdiction air missions that are allowed during German movement.

At the end of this segment the Axis player must declare any combats he wishes to initiate.

2. Soviet Reaction Segment

The Soviet side may move any units that are eligible for Reaction Movement. Such units may overrun enemy units.

3. Axis Combat Segment

The Axis player resolves attacks designated at the end of Segment 1. Attacks are resolved one at a time, in whatever order the Axis player chooses. Air missions may be flown by both sides. Each attack is resolved according to the following sequence:

- Calculate air support.
- Calculate the combat odds.
- Calculate die-modifiers.
- Roll the die and cross-reference the result and the combat odds on the *Combat Results Table (CRT)*.
- Apply attacker losses.
- Implement defender obligations.
- Conduct attacker advance, and/or follow-up attacks.

4. Axis Exploitation Segment

Units eligible for exploitation movement may move again. Overruns may be performed. Air support may be flown.

5. German Administrative Segment

The German player determines the supply status of his units and the progress of any construction undertaken in previous Administrative Segments. All replacements and reinforcements are received; they either arrive at locations on the map, or incorporate into other units. Demolition and construction (see section 12) also take place during this segment.

C. Soviet Operations Phase

The Soviet Operations Phase is exactly like the Axis Operations Phase, except that the active and non-active sides are now reversed.

D. Final Administrative Phase

Special events that a scenario specifies may occur during this phase.

- At the conclusion of this phase, the Game Turn Marker on the *Turn Record Track* is advanced one space to signify the completion of a game turn.

5.0 STACKING

"Stacking" refers to having more than one playing piece in a hex. The number of units that may be in a given hex at the same time is defined by stacking limits. Only *unit* counters are affected by stacking limits; game markers are not. Stacking limits are based on the stacking point values of units, and the terrain in the hex they occupy.

Stacking rules are usually in effect throughout the whole of a game turn, even during movement. The exceptions are RR movement and certain kinds of air and naval transport.

5.1 STACKING POINT VALUE

Units have a stacking value printed to the left of their unit type box. Note that a unit's stacking value is usually smaller on its reverse side.

The stacking values of motorized/mechanized units are sometimes modified by terrain. See the *Terrain Effects Chart (TEC)*. If a "yes" appears under the appropriate column, all motorized/mechanized units have their stacking values doubled in that type of terrain.

5.2 STACKING LIMITS

Stacking limits determine how many stacking points worth of units can occupy a hex at any one time. The maximum number of *Divisional Equivalents* (DEs) in a hex, is another stacking limit used in addition to stacking point values (see 5.22).

5.21 Stacking Point Limits

- The total number of stacking points allowed for each terrain type is listed on the *TEC*. Cities and major cities may contain more stacking points than other terrain types.

5.22 Divisional Stacking Limits

- In addition to the stacking point limit of a hex, no more than five divisional equivalents (DEs) of units may be present in a hex at the same time. One motorized/mechanized DE is counted as two for this rule. Up to three regimental/brigade-sized units from the same division are considered one DE. A Soviet mechanized or tank corps is counted as two DEs.
- A non-divisional unit that is not attached to a division is considered one-half of a DE, regardless of its stacking value.

5.23 German Pz Regiment Stacking

- All of the component units of a specific Panzer division stacked in the same hex never exceed six stacking points, unless the terrain type calls for the doubling of motorized/mechanized stacking values; then the stacking point value never exceeds twelve.

STACKING EXAMPLE: Six unit counters are present in a hex. Three of the counters are from the 23d Pz division. Individually, each motorized regiment has a stacking value of three and the Pz regiment a value of two, but since they are all from the same division the stacking value of the whole division is only six. The other three units do not belong to the same division, so their stacking values are added in the normal fashion. Two of the units have values of two, while the third has a value of one. Adding all of these values together gives us a total of eleven stacking points in the hex. If the terrain in the hex had been swamp, the 23d Pz Division's stacking value would have

been twelve, because motor/mech units in this terrain have their stacking values doubled.

Additionally, up to one non-divisional unit with a stacking value of no greater than two could stack for free with a division-sized unit, as long as that division was not a Low Proficiency unit (see 5.5).

5.3 EFFECTS OF OVERSTACKING

If units begin a phase over-stacked, they may only move one hex and their combat values are halved in both attack and defense. If forced to retreat, their maximum allowable retreat distances are also halved (with any fractions rounded down).

5.4 COMBAT AND STACKING LIMITS

The number of units that can attack through a hexside is limited by the stacking limit of the defending hex. Units attacking through a hexside may not have a total stacking point value greater than the stacking limit of the hex being attacked. This stacking limit should be calculated as if the attackers were trying to move into the defending hex. The actual stacking value of the defending units has no effect, unless the combat is a City Battle (see below).

If any part of a unit's stacking value would create a stacking violation, then no part of that unit's combat strength may be used in the attack. This limit applies separately to the attacking units in each hex adjacent to the target hex.

Artillery units never count against stacking limits for the purposes of this rule.

City Battles are treated differently. When calculating how many units may attack from a hex, subtract the stacking value of any friendly units in the hex in which the City Battle is occurring from the normally allowed stacking limit on combat.

EXAMPLE: If the stacking limit of a city were 16, and one German division with a stacking value of five was already in the city, units in each adjacent hex eligible to attack could do so only up to a maximum of 11 stacking points (i.e. 16-5=9, per hex).

5.5 NON-DIVISIONAL UNIT ATTACHMENTS & STACKING

Non-divisional units can be attached to divisions in order to avoid being counted against stacking limits. One non-divisional unit with a stacking value not greater than two may be attached to a division. This unit does not count against the stacking limit of the hex. Low Proficiency divisions cannot have non-divisional attachments. For all purposes, an attached non-divisional unit is treated as part of the division.

From mid-1942 onward, the Soviets receive rifle corps. A rifle corps may have up to *two* non-divisional units attached.

6.0 MOVEMENT

During movement segments, players move their units using normal ground movement. Units are moved through a hexgrid superimposed on the map. When units move, they must do so through contiguous hexes; they may not skip over hexes.

Moving units expend movement points (MPs) from their movement allowance (MA). A unit's movement allowance is the maximum number of MPs it may expend in one movement segment. Movement allowances may be affected by weather, supply, and special movement rules. Advance and retreat resulting from combat are not considered normal movement, and do not require movement point expenditures.

Units are never forced to expend MPs or move during the movement segment, though they may be displaced as a result of combat or Low Proficiency (see 6.8).

6.1 MOVEMENT ALLOWANCE

A unit's movement allowance is printed on its counter. This value is the basic movement allowance of the unit. Factors which may affect a unit's movement allowance are discussed in the appropriate rules sections (see: 6.3 *Terrain*, 6.4 *Reaction*, and 14.0 *Weather*).

The MA for units moving during the Exploitation or Reaction Segments is one-half of their normal MA (retain fractions). If the normal MA is modified, then the Exploitation or Reaction MA is one-half of the *modified* MA (again, fractions retained).

Units may not accumulate MPs from one segment to the next, nor may they be transferred from one unit to another.

6.2 MOVEMENT PROCEDURE

As units move, they expend points from their movement allowance. A unit that has expended all its MA, must cease moving. The expenditure of MPs is determined by the unit's movement class and the type of terrain in the hex being entered and/or hexside being crossed. The *Terrain Effects Chart* lists these MP costs. A unit may not enter or cross any type of terrain that is listed as Prohibited to that unit's movement class.

6.21 One Hex Movement

- Even though it may lack the movement points to do so in the conventional way, a unit may always move one hex provided it does not leave a hex within the ZOC of an enemy unit and—*enter another hex within the ZOC of the same unit.*
- *Exception:* If a friendly unit occupies the hex being entered, then another friendly unit may use one-hex movement to move directly from the ZOC of an enemy unit to another ZOC of the same enemy unit.
- For other circumstances in which units may move directly from EZOC (Enemy Zone of Control) to EZOC of a single enemy unit, see 7.2.

6.22 Moving Stacks of Units

- Units that start movement stacked together may move as a single stack. The stack uses the MA of the slowest unit—even if that unit is dropped off during the course of the segment. The stack expends the most MPs required by any unit to enter each hex.
- Units that detach from a moving stack must stop movement in the hex they were dropped off in. New units may not join a stack after it has started moving.

6.23 Enemy Occupied Hexes

- A friendly unit may attempt to enter a hex containing enemy units during an overrun (see *Overrun* 6.6).
- Friendly units may also occupy a hex containing enemy units if there is a City Battle occurring in that hex (see *section* 9.9).

6.24 Movement and Friendly Units

- There is no limit to the number of friendly units which may pass through a single hex during any segment in which movement occurs, provided stacking limits are observed (see 5.2).

6.25 Multi-Divisional Stacks

- A stack of units moving together and containing units from more than one division expends *double* the normal movement point costs for terrain. Overrun costs are unaffected.

6.3 EFFECTS OF TERRAIN ON MOVEMENT

Terrain types affect movement. Each hex or hexside on the map contains one or more terrain types. The *Terrain Effects Chart* identifies the terrain and lists the various movement point costs associated with that terrain.

- Hexside costs are always added to the cost of entering a hex.

6.31 Insufficient MPs

- Except for one-hex movement (see 6.21), a unit may not enter a hex unless it has sufficient movement points remaining to do so.

6.32 Roads

- A unit using road movement must move through the same hexsides that the road runs through—*ie.* must move *along* the road. The presence of a road in a hex does not lower the cost of movement if a unit enters through a non-road hexside. A unit using road movement expends MPs at the road movement rate, and ignores the cost of other terrain in the road hex or on hexsides crossed by the road.
- When a road crosses a river or water feature, a unit may ignore the water feature MP costs and cross the hexside at the road movement rate. The existence of a bridge is implied at this location.
- Leg infantry units may not expend more than one-half of their MA at the road movement rate (round any fractions up) *and* still be eligible to attack in the following Combat Segment. Orient such units at a 90° angle in order to keep track of this.
- A unit may not use road movement to enter a hex containing an enemy ZOC unless the moving unit is about to overrun the enemy unit exerting the ZOC. If there is at least one other enemy unit in *another* hex that also exerts a ZOC into the same hex, the moving unit could not overrun from that hex—since it can't overrun two different hexes simultaneously.

6.33 Weather Effects On Movement

- Weather conditions may affect the movement ability of units. Adverse weather conditions usually reduce a unit's MA. Additional limitations may exist. See the Weather Rules (15.0) for an explanation of these effects.

6.4 REACTION MOVEMENT

During Reaction Segments, eligible units may move in response to designated enemy attacks. To be eligible to react, units must be within four hexes of a hex that is the target of an upcoming enemy attack, and must not themselves begin the Reaction Segment adjacent to enemy units. Friendly H.Q.s are used to activate reacting units. Consult the command rules to see how this is done (see section 8.4).

6.41 Reaction Movement Allowances

- Reacting combat motorized/mechanized and Cavalry units get one-half of their modified normal movement allowances (retain any fractions); other types of units may react one hex only. Weather may affect the movement allowance of reacting units.
- Reacting units must end Reaction Movement no further (in hexes) from the hex that triggered their reaction than they were at the start of their Reaction Segment.

6.42 Reaction and EZOCs

- Reacting units may only enter hexes in an enemy ZOC if that hex is under attack, or if they intend to overrun a unit that is exerting that ZOC (in which case the ZOC is ignored). If ZOCs are exerted into a hex from more than one location, then reacting units cannot enter that ZOC, because not all exerting units can be overrun at the same time. Units that can react only one hex may still enter an enemy ZOC if that hex is under attack.

6.43 Reaction Restrictions

- A unit may not utilize reaction if it is out-of-supply (see 13.26).
- A unit that is capable of only one hex movement during reaction may not *overrun* enemy units.
- Units that are low proficiency may never react, and cannot have their proficiency raised to allow them to react.

6.5 EXPLOITATION SEGMENT

During the Exploitation Segment, friendly motor/mech units and cavalry

units may be moved. Their movement allowance is one-half of their printed MA before any other modifiers are applied. Retain any fractions.

Units move in the same manner as in the Regular Movement Segment, apart from the fact that their movement allowance has been reduced.

6.51 Overrun Costs

- Overruns cost only one extra MP during this segment, not two.

6.52 Strategic Ground Movement

- Units that move entirely within territory that was friendly at the start of the Exploitation Segment may use double their *normal* MA if they do not come within 3 hexes of an enemy unit.
- Units that move entirely within the Short or Normal range of a friendly air sector that is rated "A" (see 16.3), may also use double their normal MA even within territory that wasn't friendly controlled, as long as the unit stays three hexes away from enemy units and does not move within the Normal or Short range of an enemy air sector that is rated "C" or better.

6.53 Soviet H.Q.s and Movement

The only type of Soviet H.Q. that may move during a Soviet Exploitation Phase is a Soviet Tank Army H.Q. It does not matter that other Soviet H.Q.s are motorized/mechanized.

6.6 OVERRUN MOVEMENT

When units are moved, they may expend additional MPs to overrun enemy units that are in their path. Overrun is a form of combat undertaken *during movement*. The CRT and normal combat procedure are used to resolve overruns. No combat supply points (see 13.3) are required for overruns.

6.61 Overrun Procedure

- In order to attempt overrun against enemy units, it is necessary for the active units first to move adjacent to the hex occupied by the enemy units to be overrun. It costs 2 extra MPs to do so. Thus in order to attempt overrun, the attacking units must have enough MPs to enter the hex in question, plus two (the two extra points are the cost of the overrun). Units may not use road movement rate to enter a hex for purposes of overrun.
- Units being overrun temporarily lose their ZOC. This occurs after the over-

running units have moved adjacent to the target hex. As soon as the overrun is resolved, all units regain their ZOCs—unless the overrun was successful, in which case the overrunning units may ignore the ZOCs of the units they overran for the rest of the movement segment.

6.62 Restrictions On Overruns

- Units not stacked together at the beginning of movement may not participate in the same overrun.
- A unit starting movement in an enemy ZOC must first successfully overrun all enemy units exerting that ZOC before overrunning enemy units elsewhere. A successful overrun occurs when all enemy units have been eliminated, or have retreated from the hex they were overrun in, and the attacker suffers no losses.
- Units starting adjacent to an enemy unit are not automatically eligible to perform overruns against that unit; the required number of MPs must be available and expended to initiate an overrun.
- Active units may not execute overruns from ZOC to ZOC of the same enemy unit if that unit is not the target of the overrun.
- When calculating the overrun ratio, only the units directly involved contribute their combat values. The only form of fire support that can be added to an overrun is air support for the attacker by an air sector within Short range (see 16.0 Air Power).
- Stacking limits are in effect at all times.
- Overruns may not be attempted into, or through, the following terrain types: swamp, mountain, alpine, city/major city, and across major/great rivers. Swamps and major/great rivers that are frozen do not prevent overruns. If a bridge exists over a river, then one unit (only) may attempt to overrun through that hexside; the unit's combat value is quartered. Units in a hex containing a Fortress Marker may not be overrun.
- Each side's stacking limit in a hex is exclusive of that of the enemy during overrun.

6.63 Resolving Overruns

- Overruns are resolved using the normal combat procedure (see 9.0). When

calculating the overrun ratio, the defender does not have to disclose the actual strength of his units in the hex until the active player commits to the overrun.

- The overrunning player must apply a shift of three columns to the left on the *CRT* to arrive at the Combat Resolution Column that is used to resolve the overrun.

6.64 Successful Overruns

- An overrun succeeds if the overrunning units have not suffered any step losses, and the defender suffers at least one combat obligation (see 9.6). The first combat obligation must be taken as a retreat. The first hex of retreat is chosen by the player with the higher proficiency; if equal, the defender chooses. After the first hex, the defender always chooses.
- If an overrun is successful, *at least one* unit that participated in the overrun *must* advance into the vacated hex. Units that do so do not have to pay any ZOC costs to enter that hex. After the first hex of advance units may only continue moving by expending MPs and using regular movement.
- Active units that successfully overrun may ignore, for the remainder of their movement, the ZOCs of the enemy units they have overrun.

6.65 Unsuccessful Overruns

- If the overrunning units suffer any losses, the overrun fails and those units must halt their movement for the remainder of the Movement Segment. Subtract the number of steps lost by the overrunning player from the defender's combat obligations on the *CRT*.

6.66 Overrun

A unit that is entering a hex to overrun an enemy unit does not have to pay the ZOC costs of other enemy units that are exerting a ZOC into that hex. But note that a unit may still not overrun a hex if doing so would require the overrunning unit to move from the ZOC of another enemy unit not being overrun directly into another ZOC of that same enemy unit.

6.7 OTHER FORMS OF MOVEMENT

Ground units may also be moved by rail, air transport, and naval movement. These forms of movement are explained in later rules sections.

6.8 LOW PROFICIENCY UNITS AND MOVEMENT

Low Proficiency units may not usually move and participate in an attack in the in the same game turn. However, a Low Proficiency unit may have its proficiency level raised by an H.Q. unit at the start of its movement, exempting it from this restriction.

Because Low Proficiency units cannot move and fight in the same turn, they cannot remain in the ZOC of an enemy unit being attacked, since they would be forced to attack—and are not allowed to do so. Units in such a situation must retreat one hex.

If a Low Proficiency unit does move and finds itself in the ZOC of an enemy unit under attack, it *may* remain in the ZOC if its proficiency is raised by a friendly H.Q.

6.9 STRATEGIC GROUND MOVEMENT

During the regular movement segment units may double their ground movement rates if they are not within three hexes of enemy units at any time during the movement segment, and they are moving entirely within territory which was friendly (see 3.2) at the start of the movement. The unit may at no time move through an enemy Air sector's Normal or Short range radius if the atmospheric condition is clear and the air sector is rated at A, B, or C.

Units may also use Strategic Ground Movement inside enemy territory, if moving within the Normal or Short range of a friendly air sector that is currently rated A. The unit must still remain at least three hexes away from the nearest enemy unit.

Only motor/mechanized units or cavalry may use strategic movement.

7.0 ZONES OF CONTROL (ZOC)

Most combat units exert a zone of control (ZOC) into adjacent hexes. This zone of control affects movement, retreats, advances, supply paths, and command paths. Hexes that have only friendly zones of control exerted into them are friendly-controlled. If units from both sides exert ZOCs into the same hex, control of that hex is contested. A hex containing only friendly units is al-

ways friendly-controlled, even if an enemy zone of control is being exerted into that hex.

7.1 WHO EXERTS ZOCs

Any unit, or stack of units, containing two or more non-artillery, non-H.Q. type *steps* is eligible to exert a ZOC. The terrain and unit type may modify this ability. Flak/AA units are considered non-artillery types if the terrain in a hex is clear or clear/village.

Motorized/mechanized steps count double for ZOC determination in a clear hex. They never exert ZOCs into mountain or alpine hexes—even along roads. Motorized/mechanized steps are halved when determining if zones of control exist in unfrozen swamp or heavy forest, even if a road connects the two hexes involved.

Cavalry steps count as double their actual number for exerting ZOCs into hexes containing heavy forest, swamp, and woods. This benefit is not awarded if the swamps are frozen.

No type of unit exerts ZOCs into a city or major city hex, or fortress, or across an unfrozen major, or great river hexside—even if the latter is bridged. No unit can exert a ZOC across an all-sea hex or unfrozen lake hexside, nor a fortification hexside.

- Air units never exert ZOCs.

7.2 ZONE OF CONTROL EFFECTS

7.21 ZOC Effects On Movement

- Units entering enemy ZOCs during any kind of movement segment must expend one extra MP. When a unit leaves an enemy ZOC it expends one extra MP, unless the moving unit is a motorized/mechanized type and the enemy unit exerting the ZOC is not. Cavalry units pay no MPs to exit the ZOCs of enemy non-motorized/mechanized class units.

- The ability of a friendly unit to move from the ZOC of an enemy unit directly into another ZOC of the *same* enemy unit is limited. The conditions under which this may occur are listed below:

1. A friendly armor unit is part of the stack being moved, and the enemy unit(s) in question possess no AT/armor capability. The moving units can only move one hex during this movement segment. The move may

not be across fortified lines, nor across unfrozen major/great rivers.

2. The moving units are High Proficiency units and none of the enemy units is of High Proficiency. The units may move a total of one hex.
3. If both (1) and (2) apply, the units expend additional MPs equal to one-half of their current movement allowance (plus terrain costs) to carry out the move. They may keep moving if they have MPs remaining. Note that when moving in this way (*ie.* using 1/2 movement allowance plus terrain cost), there is no additional cost to enter or leave the enemy ZOC).
4. The moving units are entering a hex that is occupied by friendly units. The moving units must stop after entering the hex.
 - Units must pay one extra movement point when ever they move into the ZOC of an enemy unit. They must do this for each hex—not just once per Movement Segment. If a unit is overrunning into a hex that has such an enemy ZOC being exerted from another hex, the overrunning unit must pay the extra MP. When overrunning a unit in a fortification, add 1 extra MP to the overrunning unit's movement cost to enter the hex.

7.22 ZOC Effects on Combat

- If a friendly active unit is in the ZOC of an enemy unit at the start of a combat segment, that active unit is not obligated to attack unless the following condition occurs:

It is a Low Proficiency unit and it is adjacent to an enemy unit being attacked by other friendly units. If Low Proficiency units are forced to attack, then all enemy units that exert ZOCs against them must be attacked.

- Low Proficiency units are never forced to attack from any hexes into which EZOCs don't extend, even if enemy units are adjacent.
- As an alternative to being forced to attack, low efficiency units in enemy ZOC may withdraw one hex before the commencement of the combat segment, to a hex which is neither in an enemy ZOC nor adjacent to an enemy unit which is being attacked (even if that unit exerts no ZOC). If no such

withdrawal is possible, the owning player may simply choose to eliminate the Low Proficiency unit, so as to avoid the mandatory attack(s).

7.23 ZOC Effects On Retreats

- Whenever friendly units are forced to retreat after a combat or an overrun into an EZOC, bad things happen. One good thing, though, is that enemy ZOCs don't extend into hexes that are occupied by friendly units exerting ZOCs themselves. Retreating into enemy ZOCs should have a very low priority if other paths are available.
- Retreating units entering an un-negated EZOC must add two additional combat obligations to the result from the original combat. Do this *each time* the stack enters such a EZOC. Units may not end a retreat in an EZOC unless there is no other vacant hex they can enter.

7.24 ZOC Effects On Advances

- Friendly units that advance after combat must usually stop after entering the first EZOC during their advance. Units are always allowed to advance into the hex they attacked. Friendly units do negate EZOCs for the purposes of this rule. Also, if the advancing stack contains a pure armor unit, only EZOCs being exerted by units with an AT or armor capability will halt that unit's advance.
- High Proficiency units may always ignore an EZOC being exerted into the first hex of advance; in effect, they do not have to stop in the hex they attacked because of EZOCs.

7.25 ZOC Effects on Supply Paths

- Supply paths may be traced into but not through enemy ZOCs. Friendly units negate enemy ZOCs for the purposes of this rule.

7.26 ZOC Effects on Command Paths

- Command paths from friendly H.Q.s to combat units cannot be traced through enemy ZOCs if the units receiving the commands are Low Proficiency units (not many radios or people who know how to use them). Friendly units negate ZOCs in this case.

7.27 ZOC Effects On Reaction

- Units that react may only enter enemy ZOCs if friendly units already

occupy the hex and are under attack, or unless the reacting unit intends to overrun the enemy unit exerting the zone of control.

7.3 OVERRUN UNITS AND ZONES OF CONTROL

Units that have retreated at least one hex as a result of having been overrun, lose their ZOC capability against the units that overran them—but only for the remainder of that segment.

7.4 ARCTIC WEATHER AND ZOCS

During arctic weather, *no units* exert zones of control.

8.0 COMMAND

Headquarters help units move, react, and operate better in combat; how well they do this depends upon their command rating.

8.1 COMMAND RATING

All H.Q.s possess a command rating. This numerical value is printed on the H.Q.'s counter. It can be modified by enemy air activity and by supply considerations.

During most segments, an H.Q. may use a number of command points equal to its command rating. As command points (CPs) are used, they are deducted from the H.Q.'s command rating; counters are provided to enable players to keep track of this. When an H.Q. has used all of its available command points during a segment, it may use no more that segment. An H.Q. starts each segment with its printed allotment of command points, unless this value has been modified by enemy air operations or by supply considerations.

8.2 COMMAND PATH

To allocate command points to a unit, an H.Q. must trace a valid command path from the H.Q. to the unit. The maximum length this path varies according to the type and nationality of the H.Q. unit; it is printed on the H.Q.s counter face to the right of the unit type box and below the command rating. Except for unfrozen swamp, mountains, and alpine, terrain in a hex does not affect command path length; these types of terrain count as double hexes when tracing command paths through them. A command path traced to a unit with Normal or High Proficiency may ignore enemy units and

ZOCs. If the path is traced to a unit of Low Proficiency (not due to weather), it may not pass through enemy units or unnegated ZOCs. Any friendly unit in a hex will negate an enemy zone of control in that hex.

No command path from an H.Q. to a unit may ever be more than 16 hexes in absolute distance.

8.3 RAISING PROFICIENCY

Command points can raise the proficiency rating of a unit from Low to Normal. During any segment allowing movement or combat, the active player can raise the proficiency of units if a command path can be traced to them from the H.Q. Immediately after having a command point allocated to it, a unit operates with Normal Proficiency for the rest of the segment.

One command point raises the proficiency level of one divisional equivalent's worth of units. A division-sized unit equals one divisional equivalent; any unit smaller than a division equals one half of a divisional equivalent (DE). All units of one division count as one divisional equivalent. If a unit has a bullet printed on its counter, that unit requires only half the number of command points usually required to raise its proficiency. For example, a rifle brigade with a bullet symbol requires one-quarter of a command point. Fractions are retained when calculating use.

Soviet H.Q.s count a rifle corps as one divisional equivalent for the purpose of raising proficiency levels.

Command points may be used during a combat segment. This enables Low Proficiency units to make attacks even if they have just moved, or releases them from the rule that forces them to attack if in the zone of control of an enemy unit under attack. It will also help these units if they have to retreat, and prevent a combat die-roll modifier if the enemy units are all Normal Proficiency (*see section 9.5c*).

The Exclusive Rules for each game in the *Series* lists the proficiency of all units in that game.

Non-divisional units attached to a division assume that division's proficiency. Unless stated otherwise, non-divisional units that are not stacked with divisions are considered Low Proficiency units.

8.4 INITIATING REACTION

H.Q.s activate units for reaction during the Reaction Segment. A command path is traced to the unit and then command points must be expended using the following formula to activate the unit.

A. Soviet: One command point activates one Soviet division or mechanized/tank corps-sized unit. A brigade or smaller sized unit requires half a point. One point activates one Rifle XXX. A unit that is of Low Proficiency may never be activated.

B. Axis: One command point allocated from a German Panzerkorps may activate one full division of any type. Up to two non-divisional units of any kind may be activated by one point. A German regular army H.Q. may activate any *non-mechanized/motorized* units according to the same formula as above. However, motorized/mechanized units require twice the number of points to activate if the H.Q. is a regular army type.

8.5 COORDINATING SOVIET TANK FORCES

The Soviet player may use command points to coordinate the attacks of his tank divisions. For each CP that an H.Q. allocates during the combat segment, the Soviet player may add one tank division to an attack (*ie.* he may increase the total number of tank divisions taking part in a single attack to *two*). Tank divisions that are participating in the same attack must be stacked in the same hex if they receive CPs from the same Soviet H.Q.

Up to two Soviet Army H.Q.s may contribute CPs to the same attack for the purposes of this rule, and no more than four tank divisions may ever participate in the same attack.

To use a tank/mech corps in conjunction with other divisional or corps-sized units, the Soviet Player must allocate command points. Each additional Tk/Mk corps in an attack requires one command point. Soviet non-tank army H.Q.s must allocate two command points for each unit. No more than one H.Q. of any type can ever contribute command points to a single attack.

8.6 COORDINATING ARTILLERY

Command points from H.Q.s can be used to increase the number of artillery units that may participate in a combat. Each command point allows 1 additional

artillery unit of any size to participate in an attack. With the exception of Army Group and Front Army H.Q.s, only one H.Q. may allocate CPs for artillery coordination for each attack during combat. Artillery that is in a hex being attacked is not counted against any H.Q.'s limit.

9.0 COMBAT

The active player may attack or overrun enemy units by initiating and resolving combat against those units. Combat may occur during overruns in any kind of segment allowing movement, or during the Combat Segment. The player initiating the combat is always the attacker, while the enemy player whose units are being attacked is called the defender regardless of the overall strategic situation.

9.1 INITIATING COMBAT

An active player may initiate combat using overruns whenever he expends enough MPs during a segment allowing movement. The active side must initiate combats during the Combat Segment in any hexes that were designated to be attacked at the end of a friendly Movement Segment.

Each defending hex subjected to an attack is treated as an individual combat. Two or more hexes may never be attacked as a single combat, though attacks against a single hex may be launched from several adjacent hexes.

9.1a Attacker and Defender Eligibility

➤ To attack a hex with ground units, at least one friendly, active unit must be adjacent to the hex. Attacking units must have an attack strength of at least one, after any modifications. All non-artillery-type units must be adjacent to the hex they wish to attack. Units may not attack into, or through, hexes and hexsides containing terrain prohibited to them during regular movement. Stacking limits must also be observed (*see 5.4*). Active artillery and H.Q. units in nonadjacent hexes may add offensive support if they are in range of the defending hex. Active units may participate in one attack and one follow-up attack per Combat Segment.

9.1b Combat strengths can be applied to a combat in three ways: through the use of the ground combat strength of

adjacent attacking units, and defenders in the target hex; the use of artillery and H.Q. units that may or may not be in or adjacent to the hex being attacked; and by air points from air missions flown to the target hex.

- Each attack is resolved according to a strict sequence of steps (see *Combat Procedure 9.3*). The outcome of an individual attack must be determined before beginning the resolution of another combat. Attacks are resolved in whatever order the attacker chooses.
- All declared attacks must be carried out; any attacks required because of the rules relating to ZOCs and Low Proficiency (see 7.22) units must also be resolved. After any attack has been resolved, the active player may not designate any new attacks during a Combat Segment, other than follow-up attacks.

9.2 RESOLVING COMBAT

Combats are resolved by the Phasing player during a Combat Segment. Two things are important when resolving an attack: the relative location of opposing units, and whether or not units are eligible to participate in a combat.

Every non-active unit, up to the stacking limit, in a hex must participate in the defense if the hex is attacked. Non-active artillery and H.Q. units may add defensive support from other hexes if they are within range of the target hex and not themselves being attacked. If there are more units defending in a hex than stacking would allow, the defender may choose which units to use in the upcoming combat. Note that combat results apply to all units in the defender's hex—even if (because of overstacking) they took no part in the combat.

A hex may be the target of a regular attack only once each Combat Segment. It may be the target of any number of follow-up attacks.

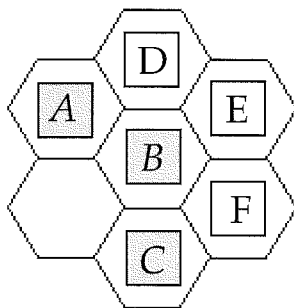
9.2a Multiple Unit and Hex Combat

- A target hex may be attacked by as many active units as can be brought to bear on it from adjacent hexes (*although, See 5.4*). Units from more than 1 hex can combine in the same attack. Only 1 hex can be the target of each attack. (See also *City Battles: 9.9*.)
- Active units in a single hex do not all have to attack the same hex; more

than one attack may originate from a hex during a Combat Segment.

9.2b Proficiency and Mandatory Combat

- An active Low Proficiency unit in the ZOC of an enemy unit being attacked must participate in one attack during that segment. Additionally, every non-active unit that exerts a ZOC against an attacking Low Proficiency unit must be attacked in that segment. The active player must make every effort to reach minimum combat odds for all mandatory attacks. Minimum odds are the ratios shown in the leftmost column on the *CRT*.
- Normal or High Proficiency units are under no restrictions or requirements regarding combat. They may attack, or not, as they please.



- The above diagram is a visual aid for depicting the following examples of multi-hex combats and mandatory attacks. The shaded units A, B, and C are all units on the same side, while units D, E, and F are enemy units. In this example, all units are considered to be exerting ZOCs.

EXAMPLE: The shaded units are the active units during a Combat Segment. If all three of these units were of High Proficiency, there would be no restrictions on them concerning who, or if they attack; a unit would still have to be adjacent to the hex it wished to attack. For example, unit C could not attack unit D.

If unit B were a Low Proficiency unit, then if either unit D or F were attacked (by either A or C), B would have to attack, and every enemy unit exerting a ZOC against B would also have to be attacked. This means that D, E, and F would all have to be attacked. So if A hit D, E and F would

have to be attacked (B would attack E, C would attack F). Alternatively, in order to avoid the requirement to make additional attacks, the attacker may simply withdraw the Low Proficiency unit from enemy ZOC.

- This is a nasty rule—and it is intended to be as such.

9.2c Minimum Attack Odds

- An attacker may never voluntarily initiate an attack at odds of less than 1:4. If the combat odds are found to be below this, all the attacker's obligations are doubled.

9.3 COMBAT PROCEDURE

- Combat is resolved using the following procedure in the order listed below.

Step One: The active player totals the ground combat, artillery, and air strengths of all friendly units involved in the attack.

Step Two: The defender totals the defense strength of all Ground combat units in the hex being attacked, plus any artillery strengths now allocated to the defense, and finally any air strength that have been allocated. The attacker's total combat attack strength is divided by the defenders' total defense strength, yielding an overall combat odds ratio or differential. This ratio should be rounded to the nearest whole number (round down). A combat differential is lowered until it equals or exceeds one of the Differential columns shown on the *CRT*.

Step Three: The attacker rolls either one or two ten-sided dice (depending on the magnitude of the combat). Any appropriate die-roll modifiers (DRMs) are now applied. The modified result is cross-indexed with the appropriate Odds or Differential column on the *CRT*. This will yield a numerical combat obligation for one or both sides.

Step Four: The attacker applies any combat obligations to his own units.

Step Five: The defender applies his combat obligations to the defending units. Retreats may occur.

Step Six: The attacker may now carry out any advances allowed due to the combat results. Only eligible units (see

9.8) may advance. The attacker may also execute any follow-up attacks (see 9.11) that are allowed. Once all advances or follow-up attacks have been completed, the combat is over. The next attack may now be resolved.

9.4 COMBAT STRENGTH

Use the combat strength of units participating in a combat to calculate the combat odds ratio/differential. Combat strength is based upon the printed attack or defense value on the side of the unit's counter that is currently face-up. This printed value can be modified due to terrain, step losses, supply considerations, and armor/AT capabilities. An active unit uses its attack value; a defending unit in a target hex uses its defense value. A unit's value in combat may never be modified below one.

Combat strength modifiers are applied cumulatively in the following order:

1. Step Losses
2. Supply
3. Terrain
4. Armor/AT interaction
5. Weather

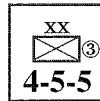
Round any fractions up to the nearest whole number after each modifier before applying the next strength modifier.

9.4a Step Loss Strength Modifiers

- The number of steps a unit possesses can change due to losses and replacements. The maximum allowable number of steps a unit may have is printed on its front counter face. This is its full strength side. As a unit takes losses, the number of steps the unit has decreases. If the number of steps printed on a unit's counter face does not correspond to the current number it has, flip the unit over or place a Step Loss Marker underneath the unit to record the unit's new strength.
- Each step that a unit loses modifies the printed combat values in the following manner:
 1. If the reverse side of a full strength counter face has a printed step value matching the unit's current number of steps, flip the counter over and use the combat values printed on that side.
 2. When a combat value on a unit is greater than four, the next step loss suffered by that unit decreases that combat value by two. Note that

some printed combat values on a unit's inverted side may differ from this formula.

3. When the combat strength of a unit is four or less, each step loss suffered by the unit reduces the combat strength by one.



Example: This unit currently has 3 steps. It loses 1 step. Its attack value therefore falls to 3 ($4-1=3$), its defense value also falls to 3 ($5-2=3$).

- Note that attack and defense combat strengths of a unit may be reduced at different rates due to step losses.
- The German 6-3-8 and 7-4-8 Pz Regts are special cases. Each combat strength factor equal to or greater than four decreases by two for each step loss.

9.4b Supply and Combat Strength

- Out-of-supply units suffer modifications to their combat strengths. These modifications are listed under the Supply Rules (13.22 and 13.33). A side in a combat could have units that are out-of-supply, but still have combat supply points allocated to the combat they are participating in.
- If a unit is out-of-general supply, its combat values are halved.
- Out-of-supply artillery units participating in a combat have zero barrage strength.

9.4c Terrain and Combat Strength

- Terrain can affect a unit's strength during combat. These effects are stated in terms of multiples of a unit's combat strength, after applying any modifiers from (a) and (b) above. *The Terrain Effects Chart* lists these modifiers for each type of terrain and unit type.
- Defending combat strengths are modified only by terrain in the hex occupied by the unit in question.
- The combat values of attacking units can be affected by the type of terrain they occupy, any relevant hexside terrain, and the terrain of the hex they are attacking into. Only the units attacking through a hexside terrain feature can have their combat strengths affected by it.

9.4d Armor Terrain Modifiers

- Armored units attacking from, and into, a clear terrain hex have their

current combat value doubled (*exception: see below*). A village or town in a hex has no effect when determining if a hex is clear terrain. Armor attacking through a water hexside that is not frozen cannot be multiplied more than one-and-a-half times. In rough terrain, armor has its attack strength multiplied by one-and-a-half times (round any fractions down). If armor is subject to more than one terrain multiplier, the maximum armor strength multiplier is x1.

- Panzer/tank companies, battalions, regiments, and brigades must be stacked with at least 1 infantry, Cavalry, or reconnaissance (motorcycle) unit to receive these multipliers.

➤ EXCEPTION

Soviet Tank Brigades/Divisions:

These units do not receive the doubling modifier of their attack strength when in clear terrain. This also applies to them when they are overrunning. A Soviet tank division may only receive, at most, the 1.5x multiplier in clear if it has not moved in the current turn. Orient Soviet tank divisions that have moved at a 90 degree angle from those that have not to remember their status. The defense strength of a Soviet division in clear is always 1.5 times its current strength. This is regardless of whether it has moved or not. Round fractions down. Soviet tank *brigades* receive a 1.5x multiplier in clear even if they have moved, for both attack and defense; round any fractions down.

9.4e Armor/Anti-Tank Modifiers

- The presence of armor and antitank on opposing sides in the same combat has an effect on any defending AT-capable unit's combat values.
- If the attacker has armor and the defender has AT, use the following rule. If the attacking armor receives any terrain modifier that would double its strength, apply the same modifier to any defending AT/flak. If armor attacks at less than double value, multiply the defending AT unit's defense strength by 1.5X (round any fractions up).
- If one side receives a 1.5x modifier to its attack strength due to armor and terrain multiplies, each of the defender's AT units receive a bonus of

+1 to their defense strength. If the attacker received an armor multiplier for terrain of 2X, double the defense strengths of any defending AT units. This applies only to AT type units and flak units that are AT capable.

9.4f Weather Effects on Armor

- Weather has an effect on armor strength modifiers. During mud and arctic turns armor units always have an attack strength multiplier of one-half, regardless of terrain. Such units may not attack over major rivers during mud. During snow turns, the maximum armor strength modifier is one-and a half times.

9.4g Zero Strength Units

- Combat units with a zero attack value may combine with one other zero attack value unit for an attack strength of one. Units with only a dash may never attack. This does not apply to artillery units.

9.5 DIE-ROLL MODIFIERS (DRMS)

In addition to modifiers to a unit's combat strength, there may be modifiers to the combat die-roll. These modifiers add or subtract from the original die-roll(s). An attacker DRM subtracts from the die-roll; a defender DRM adds to the original die-roll. All DRMs are cumulative. If there are attacker and defender DRMs for the same combat, the smaller number is subtracted from the larger; the difference is awarded to the player who had the larger DRM.

9.5a Armor DRMs

- If a side has armor and the other side has no armor or antitank, then the side with armor receives a DRM of 1.
- Certain terrain types negate armor DRMs. These terrain types are listed on the *Terrain Effects Chart*.
- Armor units that are out-of-supply may not be used to gain an armor bonus.

9.5b Terrain DRMs

- The defender may receive DRMs due to terrain. The attacker never receives terrain DRMs. A defending stack receives terrain DRMs in addition to any other defender DRMs. Hexside terrain DRMs are awarded if all enemy units are attacking through hexsides containing that terrain. Fortification and Fortress Markers are considered terrain modifiers.

- If two active stacks attack a defending stack through hexside terrain that awards the defender DRMs, and the hexside terrain is different for each of the attacking stacks, the DRM which is least favorable to the attacker is applied.

9.5c Proficiency DRMs

- At the start of each combat, compare the proficiency ratings of units on each side. If one side has a unit whose proficiency is one level higher than all the enemy units, that side receives a DRM of 1. If the unit is two levels higher than all enemy units, the DRM is 2.
- If a proficiency DRM is taken, the first loss suffered by that side must be a step loss taken from the unit used to provide the DRM. This rule overrides all others relating to the application of losses.

9.5d Engineer DRMs

- Engineer units or engineer capability can provide DRMs when the defender is in a hex containing the following terrain features: cities, major cities, fortifications, and fortresses. Each attacking hex containing an engineer unit awards a DRM of 1 to the attacker. Each defending engineer unit in any kind of city awards the defender a DRM of 1.
- One H.Q. on each side may also award a DRM of 1 for each engineer point (see 11.51) it can allocate to a combat in any kind of city. Attacking H.Q.s may also award DRMs on the same basis against defender fortifications and fortresses. An H.Q. may never award more than two engineer DRMs to the same combat.
- If losses are suffered when engineer DRMs have been taken, the first step loss must always be from engineer units and/or points (but see 9.5e).

9.5e No Combat Supply

- If the attacker has not allocated any combat supply points to an attack, the column used on the *Combat Results Table* is shifted four columns to the left. In addition, all attacker combat obligations are doubled, and artillery cannot use barrage strengths.

9.6 COMBAT RESULTS

- After locating the correct *CRT* column and calculating all die-roll modi-

fiers, a ten-sided die is rolled once or twice by the attacker. After the results are determined and applied, that combat is considered resolved. Results are listed in terms of combat obligations, which must be satisfied as either losses or retreats. Afterwards, a victorious attacker may advance any eligible units and/or carry out follow-up attacks.

9.6a Combat Obligations and the Combat Results Table

- The *Combat Results Table (CRT)* is used to resolve combat. After the combat ratio or differential has been determined, the *CRT* is consulted for the results.
- Combat results consist of two values separated by a slash. A dash equals a value of zero. The value to the left of the slash is the attacker's combat obligation, the value on the right is the defender's. If more than one dice is thrown due to combat magnitude (see 9.10), obligations from the first and second die-rolls are combined into one result for the affected side (see rule 9.10).
- A result may be asterisked or in parentheses. Bracketed results award the attacker a follow-up attack. An asterisk allows the attacker to pick how the defender must satisfy his first combat obligation.
- Attacker obligations are satisfied first. The attacker cannot convert obligations into retreats.

9.6b Forgive and Forget

- If the result is not a 1/1 or 1/0 and there is at least one defender obligation, the attacker can convert one of his obligations into a zero. If this occurs, the defender reduces one of his obligations to zero also. If any units of Low Proficiency were part of the attack, this option may not be used.

9.6c Defender Obligations

- Defender obligations are satisfied by retreating and/or losing steps from the defending units.
- The nature of every first and second defender obligation (ie. step loss or retreat) is left to the defender, unless the result is asterisked. The nature of every third defender obligation is ordinarily chosen by the attacker. If a loss is chosen, the attacker does not determine the specific unit which loses

the step; instead, the step loss priority is followed by the defender. The defender always informs the attacker how he will satisfy obligations immediately prior to any to be picked by the attacker. The attacker then chooses how to satisfy the third defender obligation. A combination of losses and retreats can satisfy combat obligations.

9.6d Step Losses

- A unit may lose steps due to combat. When a unit takes step losses, invert the unit or place a Step Marker underneath it to show how many steps it has lost.
- When a group of units in a combat suffer step losses, the losses are subtracted once from the group as a whole, not once from each individual unit in the group.
- Except in the case of attacking Low Proficiency units, or combat magnitude, one step loss satisfies one combat obligation. Low Proficiency units suffer two step losses to satisfy one combat obligation when they attack. If a unit loses its last step, it is eliminated and removed from the map. That unit may return later through the replacement process (*rules section 17*).
- Only units in the defending hex, or those attacking from adjacent hexes, may take losses to satisfy combat obligations. Engineer points allocated by H.Q.s may also be lost.

9.6e Initial Step Value

- Unless specified by scenario setups, a unit begins the game at full strength.

9.6f Out-of-Supply Elimination

- Units eliminated while out-of-supply and unable to have a supply path traced to them of any length are placed in a separate pile. They may not be used as replacements later.

9.6g Pz Regiment Losses

- A German panzer regiment not at full strength never has to take a loss if it is stacked with other units of the same division that together, possess an equal or greater number of steps than the Pz regiment. If all other units have been eliminated by step losses in the same combat, any remaining step losses would have to be taken by the Pz regiment.

9.6h Step Losses and Retreat Priority

1. If any armor bonus has been utilized, the first step loss must come from an armor-capable unit. *Exception:* Any *inverted* German panzer regiment which is stacked with another regiment from the same division, is exempt from this rule.
 2. If any proficiency bonus has been utilized, a unit with that proficiency level must take the first step loss.
 3. Before any one unit in a combat can take a *second* step loss, all the others must have taken at least one during that combat.
- If a group of retreating units is forced to stop and convert retreats into losses, the step loss priority does not have to be followed.

9.7 RETREATS

Retreating units satisfy one combat obligation for each hex they are displaced. Retreat is not movement per se, and no movement points are expended during retreat. Units cannot retreat through terrain prohibited to them during a normal movement segment.

9.7a Splitting Up Retreating Stacks

- A stack of units can split-up at any time during their retreat. Any remaining obligations must still be satisfied by *each* group of units that were part of the original stack, though they need not all satisfy them in the same manner. For example, one such group might satisfy the remaining obligations by retreating, another by suffering step losses.
- Attacking units which are eligible to advance may do so as far as the longest retreat made by any of the retreating units.

9.7b Retreats Into Enemy ZOCs

- Each unnegated enemy ZOC retreated into adds two additional combat obligations to the original combat result (*see 7.23*).

9.7c Retreat From Attacking Units

- Units must end retreat as far from the attacking units as possible. Units cannot retreat more than once through the same hex in the same combat segment.

9.7d Retreat Toward Supply

- A unit must retreat if possible in a manner that keeps it in supply. Generally speaking, units should be to-

wards the nearest friendly in-supply H.Q. Common sense should be used so as not to push retreating to destruction. On the other hand, it is not intended that units should "retreat forwards."

9.7e Maximum Retreat Distances

- The distance in hexes that a unit may be retreated due to a single attack is limited by the maximum retreat distance. A unit that has retreated this distance may not retreat further and must take step losses to satisfy any remaining obligations.
- These distances are listed below:
 1. Mech/motor class units can retreat up to five hexes as a result of a single combat.
 2. Cavalry class units may retreat up to four hexes.
 3. All other units may retreat a maximum of three hexes.
- Terrain can affect retreats by reducing the maximum retreat distance for a unit. Under the column labeled advance/retreat on the *TEC* is a set of values listing how much a terrain type reduces retreats or advances. Cross-index a unit's movement class with the terrain being retreated into or through. The resulting number is subtracted from the retreat distances given above.
- If this value reduces the allowable retreat distance to zero before the unit has satisfied all of its obligations, the unit must satisfy remaining combat obligations with step losses.

- During arctic weather conditions, the maximum allowable retreat distance of all units is two. The maximum allowable retreat distance of any motor/mech unit is one hex during mud weather.

9.7f Major Cities and Fortresses

- Units in any kind of city or fortress hex are never *required* to retreat and may always take step losses instead.

9.7g NKVD Units and Retreat

- Units stacked with an NKVD unit in any non-clear terrain hex can never be forced to retreat. Instead, the units may take losses.

9.7h Retreat and Low Proficiency Units

- Retreating Low Proficiency units have their first hex of retreat determined

by the attacker only if all units in the defending hex are of low priority.

9.7i When the attacker forces the defender to retreat to satisfy an obligation, the attacker may choose the retreat *direction*; however, he may not force the retreating unit to suffer additional penalties, and the retreat must be toward supply.

9.8 ADVANCE AFTER COMBAT

If the target hex is completely vacated by defending units, units that attacked can advance after combat. Advances are useful for surrounding enemy units, and for creating holes in the enemy line.

When all defending units vacate a target hex, all non-artillery units that attacked are eligible to advance. If the *Forgive and Forget* rule was used, the attacking player may not advance (see 9.6b). The option to advance must be taken before the next combat is resolved.

Generally, the attacker may not advance further in hexes than the number of combat obligations that the defender converted into retreats. Also, maximum advance limitations are listed below that are based on a unit's movement class. Each obligation a defender converts into a retreat awards one hex of advance. Terrain can affect this distance (see 9.8g).

A unit may always advance into a vacated hex.

9.8a Units Eligible to Advance

➤ Only units that attacked the vacated hex may advance. Artillery units can never advance, regardless of whether or not they were adjacent or used ranged fire. Units may not advance into, or through, terrain that would prohibit their normal movement.

9.8b First Hex Advance

➤ The first hex entered must always be the hex that was attacked.

9.8c Advances and EZOCs

➤ A stack with any armor-type units that advances may ignore enemy ZOCs without armor/AT capability; otherwise, most advancing units must stop in the first hex in which an EZOC is encountered. High Proficiency units may ignore any EZOCs in the first hex of advance.

➤ An advancing unit must stop after the first hex of advance if it enters an EZOC projected from a fortress or through a fortification hexside.

9.8d Infantry Advance Limits

➤ Infantry-type units can advance a maximum of 2 hexes after combat. They don't have to follow the path of retreat after the first hex entered. Low Proficiency infantry units may only advance 1 hex, unless their proficiency level has been raised by an H.Q.

9.8e Motor/Mech Units and Advance Detachment Advance Limits

➤ Motor/mech units may advance a maximum of five hexes. They must stop before crossing any unfrozen and unbridged major or great river hexside encountered after the first hex of advance.

➤ If a road exists through non-clear terrain, up to one brigade/regiment-sized (two steps max) formation may advance along the road as though it were clear terrain. Once a unit advances in this manner, no other unit may do so through the same hexsides in that combat segment. If a road exists in clear terrain hexes, the advance detachment may count each hex of advance along this route as one-half of a hex advanced against the original advance result. Up to one advanced detachment from an attack may advance a maximum of six hexes after combat.

9.8f Cavalry Advance Limits

➤ Cavalry units may advance up to three hexes. Cavalry is affected by terrain as though it were infantry, but it has a maximum advance distance of three hexes, not two.

9.8g Terrain Effects On Advance

➤ Terrain can require an advancing unit to use more than one hex of advance to enter a hex after combat. Use the values listed under the Advance/Retreat column on the *TEC*. The value listed for a terrain type is the amount of advance expended to enter a hex or cross a hexside during advance. If a unit does not have sufficient advance left to enter a hex, it may not do so.

➤ Units in a *stack* advance after combat using the advance rate of the slowest unit in the stack.

9.8h Advance and Out-of-Supply

➤ Units that are out-of-supply may only advance one hex.

9.8i Mandatory Advance

➤ If an attack includes one or more Low Proficiency units, at least one such

unit must advance after combat with at least one such unit. No other type of unit is ever forced to advance.

9.9 CITY BATTLES

Taking a city or major city hex may require a City Battle. Because an advance result of three or four is needed to take such hexes, it may take more than one turn to fully capture them.

If the defender does not convert combat obligations into losses when in any kind of city, the attacker gains an advance into those hexes equal to the number of obligations that were taken as retreats. The defender does not have to leave the hex until the attacker accumulates a number of advances equal to the number shown on the *TEC* needed to take the city. Each side may have units present in the hex whose stacking value is proportionate to the number of advances they still control. In a major city, for example, the stacking limit is 20. If the attacker got an advance of two, he could advance up to 10 stacking points into the city hex. The defender could keep up to 10 SPs in the hex.

When a City Battle exists, no ZOCs extend from or into the hex. Both sides may trace supply into, but not through that hex. Control of the city is contested.

In any combat phase, the active side may attack the non-active units in the City Battle hex. Apply all appropriate DRMs. Units from all adjacent hexes, except for the "rear most hex" (see below), may join in the attack. A City Battle continues until one side voluntarily leaves the hex, or is finally forced out due to combat.

If a player loses part of a city, he must retreat enough units to satisfy any new stacking limits placed on him by the opposing player's accumulated advance total. Any units that cannot do so are eliminated.

➤ **Rear Most Hex:** In the turn in which a player's units first enter a contested enemy city, he must designate one hex from which he advances as the "rear most hex." (Should this subsequently be occupied by the enemy, another such hex should be chosen).

9.10 DOUBLE COMBAT MAGNITUDE

"Double combat magnitude" (DCM) signifies high troop concentrations for a single combat. Whenever an attacker has

more than 20 *printed* stacking points of units involved in a single attack (not counting those of artillery units), the rules of double combat magnitude apply to his units. If, *in these circumstances*, the defender has more than 10 *printed* stacking points of units defending in the hex (again, exclusive of artillery), double combat magnitude applies to his force too. Note that the defender *alone* can never be subject to double combat magnitude.

9.10a Effects of Double Magnitude

- When a side is subject to double combat magnitude in combat, *two* ten-sided combat die-rolls are made. All appropriate die-roll modifiers are applied to both. Both use the same Combat Resolution column. Wherever a side is subject to DCM, the obligations it incurs in the first and second die-rolls are totalled, and then applied. Note that if only the attacker is subject to DCM, any defender obligations arising from the second die-roll are ignored.

9.10b Forgive and Forget

- The attacker may never use the *Forgive and Forget* rule (9.6b) if his attack is subject to the Double Magnitude Combat rule.

9.11 FOLLOW-UP ATTACKS

A result in brackets on the *CRT* allows the attacker to conduct one follow-up attack. The attacker chooses units to advance into the original target hex. These units may then make one attack against any adjacent enemy units. No support fire of any kind may be allocated by either side. Calculate and resolve the combat in the normal fashion. If a further follow-up attack results from a follow-up attack, it is ignored.

If the attacker chooses to carry out a follow-up attack, only the units that are attacking may advance after combat. Any other units that were part of the original attack lose the ability to advance for that combat.

A follow-up attack does require combat supply. If there is none, apply a four column shift to the left against the attacker.

Low efficiency units are never compelled to retreat (nor may they attack) because they are adjacent to an enemy unit subject to a follow-up attack (*ie.* rule 9.2b does not apply in the context of follow-up attacks).

If a defending unit or units are the subject of a follow-up attack, prior to the resolution of a previously designated attack, the attacking player is freed from the obligation to carry out the original attack.

10.0 FIRE SUPPORT

Artillery, air, and naval gunfire can add fire support to a combat. The attacker and the defender can add fire support to the same combat.

Artillery units present in the target hex, or within range of it, can add their barrage values to any combat occurring in that hex.

Rules for the use of artillery units are contained in this section. The rules for air support are covered in the Air Rules. Naval rules, if any, are included in the Exclusive Rules booklet.

10.1 FIRE SUPPORT VALUE

The amount of fire support is stated in terms of fire support points. Each artillery unit, H.Q., air support mission, and naval gunfire mission adds to the total number of fire support points contributed by one side to a combat. In the case of artillery units and H.Q.s, the fire support value is printed on the unit's counter in place of an attack value. Some fire support values may be modified due to terrain (see below). The fire support value for naval and air support is explained in those rules sections.

After fire support has been allocated, each side totals its fire support value and adds it to the combat strengths of other friendly units in that combat. Apply any modifiers to fire support values before adding them to the combat strengths of the ground units.

Defending units providing fire support from hexes other than the defending hex are unaffected by any combat results. Attacking units providing fire support cannot take losses if other kinds of units exist to absorb casualties. Non-adjacent attacking artillery may never be used to satisfy losses.

10.2 ARTILLERY UNITS

Artillery units provide fire support to other friendly ground units involved in combat. Most artillery units can apply their fire support value to nonadjacent hexes. To do this, the artillery unit must be within range of the defending hex.

The defending hex is called the target hex; defending and attacking artillery must be within range of the target hex to provide fire support there.

10.21 Artillery Unit Range

- The distance, in hexes, that an artillery unit is from a target hex is called "range." The range is calculated by counting the target hex, plus the fewest number of contiguous hexes separating the artillery unit and the target hex. Do not count the hex containing the artillery unit. The range of an artillery unit is the middle number printed underneath the unit type box. Artillery units with a range of one can only provide fire support to its own or adjacent hexes. If the range to a target hex is greater than the printed range of an artillery unit, that unit may not provide fire support to that hex.

10.22 Effects of Adjacent Enemy Units

- Friendly artillery units may not enter hexes in enemy ZOCs if there are no friendly units already in that hex exerting a ZOC themselves.
- Artillery units that defend against a ground attack may use their fire support values if there are other non-artillery/non-H.Q. type units in the same hex. If no such units are present, the artillery units defend with a value of one. Artillery units that have been attacked may not provide support to other hexes for the remainder of the Combat Segment they were attacked in.

10.23 Rocket Artillery Units

- Rocket artillery units may not provide defensive fire support. Rocket artillery units have their fire support values divided by two when applied against units defending in fortifications, fortresses, cities, and major cities.

10.24 Artillery Barrage Attacks

- Artillery units may perform barrages without the participation of other friendly ground units. Barrage attacks satisfy any mandatory combat situations. The targets of a barrage must be adjacent to a friendly unit, or within the Normal air mission range of an air sector that is rated A or B (see section 16). Only the active player during a Combat Segment can barrage.

- All barrages must have a modified minimum fire support value of at least four.
- When resolving barrage fire, use the *CRT* column corresponding to the barrage value that is printed below it.
- When artillery fires by itself, it must still expend combat supply points. See 13.33 for details.

10.25 Terrain Modifiers on Artillery Fire

- Artillery Fire can be modified due to terrain. Non-heavy artillery is halved firing into city or major cities. All artillery is halved firing into unfrozen swamp, mountains, or fortresses and fortifications, except for German *Morser* regiments and heavy artillery firing into fortifications and fortresses. These modifiers are applied to both attacking and defending artillery.

10.26 Soviet Artillery and Movement

- Soviet artillery units other than rocket units may not fire during the immediately following Combat Segment if they have moved. Flip the unit over to its blank side to show this.

10.3 AIR SUPPORT

Aircraft may provide fire support to ground units in the form of air support missions. The rules covering the allocation of air support missions are listed in the Air Rules section. The rules here explain the use of fire support from air missions after they have reached the target hex.

10.31 Air Mission Fire Support Values

- The amount of fire support provided by an air mission is dependent upon the types of air points (APs) that fly the mission and the final air mission strength. After the final air mission strength has been determined, it is converted into a fire support value. (Each final air mission strength point equals one point of fire support.)
- This fire support value is added to the total of any other fire support points that might be received from artillery and naval units.

10.32 Air Mission Terrain Modifiers

- Fire support points received from air missions are modified by terrain in the target hex in the same manner as heavy artillery (see 10.25).

10.4 NAVAL SUPPORT FIRE

Naval fire support is received from ocean-going vessels and river flotilla units. Treat them as though they were artillery units afloat. Once they have been determined to be in range of a particular combat, they may be treated exactly like ground artillery units.

10.5 H.Q. ARTILLERY SUPPORT

H.Q.s can provide artillery support to any unit that is within their command range (see 8.0). A path free of enemy units and ZOCs must exist between the unit and the H.Q.; friendly units negate enemy ZOC in the hex they occupy.

German infantry army H.Q.s may provide two artillery support points for each printed point they allocate to a combat. All other H.Q.s provide one support point for each printed point they allocate. Whole number increments may be allocated to different combats in the same combat phase. An H.Q. may never allocate the same point to more than one combat in the same segment.

11.0 HEADQUARTERS

Headquarters (H.Q.s) units possess important combat and noncombat functions used by players throughout the game. The allocation of command points has already been covered in rules section 8.0. This section covers other abilities of H.Q.s, except for the supply of units, which is explained in rules section 12.0.

The Axis side has Army Group, army, and Pz Corps H.Q.s, while the Soviets use Front, army, and tank army H.Q.s.

11.1 HEADQUARTERS RESTRICTIONS

H.Q.s may not enter enemy ZOCs unless other friendly non-H.Q. units are already present. H.Q.s never exert ZOCs.

H.Q.s may never initiate an attack in a direct ground combat role. (Although an H.Q. may provide support with engineers and/or artillery) If it is not stacked with any other kind of unit, the combat strength of an H.Q. equals the number of steps it currently possesses. If another type of unit is present, the H.Q. may use its fire support values to defend.

An H.Q. adjacent to enemy units may allocate artillery and engineer support freely if it is not being attacked itself. A defending H.Q. must spend a minimum

of one step of artillery support in defense of itself.

An H.Q. at full strength consists of two steps. The front face of the H.Q. Unit Marker is the two-step side, the reverse has one step. Flip a two step H.Q. Marker if it loses a step. Eliminate the H.Q. if it loses its second step.

11.2 SOVIET ARMY AND FRONT ATTACHMENTS

Soviet Army H.Q.s must be subordinated to a Front H.Q., unless they are in STAVKA Reserve. All supply, engineer, replacement, and recon air missions that an army H.Q. wishes to utilize come from the Front that the army H.Q. is subordinated to.

At the start of a scenario, all Soviet Army H.Q.s on the map are subordinated to either a Front H.Q. or STAVKA Reserve. Scenarios will provide players with the necessary subordination information which should be written down on a piece of paper; the Axis side does not have to be informed of the subordination of a Soviet H.Q.

During the course of play, Soviet Army H.Q.s may enter as reinforcements. When they do, they may be subordinated to either a Front or STAVKA Reserve.

A Soviet Army may not change Front attachments if it has changed its subordination within the last 3 game turns. Record the turn of attachment when writing attachments down on paper.

11.21 Effect of Front Attachment

- Soviet armies can only receive combat supply points (CSPs) from the Front they are subordinated to. They can only use engineer support points assigned to that Front, also. If an army wishes to perform a reconnaissance mission, the air assets must come from the Front that they are subordinated to.
- When Soviet armies suffer casualties, and when they wish to use replacements for units in their command radius, they can only use the replacement/casualty points on the *Record Track* of the Front they are attached to.
- Soviet Armies trace general supply to the Fronts they are attached to.

11.22 STAVKA Reserve

- Soviet armies may also be attached to STAVKA Reserve. Armies that are at-

tached to STAVKA may use any Front *Record Track* for replacements. They may also draw on any Front for CSPs if they are attacked.

- If an army is in STAVKA Reserve, it may not initiate attacks. It may defend normally should any enemy units attack that army.
- When an army goes into STAVKA Reserve, any divisions or units attached to it are considered to be in hexes that are in, or adjacent to, the H.Q. counter of that army. The units do not have to be placed unless enemy units move within five hexes of the H.Q. counter, in which case the units are placed immediately on the map. If enemy units move within 3 hexes or less of a STAVKA Reserve army H.Q., that army's units must be placed on the map, and it must be assigned to a Front H.Q.
- An army that is in STAVKA Reserve that is at least five hexes away from the nearest enemy unit, and in hexes not in clear terrain, does not have to be placed on the map. Its location may remain hidden from the Axis side until an Axis unit is within 5 hexes, or the Soviet player wishes to expose the army. Write down any locations on a piece of paper and keep them hidden from the German player. You can also play with his mind by having a fake sheet and let him see it (he's cheating if he does!), but make sure you have a real copy of the locations written down, and label it as such!
- Armies are removed from STAVKA Reserve by attaching them to Fronts. There is no restriction concerning the release of a STAVKA army.
- Armies may be placed in STAVKA Reserve off map. To do this, record the entry road or RR that the army will use when it comes out of reserve to enter the map. While in reserve, the army is considered five hexes away from the map edge it is to enter. Soviet Players may change the entry hex of a STAVKA army, but that army must then wait at least two game turns before being eligible to enter the map. STAVKA armies in reserve off-map can never be forced out of reserve.

11.3 H.Q. ARTILLERY

All H.Q.s, except for German Army Group and Soviet Front H.Q.s, can pro-

vide artillery fire support in the same manner as artillery units. To do so, the hex an H.Q. wishes to support during combat must be within its command range (see 8.2). The command path may enter, but not pass through, an enemy ZOC. Friendly units may also receive support if the target hex is within two hexes of a hex that the H.Q. can trace a command path to.

11.31 H.Q. Artillery Strength

- H.Q. units providing artillery support use the strength value printed on the H.Q. counter. Use the face of the counter that corresponds to how many steps that H.Q. currently possesses. The H.Q. can only allocate whole number amounts of its fire support value to a combat during a combat segment. Once it has allocated all of its strength in a segment, it cannot support any more combats during that segment. Fire support strength cannot be accumulated from turn to turn, nor is it permanently expended each time it is used.
- Add the fire strength of any H.Q. artillery to that of any other artillery participating in the combat. H.Q. artillery is considered to be non-heavy and is subject to terrain modifiers in the same manner as other regular artillery units (see 10.25).

11.22 H.Q. Artillery and Bad Weather

- In mud, arctic, thaw, and snow weather conditions, the distance that artillery can be allocated by an H.Q. is halved.

11.4 RECONNAISSANCE

Headquarters can perform reconnaissance missions.

If an H.Q. is within the Short or Normal range radius of a friendly air sector that possesses a B or A rating (see section 16), that H.Q. may perform one air reconnaissance for each command point available from its command rating. Command points used for air recon missions are not considered expended during the Movement Segment and may still be used for other purposes. Air recon can only be carried out during a Regular Movement Segment.

The air recon must be flown in a hex that is within the Short or Normal range of the air sector allowing it, and within the command range of the H.Q. utilizing

it. Enemy units and/or ZOCs may be ignored for the purposes of this range.

Once a mission is flown, the enemy player must disclose the complete contents of a hex if it is in clear terrain. Towns and villages have no effect on clear terrain (*ie.* their hexes count as clear).

If the mission is occurring in any other kind of terrain, the enemy player only informs the reconnoitering player as to the number of divisions, brigades, and battalions that are in the hex. He does not have to reveal the type of units that are present.

During any turn in which the atmospheric weather factor is precipitation, only half of the normally available air reconnaissance missions are allowed.

11.5 ENGINEER CAPABILITY

H.Q.s also have the ability to provide engineer support. Treat the H.Q. capability exactly like an engineer unit with all of the capabilities listed in the Engineer Rules (section 12).

11.51 Assignment of Engineers

- Engineer capability for an H.Q. is kept track of in the form of engineer points (EPs). These points are recorded on each German Army or Soviet Front's *Record Track*.
- Use the Engineer Point Markers (there are nine) to record the number of engineer points present with each army or Front H.Q. Scenario instructions will inform players of how many points should be placed on the *Record Tracks*. Any points that come in as reinforcements may be attached as desired. Adjust the Engineer Point Marker to reflect any additions or losses to an H.Q.
- The maximum number of engineer points that may be used in a single combat is two.
- If a player wishes to use engineer points in a hex for any purpose, that hex must be within command range of the H.Q. providing the engineer points. The path of hexes to the H.Q. must be free of enemy units or their EZOCs. (Friendly units negate enemy ZOC, in the hexes they occupy.) Additionally, the Soviet army receiving the engineer points from a Front, must be within 18 hexes of that Front H.Q.
- Engineer points may be reassigned to different Fronts or Armies. They may

not, however, be used during the turn of reassignment.

11.52 Engineer Point Strengths

- Each engineer point has a combat strength of one and possesses one step. They may defend or attack, but only with other units that are on the map. They may not attack with only an H.Q. unit. These points are eligible for step losses, just like any other unit in combat.

11.53 Engineers and Demolition and Construction

- Engineers may be used to demolish bridges and RR sources. Engineers and engineer points may also be used for construction (see section 12).

12.0 DEMOLITION AND CONSTRUCTION

Demolition and construction may be performed by engineer units and engineer points. A list of these activities and how to perform them is presented below.

12.1 DEMOLITION

Things can be blown up by engineer points and/or engineer units.

12.1a Bridge Demolitions

- Each engineer unit or engineer point may attempt bridge demolitions during the owning player's regular movement segment. Engineer units require the expenditure of one-half of their MA; engineer points must be allocated from an H.Q. that does not move in that segment.
- Bridges are considered to exist wherever roads of any type or RR cross water hexsides. The only type of bridges that may be blown are those that cross major/great river and lake hexsides. (This is because most units have the ability to bridge normal rivers rather quickly, even if bridges are destroyed.)
- On each demolition attempt, a player rolls one ten-sided die. If the result is 1 through 8, the bridge is blown. Place a Step Loss Marker in the hex to show this. Only one demolition attempt per bridge per segment is allowed. A demolished bridge ceases to exist until it has been repaired.
- If enemy units occupy one of the hexes of a bridge hexside, the attempt to demolish the bridge is modified by

adding a +2 DRM to the roll. Also, add +1 if the river the bridges crosses is frozen.

12.12 Railroad Demolition

- Railroad hexes are not destroyed in the usual manner in this game. Instead, the railroad infrastructure in towns and cities is destroyed, representing the destruction of rail facilities and rails in a sector.
- A player wishing to demolish RR infrastructure must have engineer points (see 14.41), or engineer units in a hex containing a RR sector source (see 14.21). The RREPs must only be within 10 hexes of the hex in which demolition or construction is occurring. A player attempts RR demolition in the hex during any Regular Movement Segment. A RR Demolition Marker is placed in the hex on top of any unit attempting demolition in the hex; if only engineer points are attempting demolition, place the marker in the hex anyway. Engineer points can only be allocated from an army H.Q. that does not move during the segment.
- See rule 14.51 for the procedure on how to inflict RR hits. The number of hits is indicated by placing a Step Loss Marker underneath the RR Demolition Marker. When a player tries to repair RR damage, he will flip the RR Demolition Marker to its repair side and try to remove the RR hits. Only one demolition attempt is allowed in a hex per turn.

12.2 ENGINEERS AND REPAIR

Engineer points and regular engineer units may also perform construction activities. Engineer points must be within command range of the hex construction is occurring in; engineer units must be in the hex itself.

Construction is used to build fortifications, bridge river hexsides, and to aid RR engineers in the repair of RR infrastructure.

12.21 Road Bridge Repair

- A player may use construction to repair a demolished road bridge. Engineers must be located for repair attempts in the same manner as demolition.
- Enemy units may not occupy either of the two hexes adjacent to the bridge hexside. All movement restrictions for demolition apply to repair. On a die-

roll of 1-5, the bridge is repaired. Each additional engineer point or engineer unit subtracts 1 from the die-roll. If the river is frozen or the weather is arctic, add +3 to the roll. A bridge is always repaired if 3 consecutive attempts have been made to repair it.

12.22 Railroad Repair

- Only RR engineers can initiate repair of demolished RR sector sources, though regular engineers and engineer points can aid in this process.
- For each RR engineer point used, a player may use two regular engineer points or engineer units toward RR repair as though they were one RR engineer point (note that this is not a very cost-effective way to use these engineer points or units). See the RR rules (14.6) for details on how to repair RR infrastructure.

12.23 Constructing Fortifications

- Engineers and/or engineer points may construct fortifications. Units must be in the hex that the fortification is built in, or H.Q.s allocating engineer points must be within command range of the hex.
- It normally takes two turns to complete a fortification. Place a Fortification Marker on top of the engineer unit if there is one, or just in the hex at the top of any stack. Use the orientation of the marker to show how many turns have elapsed since construction. For example: players might say that all upside down markers represent those just placed, while those that have spent one turn in place might be turned right side up.
- If the fortification is being built in a hex that contains unfrozen swamp, add one extra turn to the time of completion. Any mud, arctic, or snow weather condition also adds one to the time of completion.
- The populace of any major city may always be used to construct fortifications, as long as there are no enemy units within 5 hexes. Also, enemy units must be within 20 hexes before construction can start. The maximum distance away from the city that they may build is 10 hexes. A clear path of hexes free of enemy units or EZOCs must be traced to the hex that is being fortified (friendly units do not negate enemy ZOC for this purpose).

- For each hex of a major city, one fortification may always be under construction. There is no limit to how many fortifications can be built by the populace of a single major city hex.
- With the exception of fortifications being built by city labor, fortifications also cost one-half of a CSP if they are not built in a town hex. They may not be built in any kind of city (their effect has already been factored into the city's terrain effect. A player may expend one CSP and build only one fortification—he should record on paper, or set aside a Fortification Marker to show that he has one more available. If a fort is started but the enemy player takes the hex before the fortification is finished, the half CSP expended for its construction is still lost. The CSP has to come from an H.Q. that is in range of the hex in which the fortification is started.
- Units must begin a Regular Movement Segment stacked with a Fortification Marker to gain its benefit during any combat segments occurring before the next friendly Regular Movement Segment. This requires all of a unit's MA to enter the fortification. If a hex contains units that are in fortifications and others that are not, apply the DRM to any combat normally, but only the units in the fortifications have their defense strengths multiplied.

13.0 SUPPLY

To operate effectively, units require supply. Supply is received via *Supply Paths* traced by H.Q.s that are linked to supply sources. Units that are out-of-supply suffer various movement and combat penalties.

There are two kinds of supply: general and combat. General supply is judged at the end of a player's turn. Combat supply is determined at the instant of combat. General supply is provided by means of H.Q.s tracing supply paths to subordinate units. Combat supply is received by the expenditure of *combat supply points (CSPs)*. The number of CSPs available to an Army or Front H.Q. is recorded on that H.Q.'s *Record Track*, or by markers on the map.

13.1 GENERAL SUPPLY

General supply is required to maintain a minimum level of activity. When

units cannot trace general supply in the regular manner, they may be able to use Emergency Supply (see 13.2).

General supply may also be provided by the use of air points and naval transport. These are considered special forms of supply and are listed later in the appropriate rules.

13.11 General Supply Paths

- Combat units receive supply from H.Q.s that have traced supply paths to those units. The H.Q.s that provide Supply must also be linked by supply paths to a superior H.Q. and/or supply source.
- Supply paths are traced in the same manner that command paths are traced to Low Proficiency units (see 8.2). The maximum allowable length of a supply path depends upon the terrain it traverses, the *supply path rating* of the H.Q. tracing it, and whether Supply Column A or Supply Column B of the *Terrain Effects Chart* is being used. Supply paths may be traced into, but not through, unnegated enemy ZOCs.

13.12 Supply Path Ratings

- An H.Q.'s *supply path rating* determines the maximum length a supply path may be traced from it. Each hex that a path is traced through requires the expenditure of points from the *supply path rating*; this is handled in the same manner as movement. The *TEC* lists the costs, in terms of supply path rating points, of all types of terrain. There are two columns of supply path costs on the *Terrain Effects Chart*. Column A is used by H.Q.s tracing to a Front or Army Group H.Q. and/or supply source. Column B is used when an H.Q. is tracing to any other kind of unit (truck, Pz Corps H.Q., Soviet tank army H.Q., or regular combat unit). Roads and railroads reduce the cost of tracing supply paths through terrain.
- The *supply path rating* of each H.Q. is the same as its *command path rating* (see 8.2), with the exception of Soviet Army H.Q.s, which have a supply rating of nine. A Truck Marker has a supply path rating of four.
- H.Q.s may trace any number of supply paths, each with a length up to the maximum allowed by the H.Q.'s *supply path rating*. Supply paths may not be traced through enemy units or unnegated enemy ZOC.

13.13 Axis Supply Paths

- German Army H.Q.s trace supply to an Army Group H.Q. The Army Group H.Q. in turn traces supply to supply source. A supply source is any German homeland city containing a Transportation Hub symbol, or any rail line that leads via a friendly map edge to such a city. An Army H.Q. which is unable to trace a supply path to an Army Group H.Q. may alternatively trace a path direct to a supply source. German Army H.Q. may trace supply from *secondary railheads* (see 13.15).
- Trucks may not be used to extend the supply path between German Armies and Army Group H.Q.s/supply sources.
- German Allied units utilize essentially the same rules as the Germans. Their supply sources are major cities within their own homelands (eg. Hungary), or rail lines leading to such.

13.14 Soviet Supply Paths

- Soviet Army H.Q.s receive supply from the Front H.Q.s they are subordinate to (see 8.7). Front H.Q.s in turn trace supply to supply sources. A supply source is any hex of a friendly Soviet-controlled city that is connected to another such city or friendly map edge by a double track rail line, or any double track rail line leading off a map edge hex that leads to an off-map production area (see *Exclusive Rules* for a list of such).
- Soviet Front H.Q.s within five hexes of a rail line can trace supply via that line.
- If the Front H.Q. it is subordinate to is within nine supply movement points (using Supply Column A of the *TEC*) of a major Soviet-controlled city, a Soviet Army H.Q. may trace supply direct to that city—just as if the Front H.Q. were located there. Soviet Army H.Q.s may *not* trace supply via rail lines direct to a supply source.
- Soviet Armies which are part of the STAVKA Reserve are in supply if they can trace a path of no more than twenty hexes to a friendly-controlled major city that is itself able to trace a supply path to a Front H.Q.

13.15 RR Restrictions

- No more than one Army Group or Front H.Q. can trace a general supply path through a particular rail hex each

game turn. German Army H.Q.s may trace a general supply path to a secondary railhead located on a branch from the rail line that the Army Group H.Q. is using. The branch must be friendly and operable, and must originate from a double RR hex that is part of the rail line that the Army Group H.Q. is using to trace back to a supply source. No marker is needed. A player only has to state which RR hex he is using in this manner. The branch may not be longer than 24 hexes. Up to two armies may trace to a secondary railhead. The German player may only designate *one* secondary railhead per Army Group at any one time.

- In some scenarios a secondary railhead may already be in existence. The Exclusive scenario rules will list this.
- Any number of H.Q.s may trace to a supply source as long as there are enough rail lines emanating from that source to enable each Front or Army Group H.Q. to trace along on its own rail line.
- Up to two army H.Q.s may trace along a single track rail line, four along a double track. However, if more than one does so, there is a DRM penalty when rolling to see how many CSPs each of those armies receives (*see the CSP Arrival Table for DRMs*).

13.2 EMERGENCY SUPPLY

When an H.Q. or unit cannot trace general supply to a higher source, the owning player may utilize combat supply points to provide general supply. Each point of combat supply is worth two game turns worth of general supply for one German Army H.Q. and one game turn's for one Soviet Front. See the Combat Supply Rules (13.36) for explanation of how to convert CSPs to general supply.

- 13.21 When a unit is out of general supply, it is marked with an Emergency Supply Marker.
- 13.22 A combat unit marked with an Emergency Supply Marker may perform one subsequent activity before immediately going out-of-supply.

Example: a German infantry division has a Emergency Supply Marker on top of it. The owning player could choose to move the unit as though it was still in general supply. After moving the unit, the owning player would

flip the Emergency Supply Marker to the out-of-supply side. This condition would take effect immediately. Alternatively the German player could have waited until the Combat Phase, and used the emergency supply to provide general supply (*not* combat supply) for combat instead. A player is never forced to use up his emergency supply. Remove the Emergency Supply Marker as soon as the unit is placed back into general supply through the normal supply method.

- 13.23 When a unit has an Out-of-Supply Marker on it, that unit may not move or attack for one full turn in order to remove the Out-of-Supply Marker. The unit must also be in general supply.

13.24 German H.Q.s

- A German Army or Pz Army H.Q. may trace general supply to a number of divisional equivalents equal to its supply path rating each game turn. Any kind of German Army H.Q. may also trace a supply path to Pz Korps H.Q.s. A Pz Korps only costs a Pz Army H.Q. 3 divisional equivalents to supply—not 4. That Pz Korps can still provide supply to four divisions of any type. Each Pz corps supplied in this manner counts as four divisional equivalents. German Pz Korps H.Q.s can only receive general supply if an Army H.Q. has traced a supply path to them, or there are CSPs within six supply movement points of the panzer H.Q. (using Supply Column B of the *TEC*), which may be converted into general supply. If any type of army H.Q. traces a supply path directly to a Combat mech/motorized division, then that division is counted as two divisional equivalents against the H.Q.'s limit. Pz Korps may trace general supply to four divisions of any kind. Non-divisional units attached to divisions are in general supply if those divisions are also in supply. Unattached non-divisional units count as one-half of a division for purposes of general supply.

13.25 Soviet H.Q.s

- Soviet Army H.Q.s of any type may trace a general supply path to a number of divisional equivalents equal to their supply path rating. Any kind of brigade/regiment counts as half of a division. They may also trace supply to a rifle corps. Each rifle corps counts

as three divisions. Non-divisional units attached to rifle corps that are in general supply are also thereby in supply. When mech/tank corps come into existence, Rifle Army H.Q.s may provide general supply for up to one such unit; each unit counts as though it were three divisions against the H.Q.s limit.

- Soviet tank armies may trace general supply to at most three mech/tank corps; however, there may never be more than two *mech* corps being supplied by a tank army. Tank/mech corps count as three divisional equivalents against the tank army H.Q.'s command limit.

13.26 Effects of Being Out-of-General Supply

- Units and H.Q.s that are out-of-general supply suffer the following effects. Units, including H.Q. that cannot trace to a supply source, that are out-of-general supply have Emergency Supply Markers placed on them.
- An H.Q. with an Emergency Supply Marker may provide general supply for one full turn, but then the marker is flipped to the out-of-supply side. This occurs during the judgment of supply at the end of a game turn.

A. Movement Penalties

- Units without general supply that are not motor/ mech units may use one-half of their movement allowance (round any fractions up). Motor/mech units may move a maximum distance of one hex. ZOC-to-ZOC movement is allowed if the unit meets all other requirements for such movement. Cavalry units are treated as non-motorized/mech units. Out-of-supply cavalry may not move during arctic weather.
- Units that are out-of-general supply may not use Reaction Movement.

B. Combat Penalties

- Units out-of-general supply may participate in combat, but suffer the following penalties.
- The basic combat values of out-of-supply units are halved, before applying any modifiers for terrain, armor, etc. Such units may attack in conjunction with other friendly units that are in supply, but the presence of combat supply in such an attack will not change the strengths of the out-of-supply units. Artillery units that are

out-of-supply may not attack, and are considered to have a defense strength of one. Units that are out-of-supply may not be used to provide an armor bonus.

C. Supply Penalties

Note that there are penalties both for being out-of-general supply *and* for being out-of-combat supply (see 13.34). These penalties are cumulative.

13.3 COMBAT SUPPLY

Combat supply represents the large tonnages of munitions and fuel required when large scale battles and maneuver occur. Combat supply is represented in terms of *combat supply points* (CSPs). To avoid penalties during a combat the attacker, and sometimes the defender, must expend CSPs.

13.31 Sources of Combat Supply

- Combat supply is provided in the form of combat supply points (CSPs). CSPs are received by H.Q.s that are linked to home country or friendly major power supply sources. When a CSP is used to provide combat supply, it is expended and its value is deducted from the total number of available CSPs with the H.Q. that used it. The current total is recorded on the *CSP Track* by positioning markers to reflect that value.
- If a Front or Army Group counter moves during a game turn, it may not provide any CSPs until the following turn.

13.31a Army H.Q.s and CSPs

- German Army H.Q.s receive CSPs via Army Group H.Q.s. The Army Group H.Q. must be located in a hex containing a double-track rail line that is connected by double-track rail to a supply source in greater Germany.
- At the start of each German Administrative Segment, the distance that a German Army H.Q. is from its Army Group H.Q. is determined. This is done using the values listed in the Column A of the Supply Distance section on the *TEC*. Measure this path in the same manner as determining a general supply path (see 13.13). The distance determines which column the player must use on the *CSP Arrival Table*. Roll one ten-sided die and apply any DRMs due to weather, Exclusive Rules, partisans, and having more than one army using the same single

or double track rail. Cross-index the result with the appropriate column. The value to the left of the slash is the number of CSPs a German army receives, the value to the right applies to Soviet Fronts. The number of Axis armies that trace to Army Group H.Q. for CSPs also modifies the CSP arrival result. The more armies that trace, the fewer CSPs each is likely to receive (see the DRMS at the foot of the *CSP Arrival Table*).

- Immediately adjust the markers on *Record Track* to reflect the new total number of CSPs available.

13.31b Soviet Front H.Q.s and CSPs

- The Soviet Front H.Q.s receive CSPs in the same manner as German Army H.Q.s. Instead of measuring the distance from some higher H.Q., however, the Soviet player examines the location of his Front H.Q. He compares this with the four categories listed on the *CSP Arrival Table* under the German Distance numbers. For example: if the Front H.Q. was on a single track rail line, the third column would be used to determine CSP arrival. Thereafter, the procedure is the same as for the German, except the Soviet player uses the value to the right of the slash.
- The rail lines that a Soviet Front H.Q. uses for CSP arrival must be free of enemy units or their ZOCs all the way back to a supply source; this path must be along contiguous and friendly controlled rail hexes. To receive the benefit of rail line, the path must be of that type all the way back to the source. No more than one Front may trace a supply path along a single track rail line from a source, and no more than two Fronts may use a double track rail line.
- Soviet Fronts not on a rail line can use the fourth column of the *CSP Arrival Table*. In this case, the distance at which Soviet Army H.Q.s may be supplied from the Front and still receive supply is halved.

13.31c Axis-Allied H.Q.s and CSPs

- Axis-Allied H.Q.s (eg. Hungarian) receive CSPs in much the same manner as German H.Q.s. They must trace a path back to their homeland supply sources or to the nearest German Army Group H.Q. If there are supply sources consisting of friendly home

country cities, then these armies may trace directly to them; if not, they must trace to an Army Group H.Q. These H.Q.s may use German CSPs if necessary, but if they do, they are expended on a two for one basis.

13.31d PzKorps H.Q.s

- German PzKorps H.Q.s do not roll on the *CSP Arrival Table*. They receive all of their CSPs from a Pz army or regular army H.Q. When they expend CSPs, these PzKorps must be within the supply distance of the army H.Q. which is providing the CSPs. The PzKorps H.Q. only extends the reach of the army H.Q. A Korps H.Q. has one intrinsic CSP with it during play. At any time, the German player may choose to use this CSP normally. Once this has been done, the H.Q. should be marked in some fashion to show that it has expended its CSP (or make a note on a piece of scratch paper). During any subsequent supply segment, the German player may replenish the CSP by expending one CSP from an army H.Q. Remove whatever was used to show the previous unavailability of CSP. This process may be repeated any number of times.

13.32 Expending CSPs

- Only army level H.Q.s or PzKorps H.Q.s may allocate CSPs to a combat. During a combat, the H.Q. providing CSPs must be able to trace a supply path to the participating units. Use the Supply Column B of the *CRT* to determine the supply path distance that is traced to provide CSPs. Players announce whether or not they will expend CSPs for a combat, after secretly deciding whether or not to commit supply. Use markers hidden in a hand to designate the use of CSPs or not. After a player has designated the use of CSPs, he may not change his mind.
- Soviet armies that are more than 6 supply path points in distance from their Front H.Q. must expend two CSPs for every one they wish to use for combat.
- Any German H.Q. that moves must expend one CSP. If it is unable to expend such a point, that H.Q. may not be used to provide any form of combat supply for the rest of that turn. German Pz Korps require only one-half of a CSP when they move. Trucks

also require one-half of a CSP when they move; if the CSPs are unavailable they may not move. If the CSP is unavailable, that H.Q. may not provide CSPs for any combat in the immediate following Combat Segment.

- Players may keep track of fractions by tilting the CSP Marker on the Army's *Record Track* upside down when it is one-half of a value. The Soviets must expend two CSPs every time they change location of a Front H.Q. Also, every time a Tank Army H.Q. is moved, one-half of a CSP must be spent. *Exception:* If an H.Q. does not have the requisite CSPs for movement, it *may* still move but cannot provide any supply functions.
- See also rule 13.5 for Truck Movement and supply expenditure.

13.33 Effects of No Combat Supply

- Attacking units require combat supply to avoid adverse effects. Defenders only require it if they are using large amounts of supporting artillery. Units may suffer a combination of being out-of-supply and not having sufficient combat supply points. When this happens, all penalties are cumulative.

13.33a Attackers and CSPs

- When attacking, any combat requires a minimum of one CSP. If the attacker has double magnitude (*see 9.10*), two CSPs are required. Each increment (round any fractions up) of eight ground artillery fire support points beyond the first eight points requires one CSP.
- Every four artillery points being fired in separate barrages (no ground unit is taking part) requires one CSP. Rocket units firing like this require two CSPs.
- Combat supply is never required or used during an overrun.

13.33b Defenders and CSPs

- If the defending units have more than eight artillery points allocated to the defense, one CSP is required—regardless of the number of other ground units present in the hex.
- Should the defenders somehow get more than sixteen artillery points into a combat, two additional CSPs are required. The defender may never barrage enemy units without other

friendly ground units also being involved in the attack.

13.34 Effects of Insufficient CSPs

- Units attacking without the required number of CSPs may not advance more than one hex if infantry, and two hexes if some other movement class. Armor units may still receive armor bonuses against units that do not have AT/armor capability. The attackers also suffer two column shifts to the left and add one to any attacker's combat obligation on the *CRT*.
- The attacker may not use any barrage strengths if he allocated no CSPs to the combat.
- In both of the above cases, naval and air support is not affected by CSP expenditure considerations at this stage in the turn. CSPs may be required at the start of the Mutual Air Operations Phase.

13.35 Capturing CSPs

- When enemy H.Q.s are attacked or overrun, there is a chance that CSPs will be captured. If friendly units attack any hex containing enemy H.Q.s, a die-roll is made to see if any CSPs are captured. Roll one ten-sided die. If the result is five or less some CSPs have been captured. The number of CSPs captured is equal to one-half of the die-roll (round any fractions up). If the H.Q. was retreated in any fashion, add one to the number of captured CSPs. The captured CSPs are deducted from the enemy army or Front H.Q. possessing them. No more than one-half of the total number of CSPs currently with an H.Q. may ever be captured. The captured CSPs are awarded to the nearest friendly Front or Army H.Q. The total on that H.Q.'s *CSP Record Track* is adjusted to reflect the new total.

13.36 Converting CSPs to General Supply

- CSPs may be converted to general supply. (*It only makes sense for a player to do this if an H.Q. or a number of divisions are cut off from normal supply sources as, historically, of Stalingrad—and the owning player feels that it may be a while before he can breakthrough or breakout.*)
- At the *instant of encirclement*, a player may allocate to the surrounded units up to one-third of the CSPs possessed

by a Soviet Front or German Army H.Q. For this to happen, the surrounded units must be within supply path range, using Column B of the *Supply Distance CRT* of a German Army H.Q. rounding the CSPs, or a Soviet Army H.Q. attached to the Front. If the surrounded units contain a Front H.Q., up to one-half may be allocated. If the surrounded units include a German Army H.Q., all of the CSPs with that H.Q. are present in the pocket.

- CSPs used for general supply provide two turns of supply for up to one German army's worth of units if there is such an H.Q. in the pocket. If there is no such H.Q., they may provide *one* turn of general supply to any number of units within nine supply movement points (using Supply Column B of the *CRT*). Counters are provided for the placement on the map to enable players to keep track of this.
- One CSP provides two turns of general supply to every Soviet Army H.Q. in the pocket. If there is no such unit, then only one turn of supply is provided per CSP.

13.4 SPECIAL SUPPLY SOURCES

When units are not able to trace an overland supply path, they may utilize special supply sources to receive general and combat supply. There are three basic methods of special supply. Individual games in this series may list other methods.

13.41 Air Supply

- One method of special supply is delivery using air missions. Air Delivery can either be by air transport, or air drop. Air transport is by far the more efficient method of the two.

13.41a Air Transport

- As long as a pocket of friendly, encircled units contains a clear terrain hex free of enemy units and EZOCs, the owning player may fly air missions to attempt to resupply the pocket. Any supply flown in is received in the form of CSPs—which may be converted to general supply (*see 13.36*).
- The air mission is flown normally using the *Air Mission Strength Table* (*see 16.5*). Roll the ten-sided die to determine the final air mission strength. Every four final air mission strength points is worth 1 com-

Marker Description Chart

Marker Front	Marker Back	Description and Use	Marker Front	Marker Back	Description and Use	
		These are placed on the Air H.Q. tracks to record how many aircraft of that type are operational. If more than 9 Pts assigned, flip the marker over to show +10 and ones.			German Army H.Q. Record Track ID Marker: used on the Record Tracks to show which Track belongs to which pair of Army H.Q.s. The Regular Army H.Q. always uses the lower track of the two.	
		These are placed on the Air H.Q. tracks to record how many aircraft of that type are non-operational. If more than 9 Pts assigned, flip the marker over to show +10 and ones.			Soviet Front H.Q. Record Track ID Marker: used on the Record Tracks to show which Track belongs to which Front H.Q. The Air H.Q. for that Front uses the Record Tracks for that Front.	
		Placed on Sov Air Sector Marker to show its current rating and if the Sector marker was placed at Long or Very Long Range. If Normal or Short, put underneath Sector.			Command Pts Left Marker: used as a player aid to show players how many CPs are left to an H.Q. during a phase.	
		Placed on Ger Air Sector Marker to show its current rating and if the Sector marker was placed at Long or Very Long Range. If Normal or Short, put underneath Sector.			Combat Supply Point Marker: used on the Record Tracks of an H.Q. to show howmany CSPs it has remaining. Use the ones side if less than 10 CSPs.	
		Air Mission Marker: memory aid that can be placed on hex that an Air Mission is flown to. Shows the range of the Mission. These are not necessary for play.			Engineer Point Marker: used on the Record Tracks of an H.Q. to show howmany Engineer Pts it has attached. Use ones side if less than 10 CSPs.	
		Air Missions Remaining Marker: is placed on the Air H.Q.'s track to record the Air Mission Remaining Number. When a mission must be expended, move to the left.			Emergency Supply Marker/Out of Supply Marker: used on the map to show that a unit is either Out of Supply or on Emergency Supply. Place right side up according to supply condition being shown.	
		RR Repair Railhead: used on the map to show the extent of Rail Reguaging/Repair. The back is a generic step loss marker.			Combat Supply Point Marker: used on the map to show CSPs that have been placed on the map to form supply dumps and those that have been flown into cut-off units and H.Q.s. Place the correct number right side up.	
		RR Repair Intersection Marker: used on the map to show which way a RR Repair Railhead took at a Railline intersection. This is only a player-aid.			Weather Zone Boundary Marker: Place on the map in the first hexrow of the Southern Weather Zone. These hexes and those south of it are in that Weather Zone; those to the north are in the Northern Weather Zone.	
		Reguaging RR Sector Marker: used on the to signify a Regauging RR Sector. The letter denotes the repair state of the sector; the number is an ID. The back show no RR Cap.			Unit Moved Marker/Normal Proficiency Marker: used on the map to show that units have moved or that a unit has had its Proficiency raised to Normal for the current phase. This is only a play-aid marker. It is not necessary to mark every unit.	
		RR Capacity Markers: used on the map to showplayers that a railine has used all of its capacity for that turn. This is a player aid.			Truck Markers: used on the map to extend the Supply Paths of H.Q.s. If a truck moves, flip to the mobile side. H.Q.s that use a mobile truck to trace a Supply path must expend double CSPs amount.	
		RR Sector Source Primary Markers: used on the map to show which hexes are being used as Primary Sector Sources that turn. The letter denotes the Sector's rating.			Accumulated Armor Replacements Marker: used on the Record Tracks to show how many Arm. Replacement points have been accumulated by an H.Q. Flip to tens side if more than 9 pts.	
		RR Engineer Record Track Markers: used on the record tracks of Front, German Army & Pz Army H.Q.s to show how many such points are attached to that H.Q.			Accumulated Infantry Replacements Marker: used on the Record Tracks to show how many Inf Replacement points have been accumulated by an H.Q. Flip to tens side if more than 9 pts.	
		RR Repair and Destruction Markers: used on the map to show how many repair or hit pts a hex has accumulated. Place a step marker or record on piece of paper the no# of Pts.			The Moscow Air Defense Zone H.Q.(PVO) Marker: used on the map to show that the PVO is active (enemy within 20 hexes). It is placed in any hex of Moscow and its aircraft may be assigned to any Air H.Q. that is within 5 hexes.	
		Entrainment Markers: used on top of units to show they are RR entrained or have used RR movement during the current turn.				Weather Condition Markers: placed on the Weather Condition Tracks to show the current weather.
		The German Army Group Secondary Railhead Marker: used on the map to mark the location of any Army Group Secondary Railhead. Army H.Q.s may trace to it as if it were the Army Group H.Q.				Fortification Marker/Step Loss Marker: the fortification marker is used on the map to show their locations. The Step Loss marker shows how many losses a unit has suffered.

Terrain Effects Chart

NOTES:

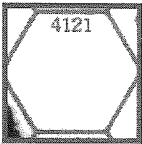
1. Players should note that if there are at least two terrain features limiting armor to 1.5x its strength, then combine the two to create a new limit of 1x its strength.
2. If a < (less than) symbol appears after a strength modifier, the fractions are rounded down. If not, round up.
3. The defender can only get hex-side DRMs (+ to the die) if all enemy units are attacking through the appropriate hexsides. Attacking artillery does not negate this.
4. The advance/retreat numbers associated with each terrain feature either required the indicated number of advances for attackers to enter, or subtract from the maximum allowable retreat distance of a unit. In the case of a retreating unit, the indicated numbers do not mean that the unit has satisfied its obligations by that value for having retreated into the hex. Rather, it means that the retreating unit has this value subtracted from how far it may retreat after entering the hex. Any remaining obligations must come from step losses. "All" means that the unit can only advance into the hex if it was the target of an attack, or the defender loses all ability to retreat any further after crossing the great river.

(R) = Road only.

@@ = Units attacking from a frozen lake are treated as though they were attacking across a river hexside.

OT = As other terrain in hex.

TERRAIN TYPE	MP COST		STACKING LIMIT		ZOC STRENGTH		COMBAT EFFECTS			ADVANCE/RETREAT		SUPPLY DISTANCES	
	Other	Mot/Mech	Hex	Mot 2X?	Cav 2X?	Mot/Mech	Attacker	Defender	Armor Multiplier	Other	Mot/Mech	Column A H.Q.-Source	Column B H.Q. to Units
1. CLEAR	1	1	12	No	No	2X	Armor Bonus	–	2X	-1	-1	1	1
2. WOODS	1	2	12	No	Yes	1X	Armor Bonus	+1	1.5X	-1	-1	1	1
3. ROUGH/SWAMP	2	2	12	No	No	1X	Armor Bonus	+1	1.5X	-1	-1	2	1
4. FOREST	2	3	12	Yes	Yes	.5X	No Armor Bonus	+2	1X	-1	-2	3	2
5. SWAMP	2	3	12	Yes	Yes	.5X	No Armor Bonus	1.5X/+1	.5X<	-1	-2	4	2
6. ROUGH WOODS	2	3	12	No	Yes	.5X	Armor Bonus	+2	1X	-1	-3	3	2
7. ROUGH FOREST	3	4	12	Yes	Yes	.5X	No Armor Bonus	+3	.5X	-2	-3	3	2
8. SWAMP WOODS	2	4	12	Yes	Yes	None	No Armor Bonus	1.5X/+2	.5X	-2	-3	5	3
9. SWAMP FOREST	3	5	12	Yes	Yes	None	No Armor Bonus	1.5X/+3	.5X	-3	-4	5	3
10. MOUNTAIN	3	P	8	Yes (R)	No	None	No Armor Bonus	+3	# stps	-3	NA	NA	4
11. ALPINE	Mtn 3	P	6	Yes (R)	NO	None	No Armor Bonus	1.5X/+3	P	Mtn -3	NA	NA	6
12. RIVER @@	–	+1	NA	NA	–	–	No Armor Bonus	+1	1X	-1	-1	+1	+1
13. MAJOR RIVER	+1	+3	NA	NA	NO	1X	Att.5X/no Arm Bon	+1	.3X<	-3	-3	+3	+2
14. GREAT RIVERS	+3	+4	NA	NA	None	None	Attacker .33X	+2	zero	All	All	+6	+4
15. VILLAGE	OT	OT	OT	OT	OT	OT	OT	+1	OT	OT	OT	OT	OT
16. TOWN	OT	OT	OT	OT	OT	OT	OT	+2	OT	OT	OT	OT	OT
17. CITY	OT	OT	16	Yes	None	None	Armor Bonus	2X/+1	1X	Need a 3 advance		OT	OT
18. MAJOR CITY	OT	OT	20	Yes	None	None	Armor Bonus	2X/+2	.5X	Need a 4 advance		OT	OT
19. FORTIFICATION	OT	OT	OT	OT	None	None	Armor Bonus	1.5X/+1	1.5X	OT	OT	OT	OT
20. SECONDARY ROAD	.5 MP in clear 1 MP in NonClear		OT	OT	OT	OT	OT	OT	OT	OT	Adv Det Poss	.5	.5 in Clear 1 in Non Clear
21. PRIMARY ROAD	.5 MP In All		OT	OT	OT	OT	OT	OT	OT	OT	Adv Det Poss	one-third pt	one-half pt
22. RAILROAD	Treat as Sec. Road		OT	OT	OT	OT	OT	OT	OT	OT	Adv Det Poss	one-sixth pt	one-half pt
ENTERING EZOC	+1		–	–	–	–	Attacker Halts?	–	–	–	+2 Comb Oblig	–	–
LEAVING EZOC	+1	+1	–	–	–	–	–	–	–	–	–	–	–
EZOC TO EZOC	ALL	+4/ALL#	–	–	–	–	–	–	–	–	+2 Comb Oblig	–	–



1. Clear
pale buff



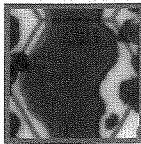
2. Woods
green



4. Forest
dark green



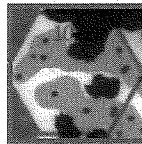
5. Swamp
blue with dots



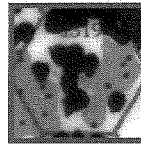
6. Rough Woods
combination



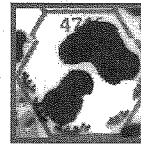
7. Rough Forest
combination



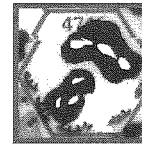
8. Swamp Woods
combination



9. Swamp Forest
combination



10. Mountain
dark brown



11. Alpine
dark brown with
white snow caps



12. River
pale blue



13. Major River
dark blue



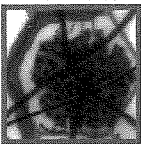
13. Great River
dark blue
with darker outline



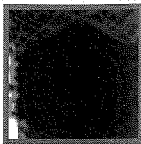
14. Village
black



15. Town
black and yellow



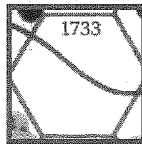
16. City
black, gray and
yellow



17. Major City
black and red



18. Fortification
(see rules)



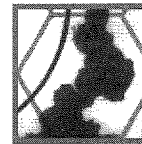
19. Secondary Road
gray



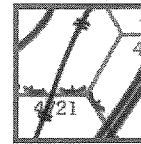
20. Primary Road
red



21. Highway
(see rules)
double red line



22. Railroad
(single track)
black



23. Railroad
(double track)
black with double bars

Air Sector and Air Mission Range Chart

AIR MISSION RANGE	AIR SECTOR RANGE	AIR MISSION RANGE				
		Short	Normal	Long	Very Long	Extreme Long
SHORT	0-4	0-6	7-24	25-45	46-60	61-100
NORMAL	5-16	0-4	5-16	17-30	31-60	61-100
LONG	17-30	0-2	3-8	9-15	-	-
VERY LONG	31-60	-	-	-	-	-
EXTREME LONG	61-100	-	-	-	-	-

Air Rules Summary

1. Fighters and ground attack may never fly missions from air sectors that are placed at ranges greater than Long.
2. Bombers and transports that fly air missions that are at ranges greater than Long calculate their air mission ranges directly from the Air H.Q. they are assigned to—not any air sectors that have been placed by the Air H.Q.

3. Air Sector Range:

How far away (in hexes) the Air Sector Marker has been placed from its parent Air H.Q.

4. Air Mission Ranges:

The distance an air mission is being flown from an air sector belonging to the Air H.Q. that is initiating the mission, or how far bombers and transports are flying from the Air H.Q. itself if the air mission range is greater than Long.

- Players should notice that if an air sector is placed close to its Air H.Q., the air mission ranges for each range category increase. If the Air Sector Marker is placed further away, these air mission ranges decrease. Think of the Air Sector Marker as an umbrella that expands and contracts according to the distance it is placed from its Air H.Q.

Supply Path Summary

General Supply Paths are traced from H.Q.s to units in the following order:

GERMAN:

1. From Army H.Q. to:

- a. Korps H.Q. to truck or ground unit.
- b. Truck to Korps H.Q. or ground unit.
- c. to ground unit.

For any of the above supply paths:

Use Column B Supply Path Point Costs.

2. To provide general supply, the Army H.Q. must be able to trace to the Army Group H.Q. or the Army Group secondary railhead, or directly to CSPs being expended to provide general supply.

When tracing to the Army Group H.Q. or CSPs:

Use Column A Supply Path Costs.

If the H.Q. traces to the Army Group H.Q., that AG H.Q. must be linked to a supply source.

SOVIET:

1. From Army H.Q. directly to ground units:

Use Column B Supply Path Point Costs.

2. From Army H.Q. to Front H.Q. or major city (if the Front is within normal supply range of the City):

Use Column A Supply Path Costs.

- Army H.Q.s may also use CSPs that have been converted into general supply. The CSPs must be located within two hexes of the H.Q.
- Players should note that Front or Army Group H.Q. that move may not receive CSPs that turn.
- A Front H.Q. not on a RR hex may supply Army H.Q.s at only half the normal distance.

(continued from page 22)

bat supply point. One CSP may be placed in the hex. Values of three round up to four, values of less than three are treated as zero (seven would be rounded up to eight, six down to four, etc.).

- Bombers may also attempt air resupply (see 16.65).

13.41b Air Drop Resupply

- Supplies may also be delivered by air drop. If there are no clear hexes in a pocket, or there are no hexes free of enemy ZOCs, players may attempt to air drop supplies. Use the same procedure used for air transport of supply, but apply these additional restrictions:

1. No more than one CSP may ever be received by this method.
2. Apply an additional DRM of plus two to the die-roll for air drop.

13.42 Naval Supply

- To be added later in the series.

13.43 Fortress Supply

- If friendly units occupy intact fortresses and are cut off from normal means of supply, they check their supply status according to the following procedure. First, the owning player rolls a ten-sided die. If the result is less than or equal to the printed supply value of the fortress, then all units in that fortress remain in general supply. If it is greater, an Emergency Supply Marker is placed on top of the fortress. Once a fortress has such a marker placed on it, only Air or naval supply can keep the units from going out-of-supply. A player could bring in such supply before the fortress reaches the emergency supply state; in such a case, don't start rolling until there is no supply from either of these sources.

13.44 Exclusive Supply Rules

- The Exclusive Rules of a game may list other means and restrictions on the provision of supply. Any Exclusive Supply Rules always take precedence over the *Series* rules.

13.5 TRUCKS

Trucks extend the supply path distance of H.Q.s. Each truck has a supply path rating of four. A truck has no combat value. A truck has a movement allowance of 6 and is considered to be motorized for movement class purposes. Enemy units may not attack trucks. If an enemy unit enters a hex containing a

truck, the truck is removed from the map for three game turns. It may reenter play with any Front or Army Group H.Q. on the map.

Trucks act as supply path extensions for H.Q.s. They may not be used to motorize other units. A truck requires one-half of a CSP to move.

Trucks can extend the supply path by five more points using Column B or A, depending on where the path is being traced.

13.5 Trucks treat all RR lines as secondary roads for supply path purposes.

13.6 RR AND SUPPLY CONSIDERATIONS

If a RR line has been used to move combat units, this will have an effect on the number of CSPs that may be received via that RR. The *CSP Arrival Table* lists the DRM due to RR movement of combat units over a rail line.

The RR rating of a sector also has an effect on the number of CSPs that may be sent through that sector. The *CSP Arrival Table* lists the DRMs associated with a particular rail sector rating.

13.7 SURRENDER

Units that are cut off or out-of-supply may be forced to surrender. A surrender die-roll must be made (but see 13.8) in the following circumstance:

1. A unit cannot trace a supply path of any kind to a source of supply (H.Q., etc.), and
2. the unit is not within 4 hexes of a friendly unit which is in supply, and
3. there is an enemy unit within 4 hexes, which is not itself subject to (1) and (2) above.

If all three conditions are met during the owning player's Administrative Phase, he must roll one die for each such unit.

DR	Result
1-4	The unit surrenders and is removed from play.
5-10	The unit remains on the map.

Apply the following modifiers to the die-roll:

Low Proficiency unit	-2
Unit adjacent to an enemy unit	-1
Unit is a Soviet Guards unit at Normal Proficiency	+2
Unit is at High Proficiency	+3

Notes:

1. Remember that weather may affect a unit's proficiency.
2. Units may trace supply to an H.Q. that is using CSPs to provide general supply (ie. such a unit would *not* be subject to a surrender die-roll).
3. Units that surrender are permanently eliminated: they may not be rebuilt.
4. Units must roll for surrender in *each* Administrative Phase in which they meet the conditions listed above.
5. Die-roll modifier (2) above, may be *cumulative* with any of the other modifiers (for example, a High Proficiency unit rolling for surrender, which is adjacent to an enemy unit, would be subject to a final modifier of +2).

13.8 BREAKOUT AND DISBANDMENT

As an alternative to rolling for surrender, a player may roll for *breakout and disbandment*. Only those units which meet the conditions for surrender (see 13.7) may do so. For each unit attempting breakout and disbandment, the owning player rolls one die. On a result of 1-3, the breakout attempt is successful and the unit is removed from the map. The owning player then receives as replacements (in his *next* Administrative Phase) one-half the number of steps that the unit contained at the moment of breakout (round any fractions down, but never to less than one). On a die-roll of 4-10 the breakout attempt has failed and the unit surrenders (ie. is removed from the map, and permanently eliminated: see 13.7). Only infantry and cavalry units may attempt breakout and disbandment.

- Apply the following modifiers to all breakout die-rolls:

+2	Every adjacent land hex (no exceptions) is occupied by at least one enemy unit.
+1	The unit is of Low Proficiency.

These modifiers are cumulative (therefore a unit which meets both conditions cannot possibly breakout).

14.0 RAILROADS

These rules explain the function and maintenance of railroads. Some of the rules for supply by railroad will be found in the Supply Rules (13.0).

RR use occurs within RR sectors that are projected from hexes on the map containing a RR Sector Source Marker.

Adjacent and overlapping RR sectors allow the use of rail activity through more than one RR sector. Each RR sector has a finite capacity that limits how many units and how much supply can rail through it. The area of a RR sector is defined by a radius of hexes called a "RR Sector Radius."

Repair and maintenance of individual rail hexes in each RR sector has been abstracted, so that only the hex with the RR sector source itself must be maintained.

14.1 USING RAILROADS TO MOVE UNITS

Units are moved using RR movement from hex to hex through hexsides connected by rail lines. Units may only use RR movement during friendly Regular Movement Segments.

A unit must be entrained before moving by railroad. Once entrained, units can rail move up to 200 RR hexes each Regular Movement Segment. Units that spend only half of their modified movement allowance can move up to 100 hexes.

Units cannot RR move through enemy zones of control. If a friendly unit starts in a EZOC and does not move, then other friendly units may RR move into or out of—but not through—that hex. Only RR hexes that started the segment in friendly control may be used for RR Movement.

14.11 Entraining and Detraining

- Non-motor/mech units of any size, or motor/mech units that are smaller than divisions, pay one half of their current movement allowance to entrain or detrain. Any divisional-sized motor/mech unit requires a complete Regular Movement Segment to entrain or detrain. If more than one subunit from the same motor/mech division entrains or detrains in the same hex, both units use all their movement allowance to do so. Use the Entrained Markers to record the status of entrained units.
- Units that require all their movement allowance to entrain or detrain may do so only in towns, or cities of any type. Units with a pure armor symbol must also entrain or detrain in towns or cities.

14.12 Unit Size and RR Capacity

- Units require rail capacity to use railroads. The amount required is based upon a unit's size and type.
- An uninverted, divisional-sized unit uses one divisional equivalent (DE) of RR capacity. Soviet tank/mech/cav corps combat units are considered divisional sized units. Divisional units on their reduced sides use one-half of a divisional equivalent. A smaller unit uses one-third of a divisional equivalent. All mechanized, motorized, or cavalry type units use double the amount of RR capacity (eg. a cavalry division uses 2 DE of RR capacity).

14.13 Single and Double Tracked RR Hex Capacity

- There are single and double tracked rail hexes. Double tracked rail hexes have a greater RR capacity than single tracked hexes, which allows more supply and/or units to be moved through them.
- The RR capacity of a double tracked hex is six RR divisional equivalents (see 14.12); The capacity of single tracked hex is two RR divisional equivalents.
- When the number of units moved through a hex by rail have equaled its RR capacity, no more RR movement may occur through that hex for the rest of that Regular Movement Segment. It is probably easier to think in terms of rail lines (series of connected RR hexes) rather than individual RR hexes. As soon as a line reaches its limit, players can place the RR Capacity Exhausted Markers on the line to help them remember no more units can use RR Movement on this line for the rest of the segment.
- The RR capacity of a RR *hex* is not identical to the RR capacity of a RR *sector*. Usually, only a few units will move through a given rail hex during each Movement Segment, while a far greater number will move through the RR sector the rail hex is part of.

EXAMPLE: The overall RR capacity in a RR sector is nine divisional equivalents. The Soviet Player wishes to move four division's worth of units in that sector using RR Movement. The units all start entrained in

the city of Moscow (hex 4806). There is enough RR capacity in the sector to move all four divisions. The Soviet Player could move them to Rzhev (hex 3026), but they could not all use the same line of RR hexes. The reason is that there is no double track line entering Rzhev, only single track lines. Since the RR capacity of a single track line is two divisions, two of the divisions would have to take an alternative route. Two divisions move to Rzhev by using the line from 4806 through Istra (4510) - Zubsov (3325) - Rzhev. The other two reach Rzhev by moving through Kalinin (2711) - Torzhok (2117) - Rzhev. The Soviet Player could have moved up to six divisions worth of units from Moscow to Kalinin, since the two cities are connected by a double track rail line that runs through Klin.

14.14 Moving Units Through Sectors

- The maximum number of units allowed to use rail movement within a RR sector during each segment is limited by the RR capacity of that sector. These limits use the same divisional equivalents listed in 14.12.
- A RR hex in the radius of only one RR sector is part of that RR sector only. The source of a RR sector, and thus the area it includes, may vary from turn to turn. This means that the RR sector a RR hex belongs to is determined each turn by the presence of nearby RR Sector Sources.
- Units may RR move from one RR sector to another as long as the two RR sectors have overlapping sector radii, or if RR hexes belonging to each of the two sectors are also connected to one another. There must be a contiguous connection of RR hexes that are friendly and operable.
- If a unit rail moves into a RR hex that is part of only one RR sector, the unit must use that RR sector's RR capacity. When a unit moves into a RR hex that is part of more than one RR sector, the unit is free to use the RR capacity of any of those RR sectors.
- Units may be moved through both normal and regauging RR sectors in the same movement phase.

EXAMPLE:

Two German infantry divisions and a Pz division consisting of all three regiments are entrained in Smolensk. There is also one assault gun battalion entrained in Vyazma. Smolensk contains the RR Sector Source Marker and is currently rated "B." The RR capacity of a "B" rated city sector is two divisional equivalents. The next adjacent RR sector that the German player wishes to move the units to is based at Kursk; it is rated as a "B." It is connected to the Smolensk sector at Bryansk due to overlapping sector radii. The Smolensk RR sector is also connected to an "A" sector on the west map edge.

The German player could move two of the German infantry divisions within the Smolensk sector. (The infantry divisions are one Divisional Equivalent each.) The panzer division could only be moved at a cost of two divisions, because each have all three regiments count double. This would exhaust the RR capacity of Smolensk. Note that the German player could have instead moved the Army Group battalion and one infantry division.

The German Player could only move two Division Equivalents to Kursk because the "B" sector only extends out from Smolensk a distance of thirty hexes, so the overlap between the two sectors must occur before Kursk. Therefore, any units moving to Kursk must utilize the Kursk sector's RR capacity to reach the city, and this is only two divisional equivalents because of Kursk's rating. All of the units, with the exception of the assault gun battalion, could be moved to the west map edge, since an "A" rated sector exists there and is connected to the Smolensk sector, and the A rating has an RR capacity of four DEs.

14.2 RAIL (RR) SECTORS

All RR hexes within a certain radius of a RR sector source hex are part of that RR sector. These RR hexes must be connected by an unbroken line of RR hexes to the RR sector source hex. The maximum distance they may be from the

Source hex depends on the rating of that RR sector. A RR sector source hex must always contain a city or major city.

RR sectors also control the flow of combat supply points (CSPs) and supply. The RR rating of RR sectors determines the quantity of supply and how many units can rail move through the sector during Regular Movement and/or Administrative Segments.

There are two kinds of RR sectors: RR sectors, and regauging RR sectors. All sectors have a RR sector rating, which ranges from "A" (undamaged), to "D" (heavily damaged). Ratings modify the RR capacity of a sector and, in the case of regauging RR sectors, how far the RR sector extends from its rail sector source.

14.21 RR Sector Sources

- Each RR sector extends from a hex called an RR sector source. RR sector sources are designated at the start of each Regular Movement Segment. Any eligible hex may be chosen, so the location of RR sectors can change from turn to turn.
- A RR sector source can only be chosen in a hex containing a friendly city, major city, or off-map location listed for specific scenarios.
- Once a RR sector source is chosen, no other hex within that RR sector's radius can be used as a RR sector source during that segment. Players should use Primary Rail Sector Markers to aid in the designation of RR sector sources. This applies to off-map RR sectors, both Normal and Regauging. This does not prevent regauging RR sectors from being repaired.

14.22 RR Sector Capacities

- The RR sector capacity limits how many units may use RR Movement within that sector in one segment. As a unit moves, subtract that unit's capacity requirement (see 14.12) from the RR sector's capacity. Once a RR sector's capacity reaches zero, no units may RR move within that sector until the next friendly Regular Movement Segment.
- The actual RR sector capacity is an initial value that may be modified by the RR sector rating, RR hits, and/or weather.
- RR sectors located in Moscow, Leningrad, Rostov, or Kharkov start with a

RR capacity of nine. Other major cities start with a RR capacity of six. A city starts with a RR capacity of four.

- RR sectors that are A-rated use their starting RR capacity. Each subsequent reduction of a sector rating halves the previous RR capacity (round any fractions up). For example, if Moscow were rated a C, it would have a capacity of three. If Rzshev was rated a C, its capacity would be one.

14.23 Additional Sector RR Capacity

- In addition to the normal RR sector capacity, cities in a RR sector each contribute one divisional equivalent's worth of RR capacity, as long as it is used within ten RR hexes of that city. These RR hexes must be linked to that city by RR hexes no more than ten hexes away. The city must be friendly-controlled. Cities with any RR hits (see rule 16.63) lose this ability. This RR capacity may be used with multiple cities in the same RR sector to shuttle a unit within that RR sector.

14.24 Rail Sector Ratings

- RR sector ratings represent damage or, in the case of Regauging RR sectors, the extent of regauging efforts. Damage is measured in terms of "RR hits." RR sector ratings range from "A" (the best), to "D" (the worst).
- For a normal RR sector source, 8 RR hits shuts down the RR sector source and it cannot be used; 6-7 RR hits limits a rating to "D"; 3-5 RR hits to "C", and 1-2 RR hits to a "B" rating. An "A" rating is a RR sector source that is undamaged and fully compatible to the user's normal RR gauge.
- A regauging RR sector is affected by RR hits in a different manner. Every 1 or 2 RR hits subtracts 1 repair step from underneath the Regauging RR Sector Marker (see 14.4).
- RR hexes that are not part of any one specific RR sector source are treated as if they are part of a "D" rated RR sector.

14.25 Soviet Gauged RR Sectors

- All of the rail in the pre-1939 Soviet Union was a different gauge from that used in the West. Because of this, the Axis side cannot automatically use rail sources in the Soviet Union, even if

undestroyed. The rules for repair and regauging are presented later, but it is noted here that the Axis side can only choose RR sector sources in hexes that are under repair and that meet the requirements stated in rule 14.21.

- Likewise, when the Soviets are advancing, they will have to regauge the rail back to their own gauge before they can use it.

14.26 RR Sector Radius

- Each RR sector has a radius, measured in hexes, extending out from its RR sector source. All RR hexes exclusively within that radius are considered part of that RR sector only, as long as they are connected to the RR sector source by other RR hexes in that same sector. For hexes in the radii of multiple RR sectors, see 14.13.
- The radius of a RR sector is 40 hexes. Moscow, Leningrad, and Rostov are exceptions; their radius is 45 hexes.
- The radius of a regauging RR sector is 40 hexes if it is "A" rated, 30 hexes if it is "B" rated, and 20 hexes if rated a "C." RR hexes outside of A, B, or C rated sectors are considered "D" rated and extend out to all friendly, undamaged RR hexes. They also extend anywhere within friendly territory that is not within a friendly RR Sector Source or Regauging RR Sector Source.

14.3 REGAUGING RR SECTORS AND USABLE RR HEXES

Regauging RR sectors are rail lines being regauged and repaired. They function like RR sectors, but with a reduced radius and limited lateral connections.

A regauging RR sector's radius is restricted in the following manner:

- C-rated sectors exist only along RR hexes that a Railhead Repair Marker has passed through.
- B-rated sectors exist in hexes that a RR Repair Marker has moved through, and any double tracked RR hexes that are within 15 hexes of the RR sector source. These hexes must be connected by an unbroken path of hexes to the sector source that are all within the 15 hex range.
- A-rated sectors exist in any hexes that a RR Repair Marker has moved through, plus any double or single tracked RR hexes within 20 hexes of the RR sector source.

- The RR sector radii listed in 14.26 apply only as far as RR repair has progressed.

14.4 RAILROAD REPAIR AND REGAUGING

The Axis must regauge any Soviet rail before it can be used in a normal manner. The Soviets must also regauge recaptured friendly rail, or RR hexes that are not within the pre-1939 Soviet borders.

Both sides may inflict destruction on enemy and friendly rail in the form of RR hits (you don't want the enemy capturing intact RR, do you?).

14.41 Railroad Engineers

- Railroad engineers can repair and regauge the rail lines. They exist in the form of RR engineer points (RREPs). These RREPs are assigned to Soviet Fronts or German Army H.Q.s. They are placed on the *Record Tracks* of H.Q.s they are assigned to.
- Each scenario lists how many RREPs are available, and where they start. The rules for replacing their losses is explained in the Replacement Rules sections.
- RREPs may be called upon to defend in the event of an enemy attack. Each RREP defends with a strength of one point. Each RREP is considered half a step for loss purposes. A RREP may not be assigned losses if there are any other non-H.Q. units defending in the hex. RREPs can be assigned to defend a hex if it is on an operable friendly RR hex and that hex is within the command range of the H.Q. the RREP is assigned to.
- RREPs can be moved using two methods. The first method is by rail. RREPs may move up to 200 hexes in friendly RR sectors. They do not use RR capacity to move.
- RREPs are necessary for the repair/regauging of RR hexes. A RREP must be assigned to an H.Q. within command range of a RR hex to repair/regauge it. RREPs may also repair demolished RR bridges in the same manner (see 12.21).
- No more than two RREPs may be called upon to defend against any single enemy attack. An RREP may only be used to defend once during a single combat segment.

- RREPs that are assigned to H.Q.s can repair/regauge any hex within that H.Q.'s command radius.

14.42 Railhead Repair Markers

- Railhead Repair Markers are advanced RR repair teams operating along the main axes of advance. A Railhead Repair Marker must have first passed through or adjacent to a hex chosen as the location of any new regauging RR sector. RR hexes in the radius of a regauging "C" rated sector are not considered repaired unless a Repair Marker has moved through them.
- RR Repair Markers are printed with Soviet colors on one side and German colors on the other; this is intentional. Both sides should use these markers as the need arises.

EXAMPLE:

The city of Smolensk cannot be used by the German players as a RR sector source until at least one RR Repair Marker has advanced through the hexes containing Smolensk. In addition, if the Axis sector is "C" rated, only hexes that a Railhead Marker has passed through can be considered repaired. Players are urged to place a RR Repair Marker in a rail source hex as soon as the Railhead Repair Marker has moved in or adjacent if they wish later to repair that RR sector source.

- The Railhead Repair Markers are advanced along rail lines that a player wishes to repair. The rate of advance depends on the number of RREPs assigned, the current weather conditions, and whether or not a rail hex is double or single tracked.
- RREPs are assigned to a Railhead Repair Marker each turn if it is within command range.

14.43 RR Hex Repair and Advance Rates

- Railhead Repair Markers advance along RR hexes at rates that vary according to a number of factors.
- A Railhead Repair Marker can have an advance rate of Full, Half, or None. This rate is measured in terms of RR hexes entered per Regular Movement Segment.

- The Full advance rate is two hexes for a double track rail line, and three hexes for a single track line.
- The Half advance rate is one hex for a double track line, and two hexes for a single track line.
- An advance rate of None means just that—do not move the RR Repair Marker.
- An advancing Railhead Repair Marker may not skip RR hexes; the path of advance must be through contiguous RR hexes. Railhead Repair Markers may not be advanced into hexes adjacent to EZOCs. A Railhead Repair Marker can only advance over a great river if there is an undestroyed or repaired RR bridge through the hexside being crossed.
- Two RREPs assigned to a RR Repair Marker allow it to move at the Full advance rate. One RREP allows the RR Repair Marker to move at the Half advance rate.
- During turns in which the weather condition is arctic no RR repair advance is allowed. If the weather is mud, the maximum advance allowed is one RR hex per RR Repair Marker—regardless of the number of RREPs assigned to that marker. In addition, this advance is only allowed on a die-roll of one through seven. In frost weather, the maximum advance rate is one hex, but no die-roll is required. Treat snow turns like mud, except that the die-roll needed to advance becomes one through three.

14.44 Regauging RR Sectors

- Besides reducing the number of RR hits in a RR sector source hex so that they do not limit its rating, a player may also have to regauge it to regain its full normal use. While this is happening, the sector is considered a regauging RR sector.
- A new regauging RR sector may be started as soon as a Railhead Repair Marker has passed through or adjacent to the chosen hex. At least one RREP must be assigned to the hex, and the hex must be within the sector radius of any type of RR sector with at least a B rating.
- When a regauging RR sector is first started, it possesses no RR sector rating. It does not yet have its own RR sector radius or capacity. Mark the hex with a RR Repair Marker. A regauging RR sector will cycle through a series of sector ratings from none, to C, to B, and then A. An A rated regauging RR sector that receives an upgrade becomes a normal RR sector. From that point, a player is free to use it normally. An A-rated regauging RR sector may never be upgraded to a normal RR sector unless it is connected in some manner to another friendly normal RR sector at the time of the upgrade.
- Three sets of regauging RR Sector Markers have been provided. They are marked C through A, and are further coded with a numerical subscript. These are used to record the upgrading of each particular regauging RR sector. Use the numbered sets to correspond with each location. Scenario rules may limit the number of regauging RR sectors that may be in play at any one time.
- A player must use RREPs or their equivalents to upgrade a regauging RR sector source. The RREPs must add four regauging steps to a regauging RR sector source before it can be upgraded to the next RR rating. An attempt to add a regauging step may occur during the final Administrative Phase of each game turn. Up to two regauging steps per attempt may be awarded. All newly initiated regauging rail sectors start with no regauging steps.
- To receive one regauging step, the regauging player must roll 8-9 on a ten-sided die. Two regauging steps are awarded if a 10 is rolled; any other result awards nothing. Each additional RREP equivalent in the hex adds one to the die-roll.
- Players may use a Step Loss Marker placed underneath the regauging RR Sector counter to show how many regauging steps have been accrued, or they may record the level on a sheet of paper.
- If a supply line cannot be traced to RREPs, they may not regauge rail sectors.

14.5 RAIL DESTRUCTION

The destruction of rail has been abstracted so that, generally, only the condition of RR sector source hexes that are located in cities and major cities has any importance on RR repair and de-

struction. The exception to this is any RR bridge over any major/great river, which must be specifically destroyed or repaired.

When destroying rail, RR hits are placed on cities and major cities by H.Q.s that have RREPs and/or engineer points assigned to them. For the purposes of RR destruction, two regular engineer points equal one RREP (round fractions up). Only Soviet Front or German Army H.Q.s may carry out RR destruction.

The hex being targeted for destruction must be within 20 hexes of a Front H.Q., or 12 hexes of a German Army H.Q. The H.Q. may not move during the turn that it conducts RR destruction, and all destruction occurs at the start of the Regular Movement Segment. Only friendly H.Q.s may be used when attempting RR destruction.

14.51 Allocating RR Hits

- To place RR hits, a ten-sided die is rolled for each hex that RR destruction is occurring in. One RR hit is always inflicted. Further RR hits may be inflicted as follows.
- Compare the number of RREPs allocated to rail destruction in that hex to the die-roll. An RREP can only be allocated to one hex per Movement Segment. Two regular engineer points equal one RREP for the purposes of this rule. If the die-roll result is less than or equal to the number of RREPs allocated, inflict the difference as additional RR hits. A maximum of eight RR hits may be placed in any one hex.
- Players should keep track of the number of hits that a city has accumulated on a sheet of paper, or they may use Hit Markers from other games.

14.52 Effects of RR Hits

- RR hits affect the potential rating and the capacity of any RR sector they have been placed on. RR hits also impede the upgrading of repaired/regauged rail.
- See rule 14.24 for the effect of RR hits on RR sector ratings. See the *CSP Arrival Table*.
- Before a player can regauge/upgrade a RR sector, all RR hits must be repaired. If a RR sector is already being regauged/upgraded, each RR hit (usually due to bombing) reduces the number of RR regauging steps by 1 (see 14.44, paragraph 6).

14.53 RR Bridge Destruction

- The destruction of RR bridges over major/great river hexsides occurs on an individual basis. Use the same procedure used for RR hits, except only one RREP is necessary and a die-roll of 1-8 is required. Mark a destroyed bridge with a RR Destruction Marker, or note its destruction on a piece of paper. A destroyed RR bridge must be repaired before the RR line that crosses it is usable.

14.6 REPAIRING RR HITS AND BRIDGES

Players utilize RREPs to repair RR hits and destroyed RR bridges. To repair RR hits, or bridges, the requisite number of RREPs must be assigned to an H.Q. within 10 hexes of the location being repaired. Like RR destruction, engineer points may be used to aid RREPs in their repair tasks. Two engineer points equal one RREP for RR repair. Repair of RR hits and RR bridges is resolved during a friendly Administrative Segment.

- If an enemy unit stops in a hex containing a friendly operable rail line, the friendly player may allocate one RREP (attached to an H.Q. within 10 hexes) to the defense of that hex in the ensuing enemy Combat Phase. The enemy player must attack the RR. There are no terrain modifiers for either side. If the defending player suffers a step loss, the RREP is destroyed.

14.61 RR Hits On RR Sector Sources

- Up to three RR hits on each RR sector source may be repaired each Administrative Segment. The only limit on the number of RR sector sources that can have RR hits repaired is the number of engineer points and RREPs that are available during an Administrative Segment.
- To repair a RR hit, a player must roll a ten-sided die and achieve a result of 7 or greater (if only one RREP is allocated to the attempt). Each additional RREP equivalent utilized adds two to the die-roll.

14.62 Repairing Bridges

- To repair a RR bridge, both sides of the river it spans must be friendly-controlled. In addition, at least one RREP must be assigned to the repair attempt and one CSP must be expended. Additional RREP equivalents may consist of non-RREP engineer

points at a two for one ratio. A die-roll of 9-10 is necessary to repair the bridge. Each RREP equivalent allocated beyond the first modifies the die-roll by plus two. Two CSPs are required per attempt if the bridge spans a great river. Add one to the die-roll if the river is a major river.

15.0 WEATHER

Weather greatly influenced the outcome of the campaigns in the East. These rules explain the function of weather in the game. Exclusive rules in each scenario booklet list additional weather rules for each game.

There are six possible ground conditions that can occur during the game: Normal, Mud, Frost, Snow, Arctic, and Thaw. Except for normal ground, these conditions impede military operations to varying degrees.

Each of these ground conditions is generated by a combination of several weather factors: temperature, ground conditions during previous turns, and atmospheric weather factors. An atmospheric weather factor can also have a separate effect on aircraft availability within a weather zone.

15.1 WEATHER ZONES

At the start of each game turn, players determine the weather factors and ground conditions for each weather zone that is in play. Weather zone boundaries are defined by weather lines. The weather lines are not printed on the maps because their locations are not fixed. Instead, scenario rules will list hexrows that weather lines are generated from, allowing players to determine the actual weather line location each turn.

15.11 Weather Lines

- A weather line's location is found by noting its starting hexrow (listed in the scenario rules) and then rolling the die. On an even result the weather line is located north of the starting hexrow; if the result is odd, the weather line will be south of the starting hexrow. Roll the die again. The result divided by two is the number of hexrows that the weather line is displaced. If the result is "10," the weather Line is not displaced at all (round up fractions).
- A weather line is the boundary between two weather zones. The hexrow

containing the weather line and any hexrows south of it are part of one weather zone (unless a weather line further south is encountered). Hexes above the weather line are in another weather zone. In many games weather zones will be given names such as Northern, Central, or Southern. This will aid in the application of special weather rules for particular weather zones.

15.12 Weather Zone Modifiers

- Many weather conditions will adversely affect military operations in the weather zones they occur in. These effects are in the form of DRMs, strength modifiers, proficiency modifiers, movement penalties, etc.
- For combat, apply the weather existing in the target hex. For retreats or advances, each side uses the weather condition that is least advantageous to it along the path of advance or retreat. For Air H.Q. aircraft availability, apply the least advantageous weather factor or ground condition within 5 hexes of the Air H.Q. unit. For any air mission strength modifiers, apply the worst weather either within 5 hexes of the Air H.Q. flying the mission, or within 5 hexes of the target hex. Also, for purposes of weather modifiers on air sector ratings, use the weather that is least advantageous within 5 hexes of the Air H.Q. unit that the air sector was flown from.
- For supply purposes, apply the worst weather DRM existing anywhere along the supply path of an H.Q. back to its national supply source.
- The weather modifiers for each weather condition are listed below.

15.2 WEATHER FACTORS

Weather factors influence the overall weather from turn to turn. The weather factor that existed in the previous turn may have an effect on the current turn's weather. Other DRMs listed in scenario rules might also apply.

15.21 Determining Weather Factors

- Players determine weather factors for each weather zone. Consult the *Weather Table* and roll a ten-sided die once for each of the two types of weather factors. Apply any DRMs listed on the table and/or given in the scenario rules.

15.22 Temperature Factor

- What the temperature factor is should be pretty obvious.
- A warm temperature factor has no effect on play by itself. It can end a frost or snow ground condition and bring about mud or thaw.
- A cold temperature factor also has no effect on units by itself. It can create frost or snow ground conditions.

15.23 Atmospheric Factor

- Once again, obvious. This is basically moisture in the air, although blizzard is something quite different.
- Clear atmospheric factors mean that the sky is clear most of the time. There is no intrinsic game effect.
- Precipitation is snow or rain, depending on the temperature. Precipitation factors modify all air missions by reducing the air sector ratings in that weather zone by one level.
- Blizzards represents incredibly fierce and cold winds, with heavy snow. For a blizzard to occur, the temperature factor must be cold, otherwise, treat a blizzard result as precipitation. If the previous turn was snow, blizzard will produce arctic ground conditions.
- No air missions may be flown during blizzards, even if it is converted into a precipitation factor by warm temperature in the same turn.
- If the previous turn's weather condition was arctic, use the snow ground condition on the *Weather Condition Table*.

15.3 GROUND CONDITIONS

Ground conditions result from the combination of various weather factors listed above and the ground condition during previous turns.

15.31 Determining Ground Conditions

- The *Ground Condition Table* is used to determine the actual ground condition each turn. Before this table can be used, the current turn's temperature and atmospheric factors must have been determined using the *Weather Factor Table* (see 15.21).
- Players should then find the numbered line on the *Ground Condition Table* that will be used in the current turn. The numbered lines belong to one of three groups: Clear, Precipitation, and

Arctic. They are further characterized by up to three game turns of prior ground conditions. If a dash appears in a box, it means that the ground condition during that prior turn does not effect the determination of the current ground condition. Find the line whose atmospheric factor and prior ground conditions match up to the actual weather patterns. Cross-index this line with the current game turn's temperature factor. The result in the box displays the current game turn's ground condition. Note that some lines have discrete instructions to follow when determining the ground condition (line 5 is an example).

15.32 Ground Effects On Play

- The following is a list of the effects of different ground conditions on play of the game.

15.32a Normal

There are no effects on play.

15.32b Mud

- All secondary roads are ignored for movement. Primary roads are considered secondary roads. Ground units must expend double the normal costs of terrain when moving. No overruns may occur.
- Armor never has a strength multiplier higher than 1X. No armor bonus can be awarded during combat. The maximum length of advance is one hex. There is no Exploitation Segment during mud game turns.
- On the *CSP Arrival Table*, add a +2 DRM to the die-roll.
- Reduce all air sector ratings in this weather zone by two levels. Reduce by only one level if the Air H.Q. is based at a city that is marked with a High Capacity Permanent Air Base symbol (asterisk). This reduction is in addition to any applied because of precipitation. Add DRM of +1 to air mission strength die-rolls.

15.32c Frost

- Roads are immediately back to normal. On the second consecutive turn of either frost or snow, rivers are negated for combat purposes—major and great rivers are not.
- Add a +1 DRM to the CSP die-roll. Air sector ratings are reduced one level. Motor/Mech units lose one MP from their movement allowance.

15.32d Snow

- On the first turn of snow, all swamps are considered to be woods hexes. All major rivers are treated as rivers. On the second turn of snow, all major rivers are frozen and negated for the purposes of combat. Treat them like rivers until mud appears. On the third turn of snow, roll a ten-sided die. If the result is 1-4, then all great rivers and lakes freeze. Treat them like rivers for movement and combat purposes. This means that any units attacking from a lake hex do so as if they are attacking across a river hexside during normal weather.
 - All secondary roads are ignored for movement. Primary roads are considered secondary roads. All units (except for ski and Aeroslan) lose two MPs from their movement allowance during Regular Movement Segments, and one MP from their movement allowances in any other kind of segment allowing movement.
 - Cavalry units pay no MPs to leave EZOCs, and they may retreat before combat if all attackers are non-motor/mech. Retreat them one hex and advance the attacker one hex. The maximum length of advance in any combat is two hexes. The maximum armor multiplier is 1.5X. Armor bonuses may still be awarded.
 - Air sector ratings are modified in the same manner as mud. Air mission strength die-rolls are modified by +1.
- 15.32e Arctic**
- This is the bad stuff; the stuff for which Siberians live, and Germans die.
 - On any turn in which the ground condition is snow, and the weather is cold and blizzard, arctic ground conditions exist. It really is more than just the ground condition, but I think you know what I mean.
 - There are no roads except along rail lines and on the Moscow Highway, and these are considered secondary. All units pay double terrain costs and subtract one from their movement allowances (except for ski, and Aeroslan units, which subtract one from their movement allowances and don't pay double terrain costs).
 - Cavalry may still withdraw. Units may only retreat a maximum of two hexes, and can only advance a maxi-

mum of one hex. There are no ZOCs. No air missions may be flown. No armor bonuses may be awarded and the maximum multiplier for armor strength is 1X. There is no Exploitation Segment during arctic weather turns.

- All CSP die-rolls are modified by a +2 DRM.

15.32f Thaw

- Once thaw has occurred, it may not appear again until after the next snow ground condition.
- All attacks are penalized with a two column shift during thaw. Units may not attack across major rivers or great rivers. Rivers are treated like major rivers. Swamps and lakes are back to normal. Roads cease to exist except along rail lines and highways—which are considered secondary roads. All units must expend double the terrain costs to move. There is no mechanized movement segment. Overruns may not occur. Units may only advance or retreat one hex.
- Air H.Q.s that are not based at asterisked air bases modify their air sector ratings by reducing 3 levels. All air mission die-rolls are also modified by plus two.
- Add +3 to CSP arrival die-roll.

15.33 Special Scenario Rules

- The scenario rules of each game being played will also have additional weather effects that are applied on a one time basis. For example, the fact that the German army was poorly winterized during 1941 will be reflected by special rules in the scenario booklet.

16.0 AIR POWER

Air power is represented in the game by air strength points (APs), sectors and missions (see 16.46).

Air headquarters represent Fliegerkorps for the Germans and Front Air Armies for the Soviets. Each headquarters is represented by a counter, which is placed on the map. Headquarters in turn deploy *Sector Markers* (one or more per headquarters), again represented by counters placed on the map. The placement of *Sector Markers* represents a *concentration* of air power by the owning player, and takes place each turn during the Mutual Air Operations Phase

(see 16.31). *Air Missions* are flown within sectors (exception: see rule 16.46). Aircraft are of four types: fighters, bombers, transports, and ground attack. Aircraft may be either operational or non-operational. The number of aircraft available to each headquarters, and their current status, is recorded by placing *Air Strength Markers* on the players' *Record Tracks*. Each point on the *Tracks* represents approximately 50 aircraft of the appropriate type. For example, an Operational Fighter Strength Marker placed in the "3" box of the *Track*, would indicate 150 operational fighters currently available to the air headquarters named on that counter. Note that when calculating air mission strength or referring to the various air charts, the number 3 would be used, in the foregoing example, not 150! That is, fighter strength available would be expended as 3 air strength points.

Fighters are used in air superiority combat between opposing air sectors (see 16.4), and for interception of unescorted enemy air missions. Ground attack aircraft may perform ground support, ground attack, interdiction, and anti-ship missions. Transports may perform air drop and air transport missions. Bombers may perform all types of missions that may be performed by ground attack and transport aircraft (though they may only air drop supply, not paratroops), and additionally may engage in strategic bombing.

For each air mission, the target hex is chosen by the player flying it, and the mission type, number and type of participating aircraft, and air mission range is announced. Playing pieces are not moved. Air mission ranges are determined using air sectors (see 16.32).

Next, the strength of the air mission is determined, applying any modifiers (flak, weather, etc.), and the air mission is resolved or applied to ground combat.

In this system, aircraft can participate in more than one air mission per turn. The number of air missions available each turn is not a fixed number. Instead, air mission availability is based upon a number that air mission die-rolls are compared to (see 16.52), and the level of operations that an Air H.Q. is at (see rule 16.52).

Air sectors themselves may also have an adverse effect on enemy units. This is

particularly true if an air sector currently has a B or A sector rating, and the enemy units are near the center of that air sector's operational radius (see rule 11.4).

Air operations require supply and maintenance. To sustain an Air H.Q. at normal or high levels of operation, CSPs must be expended. Additionally, during the Administrative Segment, aircraft repair is resolved. The status of aircraft will tend to switch back and forth between being operational or non-operational.

16.1 AIRCRAFT POINTS

The number and types of aircraft assigned to each Air Headquarters is listed at the start of a scenario. These numbers will change as a result of combat losses, maintenance, transfers, and reinforcement. Aircraft are never placed on the map; they are assigned to Air Headquarters and their existence recorded on the owning player's *Record Tracks*.

16.11 Air H.Q. Record Tracks

- Each Air Headquarters has two markers representing each type of aircraft assigned to it. One marker of each type represents operational aircraft, the other non-operational aircraft. These markers have a "x1" printed on one side, and a "+10" on the reverse. The markers should be placed on the players' *Record Tracks*, to indicate the number of aircraft (in air strength points) currently available, and their status.
- Operational aircraft are available for use in air missions, and resolution of air superiority. Non-operational aircraft cannot be used until they have been repaired—at which time they become operational, and the markers are adjusted accordingly.

16.12 Using Air Strength Points

- Air strength points are used when flying air missions or resolving Air Superiority. For each air mission, air strength points of the same type are first added together into one air strength point total. Air strength modifiers are then applied to each total by type as appropriate. After all modifications to air strength point totals by aircraft type have been made, the separate totals are combined into one value called the *air mission strength*.

EXAMPLE:

A player flies a ground support mission at Normal range. Two types of aircraft participate: bombers and ground attack. Two air strength points of bombers and two of ground attack aircraft (GA) are with the mission. The range modifier for both types is x1, so there is no change for range. GA strength points are doubled for ground support missions, while bomber strength points are multiplied by one. This gives a modified total of four GA air strength points and two bomber air strength points. The two values are added together into one air mission strength of six.

16.13 Air Strength Modifiers

- The initial value of aircraft may be modified before they are totaled with others on the same air mission. Below is a list of modifiers that apply.

A. Ground Attack Aircraft Modifiers

Ground attack aircraft are multiplied by two when flying ground support or interdiction missions.

B. Bomber Modifiers

Bombers are halved when flying interdiction, transport, or anti-shipping missions.

C. Short Range Air Missions

The value of aircraft is doubled if the air mission is flown within an air sector's Short range mission radius (see rule 16.32). This is in addition to any of the multipliers listed above.

16.14 Aircraft and Missions

- All operational non-fighter aircraft may fly on a mission as long as the *Missions Remaining Marker* for their type is not in the zero box on the *Air H.Q. Record Track*. When zero is reached, flip the *Missions Remaining Marker* to its *Missions Expended* side; those aircraft may not fly again until the next game turn.
- Each type of aircraft must also be eligible to participate in the kind of air mission being flown.

16.15 Allocating Aircraft to Missions

- When a specific type of aircraft flies on an air mission, the *total* number of

operational aircraft of that type with that Air H.Q. are used as a basis for calculating the air strength of the mission. Note, however, that before the die-roll for final air mission strength is made, players may choose to commit only a portion of their aircraft (see rule 16.55).

16.16 Recording Aircraft Availability

- When an air strength point (AP) is lost subtract it from the total for that type shown on its *Operational Track*. If an air strength point is *damaged*, its value should be subtracted from that shown on its *Operational Track*, but then add one point to the non-operational total for each damaged APs. Use the reverse of the above procedure to record repair.

16.2 AIR H.Q.S

Air H.Q.s control assigned aircraft, generate air sectors, and represent the averaged locations of aircraft basing facilities. Air H.Q.s have a value of four stacking points.

16.21 Air H.Q. Units

- Air H.Q.s can move during the Regular Movement Segment. Use the Air H.Q.'s printed movement allowance and consider it a motorized unit.
- An Air H.Q. cannot be attacked by ground units using normal combat. When enemy units move within 5 hexes of an Air H.Q., the enemy player makes an *airfield loss check*. Roll 1 ten-sided die. Add the H.Q.'s *command rating* to the die-roll. If the modified result is 3 or less, eliminate 1 air strength point from that H.Q.'s total. Use a die-roll to randomize the selection of the type of aircraft to be eliminated.
- An Air H.Q. cannot move through enemy ZOCs and units. It is not a single entity; it is only an "averaged location" of a larger number of separate units. If an enemy unit enters a hex within five hexes of a friendly Air H.Q., displace the H.Q. a number of hexes equal to the roll of one ten-sided die. The owning player displaces the unit. The retreated unit must end the retreat on its *Temporary Airfield* side.

16.22 Air H.Q. Basing

- An H.Q. that moves is flipped to its mobile side with the *Temporary Airfield* symbol printed on it. An Air H.Q.

that has been stationary in a hex for three game turns can be flipped to its reverse side with an *Airbase* symbol. If an H.Q. ends movement within one hex of a friendly city containing a *High Capacity Permanent Airbase* symbol with it, it may remain on its *Airbase* side. If a printed map *Airbase* symbol is accompanied by a number, the Air H.Q. reduces its construction time for a permanent *Airbase* by that number of game turns. An Air H.Q. may never flip to its *Airbase* side if it is not adjacent to a town, or some kind of city hex.

- The effect of the two different modes of an Air H.Q. is to increase or decrease the number of aircraft that can fly from that H.Q., and also to modify the repair die-rolls for an Air H.Q. during *Repair Segments*.
- Air H.Q.s on their *Temporary Airfield* side can only use half the number of each type of aircraft assigned to them.
- The number of aircraft an Air H.Q. may have assigned to it is limited according to nationality and type. These limits are listed in the *Exclusive Rules* booklet with each game.

16.23 Air Headquarters Supply

- Air H.Q.s need supply in order to function effectively. To be in supply, an Air H.Q. must be on or adjacent to a friendly, operable RR hex or be connected to one within 5 hexes by a primary road. The H.Q. must also be able to trace a line of hexes free of unnegated EZOCs and enemy units that is no longer than 20 hexes from a friendly *Front* or *German Army H.Q.*
- Air H.Q.s that operate at Normal intensity require one CSP per game turn. For High intensity, 2 CSPs per turn is required. If no CSPs are available, the Air H.Q. can only operate at Low intensity.
- A German Air H.Q. uses CSPs that have been received by other army H.Q.s from the *Army Group*. Those CSPs are then expended and permanently lost. Air H.Q.s may also draw upon accumulated stockpiles of CSPs from the nearest H.Q. An army H.Q. must trace a supply path to an Air H.Q. that draws CSPs from it.
- Soviet Air H.Q.s use CSPs from *Front H.Q.s* in the same manner that German Air H.Q.s operate.

- Any Air H.Q. that is out-of-supply has its air sector rating reduced by two levels (see 16.33).

16.24 Air H.Q. Command Rating

- Air H.Q.s have a command rating. The command rating is used to modify the die-roll when an Air H.Q. is being overrun or when it makes repairs. The command rating also limits the number of Air sectors that an Air H.Q. may put in play each game turn. For each command point, an Air H.Q. may place one Air Sector Marker on the map.

16.25 Air H.Q. Damage/Repair

- Air H.Q.s may be damaged due to enemy bombing. Such damage may be repaired. While an Air H.Q. is damaged, the ability of aircraft to operate from that H.Q. is impaired.
- To bomb an Air H.Q., the opposing player designates the Air H.Q. that is the target of the mission. The normal air mission procedure is followed and hits are rolled for using the bombing mission procedure.
- Each hit against an Air H.Q. allows the bombing player to roll one die. If the result is 1-3, any Air H.Q. on its Airbase side is immediately flipped to its Temporary Airfield side. If the Air H.Q. is already on that Temporary side, place a Hit Marker on top of it. An Air H.Q. that is on its Airbase side is flipped to its Temporary side *and* has a Hit Marker placed on it if more than one hit is scored against it in the same turn.
- When a Hit Marker is on top of a Temporary Airfield, the number of aircraft able to fly from that Air H.Q. is reduced to one-half of the total currently assigned to it. Round any fractions up. For each hit scored against an Air H.Q. that is on its Temporary Airfield side, damage one point of one aircraft type (roll a die to decide which type).
- During a friendly administrative phase, all hits are removed from friendly Air H.Q.s. The Air H.Q.s must use the air basing procedure (16.22) to flip back to their permanent base sides.

16.3 AIR SECTORS

Air sectors are areas of the front where air and ground commanders have

decided to concentrate their air assets. This simulates the historical necessity of planning the commitment of air resources a few days in advance. In actuality, a plane would not be limited to just a few sectors, but its overall operational effectiveness would be.

16.31 Air Sector Assignment

- Air sectors are assigned to hexes that have been secretly recorded at the start of the Mutual Air Operations Phase. An Air H.Q. may only deploy a number of air sectors equal to its command rating.
- Specific scenario rules may award one side the Air Initiative. If so, the side with the initiative waits until the enemy places its Air Sector Markers on the map before placing its own—without having to record beforehand where they will be placed.
- An Air H.Q. also has a limited air sector extending from the location it is based at. This sector is short ranged with four surrounding hexes.
- The distance that an air sector may be placed from its Air H.Q. is measured in terms of air range.

16.32 Air Sector Ranges

- Air sectors can be placed various distances from their Air H.Q.s. The distance, measured in hexes from an Air H.Q.'s location, is the *Air Sector Range*.
- The air sector range affects the air mission ranges of all air missions flown from that air sector's parent Air H.Q. unit in that air sector.
- There are five air sector ranges:
 - Short (0-4)
 - Normal (5-16)
 - Long (17-30)
 - Very Long (31-60)
 - Extreme Long (61-100)

The numbers in parentheses after each air sector range is how many hexes away that the Air Sector Marker can be placed from its Air H.Q. and still be within that stated air sector range.

- Each Air Sector Marker has one side depicting Normal air sector range (printed with an N), and another side showing Short range (printed with an S). Use the appropriate side of the counter.

- A player can place an Air Sector within any of the above air sector ranges he chooses. Fighter and ground attack aircraft however, cannot fly air missions in an air sector that has been placed at Very Long or Extremely Long range.

16.33 Air Sector Ratings

- Air sectors have an air sector rating assigned to them for a full game turn. Supply, weather, and air superiority combat can affect this rating.
- The rating is used to determine the final air mission strength of each air mission being flown from that air sector. These ratings are measured in terms of the first five letters in the alphabet; "A" being the best, and "E" the worst.
- All air sectors start each game turn with an "A" air sector rating. During the Air Superiority Segment, fighter aircraft attempt to reduce the air sector rating of enemy air sectors. A sector rating can never be reduced below level E. The numbered result on the *Air Superiority Table* is the number of levels that an air sector has its air sector rating reduced by. See the Air Superiority rules for a full description.
- After reducing air sector ratings for air superiority combat, apply any reductions required because of weather and/or supply (see 16.23 and 15.3).
- Once the final air sector rating has been determined during air superiority combat, it cannot change until the next Air Superiority Phase.

16.34 Air Sector Reconnaissance

- Air sectors by themselves also have an effect on play. Players may, under certain conditions, be awarded reconnaissance ability and be able to impede the movement of enemy units (see 11.4).
- Air sectors may also allow or prevent units from using Strategic Ground Movement (see section 6.9).

16.4 AIR SUPERIORITY

Air superiority measures how much control one side has of the airspace in a given area of operations. During the Mutual Air Operations Phase, after Air Sector Markers have been placed, players allocate fighters from friendly air sectors against those of the enemy. Air com-

bat is resolved and air sectors have their resulting air sector ratings recorded for the game turn.

16.41 Air Superiority Combat

- Air combat is used to resolve air superiority. Air combat occurs during the Mutual Air Operations Phase or when an *unescorted air mission* is intercepted by an enemy air sector's fighters.

16.42 Mutual Air Operations Phase Air Combat

- Air combat during this phase occurs in the following steps:

- One side picks a target enemy air sector. (It doesn't matter what *order* the targets are indicated in, for the results of air combat aren't applied until after *all* air combat in this phase has been resolved) For this particular air combat, this side is called the "firing side."
- The firing side allocates fighter aircraft against the target air sector. The number of fighter strength points firing at the target is totaled producing an *air combat fire value*. This value is compared to that of the defending air sector's fighter strength and an *air combat ratio* is thus produced (see 16.43).
- The firing side rolls one die and consults the *Air Superiority Table*. All results are noted. That is the end of that particular air combat.
- This process is repeated until all eligible air sectors have assigned their fighters to combat.
- All results of air combat that were noted during this phase are applied. This ends the Mutual Air Operations Phase.
- Note that each air sector that is placed on the map by an Air H.Q. must be considered to contain at least one of that Air H.Q.'s fighter aircraft. That means when allocating fighter aircraft against enemy air sectors, an Air H.Q. with more than one air sector on the map cannot assign his fighter aircraft against enemy air sectors as though all of his friendly fighter aircraft were flying from only one friendly air sector. An Air H.Q. with one fighter aircraft may still place multiple air sectors—they just can't fire during air superiority.

EXAMPLE:

Two of VIII FK's air sectors are on the map. The VIII FK Air H.Q. has 3 fighter aircraft assigned to it. There is a Soviet air sector that is within Short range of one of the VIII FK's air sectors. The German player could not allocate all his fighter aircraft as if they were from the air sector that is within Short range—at least one would have to be allocated from the other air sector. If the German player had only one fighter aircraft, he could still place both air sectors, but one would not have any fighter aircraft at all and would be mighty vulnerable to enemy fighter aircraft.

16.43 Air Combat Ratio

- When the firing side's total air combat strength is compared to that of the defending air sector's, an *air combat ratio* is produced. This ratio is stated in terms of a whole number ratio, with the firing side's total being divided by that of the defender. Round any fractions down to nearest whole number ratios shown above the results columns on the *Air Superiority Table (AST)*. For example, 9 to 4 would round down to a ratio of 2:1.
- After determining the initial air combat ratio and the *AST* column containing that ratio, apply any shifts due to pilot quality. These shifts are listed in the Exclusive Rules of each game.
- If a firing side is to receive pilot quality shifts in its favor, the column that is used on the *AST* is shifted a number of columns to the right. If the defending side is listed as receiving the pilot quality shifts, the column to be used is shifted that number of columns to the left.

16.44 Air Combat Results

- Air combat results are listed on the *Air Superiority Table*. All of the results apply only to the defender, not the firing side.
- A number in the result box indicates that the defending air sector must have its air sector rating reduced by that number of levels at the end of the Air Operations Phase. A zero means that no hits were scored.

- An asterisked number indicates that one fighter point from the defending air sector must be made non-operational.
- A cross after a numbered result indicates that one fighter point is destroyed; adjust the *Record Track* accordingly.
- It should be stressed again that the results of air combat are not applied until the end of all air combat during a phase.

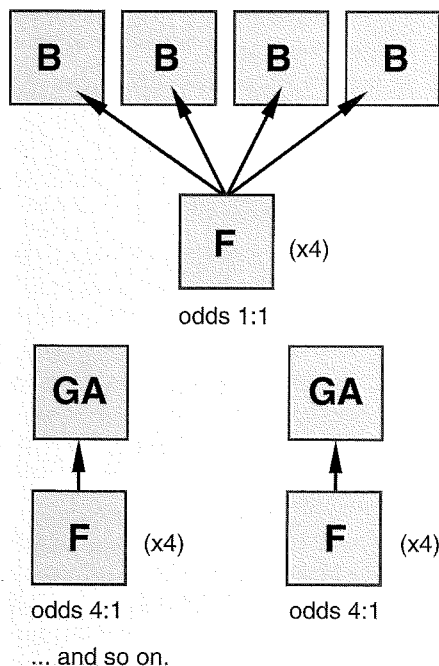
16.45 Allocating Air Combats

- Each individual air combat involves one defending air sector. Any number of air sectors may participate on the firing side, as long as they are within range of the defending Air Sector Marker, and possess eligible fighter aircraft. There are no restrictions concerning the order in which these air combats are designated and resolved.
- Each air sector may only be fired on once per Mutual Air Operations Phase. When fired upon, all assigned operational fighter aircraft must participate.
- An air sector does not have to allocate all of its fighters to a single attack. It could allocate some of its assigned fighters to different enemy air sectors. A sector may never allocate fractions of an air strength point to a combat. When allocating, players should first inform each other of the number of fighters that are assigned to air sectors that are within range of each other.
- If an air sector has been placed in a hex that is within the Short air sector range of its Air H.Q., all of its fighters are doubled in strength for air combat purposes.
- Additionally, if more than one air sector is firing on a defending air sector, apply the following air combat strength modifiers:
 - If the firing air sector is within the Short air mission range of the target air sector, the target air sector has its air strength value doubled on defense.
 - Any firing air sector whose Air Sector Marker is within four hexes of a defending enemy air sector has its air combat strength doubled along with that of the defender.

- c. Any firing air sector that is within 5-16 hexes of the enemy Sector Marker retains its regular strength.
- d. Any firing air sector that is within 17-30 hexes of the enemy marker has its air combat strength reduced by one-half. Round fractions down—even to zero.

16.46 Unescorted Air Mission Interception

- Whenever an air mission is flown beyond the range of any friendly air sector containing fighters, it is vulnerable to *unescorted air mission interceptions*.
- An unescorted air mission traced to, or through, hexes that are within the range of an enemy air sector's operable fighters, may be intercepted by that enemy air sector.
- Treat the unescorted air mission exactly like a defending air sector during regular air combat. The defending aircraft are automatically modified by only x1, while any intercepting fighters are automatically doubled, and then doubled again if the interception occurs within two hexes of the firing Air Sector Marker, or the Air H.Q. unit that the fighters are based.
- Once interception has occurred, the firing player may fire at the enemy aircraft, dividing his fire up as he chooses. Apply the results normally.



EXAMPLE:

Four bomber air points and two ground attack air points are intercepted by three fighter air points. The fighters are doubled and doubled again (see above). There are a variety of different ways in which the intercepting fire power could be applied. One way would be to apply it all as a single attack, at odds of 12:6 or 2:1. Another way would be to apply it as three separate attacks as shown in the diagram.

- Additionally, any result of 3 or more on the AST aborts the aircraft that were fired at; a result of 2 aborts one-half of them. Aborted aircraft cannot take part in the remainder of the mission. If a result of 1 is rolled, the *firing* player must immediately make one fighter strength point non-operational.

16.5 AIR MISSIONS

Air missions are the heart of the air system. Three things affect the allocation of air mission: the type of mission, air mission availability, and air mission range. Two other things influence how effective the air mission is: air mission strength and antiaircraft strength.

Any air mission (apart from unescorted air missions) must originate from an air sector belonging to the Air H.Q. flying the air mission. Unescorted air missions fly direct from the Air H.Q. itself.

No more than 1 Air H.Q. may ever participate in the same air mission.

16.51 Air Mission Range

- To fly an air mission to a hex, the appropriate aircraft must be within range of that hex. This distance is calculated in hexes measured from the Air Sector Marker to the target hex. *Exception:* unescorted air mission ranges are calculated by counting the distance from the *Air H.Q.* to the target hex.
- Air mission ranges use the same distances and are categorized in the same terms as air sector ranges (see 16.32). There is one important modification that is applied to an air mission range measured from an air

sector. If the Air Sector Marker is within Short range of its Air H.Q., all air mission ranges are increased by fifty percent (round any fractions down). If the Air Sector Marker is within 5-16 hexes of its Air H.Q. unit, air mission ranges are unaltered. If the Air Sector Marker has been placed at a distance greater than 16 hexes from its Air H.Q., all air mission ranges are halved (round any fractions down).

- When an Air Sector Marker has been placed at Very Long or Extreme Long range, it loses the ability to fly any air missions at Short air mission range.
- The effect of the different air mission ranges, aside from limiting certain types of participation, is on the air mission strength of the air mission. Flying at closer air mission ranges increases the air mission strength.
- As an example, if an Air Sector Marker were placed three hexes away from its Air H.Q., the air sector range would be Short. Because of this, the air mission range for all air missions originating from the Air Sector Marker would be increased by fifty percent. Short range air missions could be flown up to six hexes away from the Air Sector Marker, Normal up to twenty four. The strength of any aircraft being flown on Short range air missions would be doubled.

16.52 Air Operations Intensity

- During the Administrative Phase of a player-turn, the active side chooses the air operations intensity level for each of its Air H.Q.s. This may require supply in the form of CSP expenditure. A higher level of air operations intensity allows aircraft assigned to that Air H.Q. to fly more air missions (see 16.23 for the CSP expenditure required for each level of air operations intensity).
- There are three levels of air operations intensity: Low, Normal, and High. These levels affect the number of air missions available to an Air H.Q. They also affect how rapidly aircraft can be repaired.
- Air H.Q.s not based on high capacity permanent air bases may operate at a High level of air operations intensity during mud, deep mud/thaw, or snow weather.

16.53 Air Mission Availability

- Each operations level has an air mission availability number associated with it. This number is used with ground attack, bomber, and transport aircraft that are assigned to an air H.Q. When an air mission strength die-roll is made, if the unmodified roll is four or less, the air mission availability number for every type of aircraft that participated in the mission is reduced by one. When this value reaches zero, that type of aircraft may not fly anymore from that air H.Q. in the current game turn. If more than one air sector has been flown for a single Air H.Q., reduce the air mission availability number if the unmodified air mission strength die-roll is *five* or less.
- The air mission availability numbers are:
 - A. Low: 2
 - B. Normal: 4
 - C. High: 6

See also 16.55 for modifiers to some of the above

16.54 Air Mission Strength

- When an air mission is flown, its air mission strength must be calculated before the mission can be resolved.
- To calculate air mission strength, first compare each type of aircraft flying the mission with the air mission range. The strength of all types are doubled if the air mission range is Short.
- The strength of all fighter and ground attack aircraft are halved if the air mission range is Long (round any fractions down). If the air mission range is Normal, all aircraft strengths are multiplied x1 (*ie.* remain unchanged). If the air mission range is Extreme Long range, the strengths of all bomber and transport aircraft are halved (round up). Fighters and ground attack aircraft may never fly Very Long or Extreme Long range air missions.
- Next, compare the type of air mission with the type of aircraft. Certain air missions are accompanied by special modifiers to air strengths of different types of aircraft. These modifiers are listed within each air mission type (*see* 16.6).

- After all aircraft participating on the air mission have had their strengths adjusted for air mission range and type, they are totaled into an air mission strength.
- Finally, the *Air Mission Strength Table* is consulted and one ten-sided die is rolled to determine the final air mission strength, and whether or not the air mission availability number has been reduced for each of the participating types of aircraft (*see* 16.53).
- To determine the final air mission strength, cross-index the die-roll result with the sector rating of the air sector that the air mission was flown from. This will give a percentage result, which is sometimes asterisked. If the air mission is being flown within a Normal air sector range of an enemy air sector that has a higher sector rating, shift the column that is used on the *Air Mission Strength Table* one to the right.
- The final air mission strength is calculated by multiplying the initial air mission strength by the percentage result from the *Air Mission Strength Table* (round any fractions up).
- If the result is asterisked, one aircraft strength point is damaged. Two asterisks indicate that two strength points are damaged or one is eliminated. The choice of which types of aircraft are affected is left to the owning player.
- The die-roll that is used to determine the final air mission strength may be modified. These modifiers are listed with each of the appropriate air missions below. These modifiers do not apply to the original value of the die-roll for the purpose of reducing air mission availability numbers. They are also listed beneath the *Air Mission Strength Table*.

16.55 Voluntary Air Mission Strength Reductions

- Players can voluntarily reduce the maximum potential final air strength of an air mission, thus lowering the risk of reducing the air mission availability number. Before the die-roll for final air mission strength is made, a player can announce that he will only use up to a certain percentage of his air mission strength—even if he would have received greater strength than chosen. For each maximum percentage he chooses, the value used to

determine if there has been a reduction of the air mission availability number is reduced by an amount listed here.

- Players may announce they will use only 10%, 30%, or 50% of their strength. If a player chooses to use only 50%, decrease the reduction determination value by one. If a player chooses a maximum of 30%, decrease the reduction determination value by two. If 10% is chosen, decrease by three. Subsequently, if the air mission strength die-roll should yield a higher percentage result, the excess cannot be used. If the percentage result is lower than the chosen percentage, that lower figure must be used.

EXAMPLE: An air sector has a rating of B. The Initial air mission strength is 16. The air mission availability number for each type of aircraft flying on the mission has fallen to 1. The owning player does not wish to run the risk of reducing the air mission availability number to zero, for he would then have no more air missions available to him from that air sector for the rest of the turn. He announces that he will take only 10% of any final air mission strength. Normally, a die-roll of 1-4 (if an Air H.Q. has only one active air sector) will reduce the air mission availability number (*see* 16.53). But since he has chosen 10% as the maximum possible percentage, the range of values needed to reduce availability has decreased by 3, from 1-5 to 1-2. The air mission strength die-roll is made and the result is a six. There is no reduction in air mission availability, and the percentage result on the table is 50%. The final air mission can be no greater than 10% of the initial air mission strength, because of the limitation chosen earlier by the owning player. Therefore, the final air mission strength is 1.6, which rounds up to 2. Had the owning player chosen the 50% maximum, he would have been able to use the 50% result.

16.56 Anti-Aircraft Fire

- Antiaircraft (AA) and flak units can reduce the effectiveness of air missions.

- Whenever AA is near enough to influence an air mission, it tends to reduce the final air mission strength by adding plus modifiers to the air mission strength die-roll.
- Every two AA points adds a plus one to the air mission strength die-roll. Exclusive scenario rules list the AA values of units and locations.
- The units possessing flak/AA capability have a range of one hex.
- H.Q. units that possess a flak/AA value have a range of 3 hexes.

16.6 AIR MISSION TYPES

Below is a complete list of the types of air missions that may be flown and any air mission strength DRMs and air strength modifiers that accompany them.

16.61 Ground Support

- Ground support involves using aircraft directly to aid ground units in their attack or defense. The strengths of ground attack aircraft are doubled for this type of mission. If the *defender* flies this type of mission, he must add +2 to his die-roll on the *Air Mission Strength Table*.
- This type of mission may be flown in support of overrun attacks (not defense), provided the overrun hex is within Short range of the air sector flying the mission, but a +4 is added to the die-roll for the purposes of final air mission strength. Use the unmodified die-roll result to determine if the air mission availability number has been reduced (see 16.53). Bombers may not fly on GS missions in support of overruns.

16.62 Ground Attack

- This type of mission may be flown to attack enemy ground units *solely* by air attack. It may be flown by the active side during the Combat Segment.
- Bombers and ground attack aircraft may fly this mission. Ground attack aircraft are doubled.
- To resolve this mission compare the final air mission strength with the bombardment values listed above the columns on the *CRT*. Use the column whose bombardment value is equal to, but not greater than, the final air mission strength. Use that column to execute a normal attack against the

target hex. Any terrain DRMs, other than village or river DRMs, are still awarded to the target units. Apply the result normally, except for the fact that attacking ground units may retreat to satisfy combat obligations, unless they are Low Proficiency units.

- Ground attack can only be flown against enemy units that are adjacent to friendly units, or that are occupying clear terrain hexes. Villages count as clear for this purpose.
- Air-to-ground attacks never cause step losses against enemy H.Q.s unless the numbered result is 3 or more, in which case one step loss may be inflicted. The other results are taken as temporary losses of command points from that H.Q. until the end of its next friendly operations phase. This should be marked by keeping a Command Points Used Marker on top of the H.Q. showing the correct number lost.

16.63 Bombing

- Only bomber and ground attack aircraft may fly bombing missions. Bombing missions are not flown against enemy units. Instead, missions are flown against the enemy infrastructure in the hopes of damaging it.
- Bombing missions may be flown against RR sector sources and RR bridges. Use the same procedure as that used for ground attack, except that the aircraft strengths are not doubled for Short range unless the *air sector range* is Short also. Do not apply the doubling multiplier to ground attack aircraft flying this mission. Bombers that fly this mission at extreme range are halved.
- For each combat obligation received by the defender, the Bombing player rolls on die. On a result of 1 through 3 a hit is scored. If the target is a RR bridge, modify the die-roll by +1.
- Air H.Q.s may be the target of bombing missions (see 16.25).

16.64 Interdiction

- APs may fly interdiction. Any time an active player moves a unit more than one-half of its available MA during the Regular Movement Segment, the non-active player may fly a ground attack mission if the hex costing more than half of the movement allowance is within the Short air mis-

sion range radius of a non-active air sector. Add +2 to the final air mission die-roll. Only ground attack aircraft can fly this mission (bombers may not).

- If one hit is scored by an interdiction air mission, any enemy unit subsequently moving through the hex during that must pay 1 extra movement point to enter. Mark the hex with an Interdiction level 1 marker. If 2 or more hits were scored, enemy units must expend 2 extra MPs to enter the hex. Place an Interdiction 2 level marker. All interdiction markers are removed at the end of each Regular Movement Segment.

16.65 Air Drop

- Bombers and transports may perform this type of air mission; bombers may not transport. Bomber strengths are halved (round any fractions up), when flying this mission. But see next paragraph.
- If the air sector range is Short, and the air mission range is also Short, transports have their values doubled; bombers are not halved before consulting the *Air Mission Strength Table*.
- If the cargo is paratroopers or fallshirmjagers, use the following formula:
- For every 3 final air mission strength points one brigade or regimental-sized unit may be airborne assaulted into the drop hex. Make a roll for each regiment. If the roll is 1-3, the unit scatters. Roll again until the direction has been determined by assigning directions to values 1-6 on the die. If the first roll was 1, the unit scatters two hexes, otherwise a scattered unit displaces one hex from its intended target. If the drop was made at night, increase the scatter possibility from 1-3 to 1-5.
- If enemy units occupy the hex, on a roll of 1-5 a regiment dies, unless it is a night drop-in which case the unit only dies on a roll of 1-2. Roll for each regimental-equivalent.
- If opposing units are in the same hex due to air assault, units from the side that did not jump may enter but not move through, the hex containing the paras. They may attack them also. During the next Exploitation Seg-

ment, the paras must either displace one hex, or immediately conduct an overrun against all enemy units in their hex. Apply the overrun rules as normal.

- Air drops require one CSP for every three regimental-sized units that make the trip.
- Units that are to be air dropped must start the Regular Movement Segment in a city hex (of any kind) that is within five hexes of the Air H.Q. flying the air drop mission.

16.66 Air Transport

- Air transport missions for resupply are flown using the rules in 13.41a.
- When *transport aircraft* are transporting personnel by air, each air mission strength point one step of personnel type combat units may be transported. When *bombardment aircraft* are transporting personnel, for every four air mission strength points one step of personnel type combat units may be transported. No matter what type of aircraft is being used, the unit must start the Regular Movement Segment within five hexes of the Air H.Q. that is flying the air mission.

16.67 Anti-Shipping

- See the appropriate Exclusive Rules booklets.

16.7 AIR MAINTENANCE

Air maintenance represents the day-to-day breakdown and repair of aircraft due to flight operations. If a player continuously maintains Air H.Q.s at a High, or even Normal level of operational intensity, he will soon find his available aircraft numbers shrinking rapidly—unless he receives outside infusions of new airframes and power plants.

During the Administrative Phase of a player turn, the active player determines the status of his aircraft that have been assigned to Air H.Q.s. The markers showing how many aircraft are both operational and non-operational are adjusted to reflect any changes due to maintenance and repair, or lack of it.

16.71 Aircraft Wastage and Repair

- For each type of aircraft that is assigned to an Air H.Q., make one die-roll. Using the *Air Maintenance Table*, cross-reference the column that matches the air operations intensity level used during the current game

turn by the Air H.Q. with the die-roll belonged to. Then find the result in the column on the right of the chart.

- There are three possible results: Repair, No Effect, and Wastage.
 1. If the result is Repair, one non-operational air strength point of that type may be made operational. If there are no aircraft of that type present in the non-operational box, none is repaired.
 2. If the result is No Effect, then (you guessed it) nothing happens.
 3. If the result is Wastage, one or two operational air strength points of that type become non-operational (see chart).

16.72 Cannibalization

- A player may choose to eliminate one air strength point permanently from the *Non-Operational Track*, in order to repair another strength point of the same type. This may be done once per turn for each type of aircraft.
- Air point reinforcements are not included in any of these repair formulas. They are received independently of the air maintenance procedure.

17.0 REPLACEMENTS

Replacements represent the troops and materials that are fed into a unit to make up for normal attrition and combat losses.

Replacements come from two sources. One is the return of wounded troops and those who have broken out of encirclements and finally made their way back to friendly lines. Also included in this category are armored units that have repaired vehicular break downs.

The other source is the pool of fresh infantry replacements and war materials being churned out by the rear echelons and Industrial infrastructure in the heartland of each nation.

The first source of replacements are returns. The second source are new replacements.

17.1 RETURNS

Returns are based upon step losses suffered by units in previous combats. It is important to keep track of certain types of losses by recording them on the *Record Tracks* of the superior H.Q.s in whose areas of the map they were lost.

Units that have lost steps or been eliminated *while unable to trace a general supply path*, are less able to contribute to the reconstitution of reduced or destroyed units by the return process. If a unit is eliminated in such a state, it is put into a separate pile to reflect this. Step losses occurring while the unit was in this status are not recorded.

When a step loss occurs, it is recorded on the *Record Tracks* of the nearest Soviet Front H.Q. or German Army H.Q. If the step belonged to a panzer or tank unit, record the loss as an armored step. If the step did not belong to a cavalry, or motor/mechanized unit, record the loss as one infantry Step. If the step was a motor/mech infantry unit, record the loss as two infantry steps. All other types of units are specialists of some kind.

Each game will list the return rate for specific nationalities or armies in the Exclusive Rules. This rate signifies how many steps are gained in return for the permanent elimination of a given number of step losses on the *Casualty Track*.

Units can never gain back more than one step of the same type per turn. A division that is made up of more than one unit can also never gain back more than one type of step per turn.

Artillery, AT, assault gun, flak, engineers, and cavalry are all specialist steps. When units of this kind are eliminated, keep them in a separate pile. Units like this that were eliminated while being unable to have a supply path traced to them are lost permanently.

17.11 Infantry

- During the Administrative Segment of his player-turn, a player may recycle lost personnel steps to receive returns. Such steps must be immediately incorporated into reduced non-mech/motor infantry units. The units must not have moved during the immediately preceding Regular Movement Segment, nor may they be in an EZOC. These steps may be added instead to *motor/mech* infantry units, but they receive only one return step for every two that would ordinarily be received (*ie.* for every step they receive, one of the available return steps is lost).

17.12 Tank and Panzer Repair

- Tank and panzer units may regain a portion of their losses by using repair

to get replacement steps from previous step losses.

- Follow the same kind of procedure listed above for personnel, using the following formulas. A tank or panzer step loss is only recoverable if the unit that lost the step did not retreat as a result of the combat in which the step losses occurred. If it did, do not record the step loss on the *Record Tracks* of any H.Q.
- The rate of returned steps to those that must be permanently eliminated are listed in the Exclusive scenario rules. During any kind of mud/deep mud/thaw weather, increase the required number of steps to be permanently eliminated by one.
- Once the repaired step is available, it must be incorporated into the appropriate type of armored unit. To receive a tank or panzer replacement step, a unit must not move for the entire turn, and must remain at least four hexes away from an enemy unit.

17.13 Specialists

- Specialists represent troops with a high degree of training or low numbers of availability. Their replacement by returns is handled differently.
- When units of this type are eliminated, keep them in separate piles, segregated by type.
- Each game has a *Replacement Chart* which includes these units. During each Administrative Phase, a player rolls one die and consults the *Replacement Chart*. If a unit type is listed as being received, that player may take the number of steps shown on the table as replacements for units in the dead pile. These replacements may then appear with the any Front H.Q. or German Army H.Q.

17.14 Aircraft Replacements

Air points of a certain type may be received as replacements on the *Replacement Table*. Points received in this fashion are allocated to a specific Air H.Q. and added to that H.Q.'s non-operational total by type. They become operational using the Normal Air Repair rules.

18.0 REINFORCEMENTS

Reinforcements represent new troops and equipment entering the playing area.

Reinforcements come in two forms. One is that of entirely new combat formations. These units have their own playing pieces. Specific scenario rules list where these reinforcements enter the map.

The second kind of reinforcement is in the form of new unit steps which are incorporated into existing units already on the map. Once these steps have arrived, they are treated in the same manner as return steps (see 17.1) Use the rules for Return to incorporate these steps into weakened units.

The Exclusive game rules list when reinforcements appear.

Air reinforcements are added to a specific Air H.Q. in the form of operational air points.

19.0 DESIGNER'S NOTES

19.1 INTRODUCTION

The design and development process of the *East Front Battles Series* follows a long and convoluted history. Having been a longtime Eastern Front gaming aficionado (*DNO*, *War in the East*, etc...), I was compelled to play Gary Helmer's *To the Wolf's Lair*—I loved it. The scale felt right (5 mi/hex and division/regiment level) and the combat system contained enough unpredictably to make it quite exciting. That game did have some drawbacks, however, which even Gary admitted. The scale of one day per turn meant that the system would take too many turns to simulate many of the campaigns in the East. Also, the system of die-roll modifiers and the application of air support were either very unwieldy or too effective in combat. I also wanted a more interactive sequence of play. So, with Gary's blessing, in 1989 I started redesigning *Wolf's Lair*. I then started to incorporate many of the new ideas into another game called *Road to Berlin* for another company.

I began work on the original *East Front Battles* series as the map artist. Vance von Borries was the designer for the first game in the series: *Blitzkrieg in the South*. As a stand-alone game representing the first month of action by AGS, it was fun and simple. I felt, however, that many things would have to be changed to make the system viable for a series of games covering the East Front well into 1945.

Before any of the projected changes could be made, publisher and designer had parted company. Since we had already advertised *Spines*, printed the box and taken orders, I felt that there was no reason not to produce a game. And I definitely wanted to do a series of games on the Eastern Front; so did Keith. Here was the opportunity to put into place a new system that could incorporate the changes I felt would be necessary to make the *East Front Series* a viable one. I informed Keith that I had been working on my own game design for the Eastern Front at the same scale for a number of years and it could be adapted to the 3W series. Thus was born the new *East Front Series* of games.

Our first goal was to create a new system that would be reminiscent of the first game in flow and complexity, and would not change the appearance of the units too radically. My goal was to produce a turbocharged hybrid of *Panzer-Gruppe Guderian*, *Duel for Kharkov*, and *To The Wolf's Lair*.

19.2 SEQUENCE OF PLAY

I was never satisfied by the fact that infantry moved after armor in the old system. This meant that Soviet infantry could actually exploit through the holes that were created by Soviet armor and mechanized units in the previous combat phase. While somewhat accurately depicting the problems of armor/infantry coordination, this opened up a whole new can of unrealistic worms.

My approach was to go back to the *PanzerGruppe Guderian* style of sequence of play and have the motor/mech exploitation phase follow the combat phase. To recreate the armor/infantry coordination problems I put in a rule that prohibited low proficiency units from moving and attacking in the same turn. The effect of this was to prevent most Soviet infantry from moving to a hex with Soviet armor and then attacking in the same turn. The Soviet player would still have to plan his armor/infantry attacks one turn in advance. This rule would work well in that it would also allow me to apply it to other nationalities with poor troops. Look for the German Volksgrenadiers to have the same problems in late 1944 and 1945.

19.3 STACKING

In the old game, there was no way to get two divisions into a hex for the Ger-

mans. Looking at unit frontages in many instances of combat on the Eastern Front made me feel that this stacking was too low. There would be no way to show the increased unit densities of Kursk, Stalingrad, and Berlin. This is one reason that stacking was increased to 12 in clear and 18 in cities. I also wanted to have terrain affect the ability of armor/mech units to stack with other units.

For the panzer divisions, I saw a way to reward divisional integrity by use of the Stacking Rules. If a Pz regiment was with its other divisional regiments, it would not count for stacking. The Pz regiment could also be put into the off-map divisional holding boxes, allowing its tanks to be split between the motor/mech regiments of the same division in two different hexes; this would mirror historical practice. These rules would also allow a player to stack two panzer divisions in a hex. Note that if a player tries to stack panzer regiments with regiments that are not from the same division, he will have to pay an extra two stacking points—preventing the stacking of multiple divisions in the hex.

Another issue that needed to be addressed was that of non-divisional units. These units were historically attached to divisions on an operational basis. They did not have the logistical or command structure to operate independently in an efficient manner. That is why I put this rule in, almost forcing players to stack such units with divisions. Remember, a non-divisional unit does not count for stacking or supply when attached to a division, allowing a player to concentrate more power at less supply cost!

Another area of change was the type and amount of stacking in cities and major cities. It is clear from the record that city fighting is vertical in nature as well as horizontal. Therefore, personnel intensive units are required and higher concentrations of troops (due to restricted fields of fire) are desirable and necessary in city fighting. Motor/mech units, however, do not stack as efficiently in cities (or other closed terrain), hence the doubling of their stacking values in city hexes. Players will find that cities will eat up infantry if both players decide to fight for such locations.

19.4 STACKING AND MOVEMENT

To simulate the traffic nightmare of having more than one division move

through a constricted area I devised a rule that doubled movement costs for any multi-divisional stack moving as one. This will create dilemmas for players when they attempt to overrun. The choice between moving far and fast with a single division that lacks a lot of punch, or moving more slowly with two divisions that are twice as strong, will not always be easy.

19.5 COMBAT AND STACKING

I always thought that if a hex had terrain which limited stacking and troop concentration, attackers in adjacent hexes should be limited by that terrain if they assaulted into it, even if they did so from hexes that did not adversely affect their stacking. I feel the new rules accomplish that effectively.

19.6 MOVEMENT

The sequence of play issue has already been addressed. The other big change was the addition of the Overrun rule. In the previous game, small units could hold up the world for 2 days (1 turn). Now such units stand a good chance of making the breakfast menu if they attempt to block a major force coming down the pike. I wanted the Overrun rule to use the basic combat system, since players have to learn this anyway. I also did not want any minimum odds requirement for an overrun (this would defeat the purpose of such a rule). I felt that they should be possible even at low odds, although costly if they failed.

Another interesting and deadly twist is the ability of units to use strategic movement in enemy territory if they have overwhelming air superiority in the area of their movement. This represents air reconnaissance and the general helping hand that air power would lend to any motorized spearheads.

19.7 ZONES OF CONTROL

Hell yes, there are ZOCs! Without them a player always know where the holes in your lines are—where there are no units on the board. How often has this happened during warfare? In reality, a commander would usually spend his time probing very carefully to find gaps in the line; none of this racing hell-bent for leather with an entire army through a toothpaste tube.

If you think there should be more holes in the line, make them. Given troop den-

sities and availabilities, how strong can every stack be? In this manner, using ZOCs, a game actually recreates the fog-of-war! Anyway, for those of you who cry about the presence of ZOCs, there is still one-hex infiltration (about the distance units would usually advance in one day, unless mechanized).

The first change for the ZOC rules was the attenuation or amplification of the ZOC effects of certain types of units due to terrain. The mech/motor effects that are important are that such units have the ability to produce ZOCs in open terrain with units that are smaller than other types. They also do not project ZOCs as well in terrain that is of a less open nature. Cavalry units enjoy such benefits in woods, forest, and swamp due to their mobility and the restricted fields of fire. Horsemen can get from point to point rather quickly, allowing them to cover more ground in such terrain without being fired upon from longer distances.

Another important change was the ability of high proficiency units to infiltrate through zones of control. I felt this would represent the tactical superiority such units had at small unit level on a day-to-day basis. If a solid line was not constructed in front of such units, they would always find a gap somewhere, or create one by hitting a lightly held sector of the line.

There are no ZOCs in arctic weather because no one can see anything farther than he can pee (blizzards).

19.8 COMMAND

Another area of important change and addition were the rules on command. Closely tied into the concept of command were the new rules on unit proficiency and H.Q.s. These changes are most critical to Soviet style play of the game in 1941. I wanted to duplicate the command control problems that most Soviet units experienced in the early part of the war—not to mention those of some of the Axis-Allies.

The key to command control is the proficiency of a unit. By using proficiency for command, I could give the system enough flexibility to build in command and troop quality problems for any nationality during any period of the war. When the game reaches 1944, it will be the German infantry experiencing the

same kinds of problems that Soviets had in 1941-42.

Proficiency also enabled me to reward units with better training (Fallschirmjagers) or equipment (SS). It gives units a little more individuality over the total range of those provided in the game.

By the way, the reason for a physical command path to low proficiency units is that these units tended to be short of experienced signals personnel and equipment—relying instead, upon messengers and runners.

The Soviet tank divisions of 1941 had major problems coordinating their movements, both by themselves and in conjunction with other units when attacking. That is why there is a limitation on the number of such divisions that may participate in an attack, or how they must be paired up with other tank divisions that also wish to participate in the same attack. The Soviets broke these units down into tank brigades in late fall of 1941, to enable them to be handled better at a lower level of operations. That is why the tank brigades in the game do not suffer the same kinds of penalties as the divisions.

The reason for the asterisked units is that some commanders were better at leading their troops and were already showing the kind of command aptitude they would later display. Katukov's tank brigade near Mtensk is an example. These units have not yet reached the full ability they would have starting in 1943, so they still require at least half the number of usual command points to raise their proficiency.

19.9 COMBAT

Combat is pretty straightforward, but there are still some new wrinkles that have been thrown in for flavor and effect.

The *Combat Results Table* is a cross between a People's Wargame simulation and other, more common attritional CRTs. For the most part, a player usually determines how far he will advance or retreat in a combat. But if his loss obligations are too high, the enemy player may sometimes force him either to take a step loss or to retreat. This introduces a proper amount of uncertainty into the combat result and prevents a player from always predicting

where he will end up after combat. I don't allow the attacker to retreat, because at this scale I don't think going backwards five miles sufficiently penalizes the attacker—especially if he has a mech phase coming up after combat. I did like Jack Radey's "forgive and forget" rule, which allows the attacker to reduce one combat obligation from the defender and the attacker—as long as the defender originally had at least one step loss. When I design a game, I like a little Yin and Yang in the decision-making process—*ie.* decisions must be accompanied by both good and bad, unless explicit examples exist to the contrary.

Follow-up attacks were put in to prevent players from double lining the front with weaker units. If you do this, the enemy will crash through and have a free lunch. There are plenty of examples of units gaining attack momentum after they have crashed through weaker than expected resistance. The trade-off, of course, is that the attacker gives up the ability to advance with any other stacks in the same combat other than the stack that is executing the follow-up attack.

Magnitude of losses in combat due to increased participation by both sides was another thing I wanted to add. Both Jack Radey and Mark Simonitch had similar ideas in their games, so I used variations of these. The idea here is that more troops in a battle is not always good in terms of controlling your losses. There is definitely such a thing as overkill, and if you can avoid it you will reduce your losses. I could also tie this concept in with supply so that the same rule worked when calculating supply expenditures for heavy combat.

Soviet tank divisions are not doubled in clear terrain for attack purposes if they have moved in the immediately preceding movement phase. The reason is that these units tended to experience a high rate of breakdown and had trouble getting the subordinate units to reach the jump-off positions in a timely manner. These units did tend to be somewhat effective on defense by sheer weight of their numbers. The tank brigades are a little better, as reflected by their multiple of 1.5x—even after having moved. By the way, to remember if a unit has moved in the previous phase, players can either use blank markers from other

games or turn the units at a 90 degree angle in relation to those units that have not moved.

Units with low proficiency are forced to take an extra loss for each step they lose in combat. This is because given their low state of training, they tended to attack as large mobs that made easy targets. These units must also be forced to attack if they are adjacent to any other enemy units that are being attacked. This represents the inertia such poor units would acquire due to poor commanders or obsolete offensive doctrine. In the game, if such units find themselves adjacent to enemy units that are being attacked, and the active units have just moved, then they must retreat, since they are ordinarily forced to attack and are not eligible to do so. So it is a waste to move these units into the line if you are attacking enemy units adjacent to them. This is a severe penalty.

City Battles were taken from Mark Simonitch's *Campaign to Stalingrad* game with his blessing and enthusiasm. I wanted to show the kind of incremental combats that would occur in large urban areas. The back and forth nature of a City Battle duplicates this well.

The *Coup de Main* rules represent the unpreparedness and surprise of rear area troops when suddenly confronted with swift advances by motorized troops. The ten hex distance that is required of all moving units equals fifty miles, and a lot of times cities fell swiftly when the garrison troops were surprised. This happened at Orel, Elbing and Kalinin to name just a few. Of course, if there is no surprise, such locations could quickly become veritable fortresses that would have to be reduced block-by-block. I also extended this rule for use at bridges. AGN's swift seizure of the bridge over the Dvina comes to mind as an example.

19.10 SUPPLY

The more I was confronted by the campaign, the more I felt that two kinds of supply were still necessary. *To the Wolf's Lair* also used the concepts of general and attack supply. I decided to run with those forms of supply and introduced the combat supply points. Now the rate of CSP arrival is determined more by actual supply circumstance, instead of the intensity of historical combat at various periods of the campaign—

which was how it was handled in *Blitzkrieg in the South*.

All supply was usually focused through German armies and Soviet armies—which were, in turn, supplied by the Army Group or Front respectively. Army Group or Front supply sources were almost always railheads that were connected back to the industrial infrastructure of the home country. This made the layout of the rail net and differentiation into single and double track lines an imperative. This is especially important in a series of East Front games that are meant to be linked together.

At times, I felt that the availability of general supply was too liberal in the old game. Even though it meant adding a level of complexity, I felt it necessary to revamp the general supply rules. I think these will pan out well over the course of the series, after players have linked different games together. The main thing to remember here is that army H.Q.s on both sides have a limited capacity of divisions that they can provide supply to (usually around 12 for the German and 9 for the Soviet H.Q.s.). The difference in tracing supply movement point costs from H.Q.s to combat units on the one hand, and tracing from army H.Q.s to Army Groups or Fronts on the other, is based on the different way that supply was transported and broken down between the two types of locations. Army H.Q.s tended to receive their supplies along roads and railroads by use of motor transport and rail. The tonnages were packed in larger bulk loads and more efficiently moved. When supply was distributed to combat units, the loads had to be broken down further. Also, divisions tended to use their own transport resources to receive supplies. This might involve wagons (usually), or trucks (more rarely), and the terrain through which this supply line was traced would be more of an overland nature. That is why there are two supply distance columns and different costs to traverse the terrain.

19.11 RAILROADS

The Railroad rules represent what I feel is a radical new approach to the problem of representing the repair and usage of rail nets. For the most part, I did not want players keeping track of every rail hex on the map for the pur-

poses of regauging, repair, and rail damage. I finally opted for the use of RR sectors that were based on the presence of cities, because the key to RR usage was the RR infrastructure that tended to be located in cities—not the rail lines connecting them. In reading accounts covering the repair and RR use on the Eastern Front, it became clear that the marshalling yards, signal facilities, turntables, and cargo loading equipment were far more important and limiting than the steel track of the rail lines (at least this was so until 1943, when the Germans invented the device they called the RR “Claw” that destroyed the roadbed, ties, and track). The RR sector ranges (40 or 45 hexes) fit right into the distance of most major RR facilities (about 150 to 200 miles).

The use of RR sectors enable me to confine the record keeping to just a few localities on the map each turn (usually about three or four for each side). Also, it made it easier to keep track of which sectors would expend RR capacity as units moved through them.

The differentiation between single and double track RR lines was important when tracing out the historical usage of RR for supply and troop movement. Along a single track rail line in 1941, the Germans were usually forced to decide upon either moving reinforcement/replacement troops or supplies. During the winter offensive around Moscow, this became critical, as reinforcements from France were sometimes forced to march from as far away as East Prussia! Usually, however, units detrained near Smolensk or Vitebsk on their way to Army Group Center in January-February 1942.

The way that the repair or regauging of RR lines should be thought of is like the spokes of a wheel emanating from the hub. As the hub itself is upgraded, the spokes can reach out farther and more of them (single and double track) can be repaired. Once enough RR sectors have been repaired, virtually all of the interconnecting RR lines will be usable.

19.12 WEATHER

Weather was likewise another important feature of campaigning on the Eastern Front. During periods of heavy thaw, almost no offensive action would occur.

The mud would tend to paralyze most logistical and transport functions for the purposes of attack. During the winter, the German army would tend to stay on the defensive during periods of extreme cold and low-visibility. The Soviets, on the other hand, would try to take advantage of this weather, since it nullified German air power and artillery observation—areas in which the Soviets were inferior until at least late 1943.

A simplistic application of weather effects was not felt to be desirable, although I didn't want people to have to be meteorologists to play this game. A system that would create unpredictability as well as historical accuracy would be necessary for the *East Front Series* as a whole.

At first, I shied away from having two separate variables (temperature and weather) that affected the overall weather condition. But after looking at my PWG collection (especially *Duel for Kharkov*, *Korsun Pocket*, and *To The Wolf's Lair*) I decided that the level of weather complexity in these games was both bearable and accurate.

Unpredictability was also the reason for implementing a variable weather line in the game. I got tired years ago of people positioning their units right on a weather line to take advantage of whatever weather would be better on either side of the line (does this remind you of *Scorched Earth*?).

The penalties for mud, arctic and thaw conditions are meant to be very severe. Anyone trying to push an offensive (except the Soviets in 41-42) in this kind of weather should have his head examined. It usually just wasn't done.

19.13 THE AIR SYSTEM

The air system is completely new, having been derived from my playing many other games in which I was unhappy with how air power works. In most games, players know how much air power they will have available every turn; they can also apply it in a too efficient manner. In reality, ground commanders (and even air commanders) could not always be sure how many missions they could get out of an air unit in a given sector. Such factors as supply, weather, pilot fatigue, etc., all worked to make predicting the exact number of effective missions impossible. A com-

mander (and a player) can only know the probable level of air mission intensity in a given area of operations.

I always hated the idea of single aircraft counters being flown to a target in an operational level game. That is not how air power is applied at this scale. Instead, air power is used by committing it to a sector (area of operations) involving air combat with fighter aircraft (to gain air superiority while denying it to the enemy) that will eventually allow the effective use of other types of aircraft on air-to-ground missions.

This is why there are Air Sector Markers for each Air H.Q. in the game. The aircraft that are assigned to the Air H.Q.s will operate within the air sector designated by the Air Sector Marker. This represents the advance planning that would occur when committing air power to an area to support ground troops or even to perform strategic level missions. This planning involves the distribution of maps for the target areas, coordination with ground units through air liaison officers, and distribution of supplies for the missions. Air H.Q.s could be called to fly missions outside of the Normal range of operations within a sector, but this would be highly inefficient.

The air ranges are determined using the average operational radii for the four types of aircraft in the game. While some planes had much longer ranges than others, most aircraft tended to operate within the same proscribed areas when supporting ground units. Note however, that bombers and transports can fly much longer missions in the game when unescorted. Players should think of the air sector ranges and the air mission ranges that emanate from them as though they were expanding and contracting umbrellas of support. The closer the air sector is to the parent Air H.Q., the longer the air mission ranges that are flown from that Air H.Q. in that air sector.

There are limits on the number of aircraft points that can operate with any Air H.Q., because of command control and logistic constraints. You won't see any ten thousand aircraft air missions in this game, just as you didn't see any in history on the Eastern Front.

Air mission availability works on the principle of having a roughly predict-

able number of Air missions each turn. Exactly when they will run out cannot be known for sure. Players may choose a higher level of operational intensity—allowing more Air missions—but they will pay the price in terms of maintenance and supply. This system does allow a player to initiate an air surge from time to time, but it is not recommended on a regular basis.

The Air H.Q. basing actually represents a larger number of smaller air bases and airfields within the Air H.Q.'s area of operation. That is why an enemy player cannot usually destroy the whole H.Q. when he moves into its hex. What this represents is the enemy unit operating in an area where he will encounter any number of airfields. This system of basing is also easier than having individual Airbase Markers and keeping track of their locations.

The air sector ratings represent the degree of air superiority that has been attained by one side whenever opposing air sectors overlap. This made it easy to roll all air combat into one procedure carried out during the start of the turn. Players should think of the rating as representing ongoing air combat throughout the turn.

19.14 REINFORCEMENTS

I wanted the Soviet reinforcement schedule to be somewhat unpredictable. The last thing that players should be able to do is consult each other's unit *Arrival Chart* in order to prepare a turn ahead for the arrival of a particular enemy unit. Also, Stalin could have had any unit he wanted moved into the Moscow area of operations—being only limited by the number of formations he had already moved by rail. By breaking each month down into reinforcement phases I & II, I could recreate this flexibility that Stalin had. Most Soviet accounts are not always clear on the exact date that certain units within an army actually arrived at the front. In many cases, units had been in the area of operations days and weeks before being listed on an army's OB.

The German reinforcement arrival is more predictable, given the available force pool for the Axis in Germany and France. Stalin also had a spy network that could keep him apprised of many of these troop movements.

19.15 SPECIAL CONSIDERATIONS

A. Cavalry

The retreat before combat rule for cavalry was put in because it was found that many such divisions, even though small by western standards, were not easily destroyed while defending or patrolling. What could account for this kind of resilience? Here I chose to make a judgement call and assume that such units tended to avoid pitched uneven battles where possible, choosing to flee on horseback instead. In the winter, when confronted only by infantry, this would be even more apparent. Ever try to chase someone on a horse while you were running through snow?

B. STAVKA Reserve

I had to give Soviet players some incentive to form the historical reserve armies behind Moscow in 1941. The ability to hide such armies in the game, and trace their supply to Moscow, instead of taxing Front H.Q. capacities seems to do the trick. Utilization of reserve armies under Stavka is a good way to catch the Germans off-guard later in the game, while preserving the flexibility of the Front H.Q.s.

C. Guard Conversions

There were not a lot of these units in 1941. Usually, only commanders and formations that showed special ability or elan received this appellation. That is why the asterisked units must convert to Guards first when involved in a combat. It was these units that were better led in 1941 for the Soviets.

D. Panzer/Tank Attrition and Breakdown









The mechanical breakdown aspect of mechanized warfare has been incorporated into the *CRT*. Armor/mech units will tend to take losses that seem higher than usual. The way to get back a percentage of these losses is to pull such units out of the line and incorporate replacement steps into them. The Germans receive a higher number of replacements from armor steps killed, reflecting their more efficient tank repair capability.

—Joe Youst

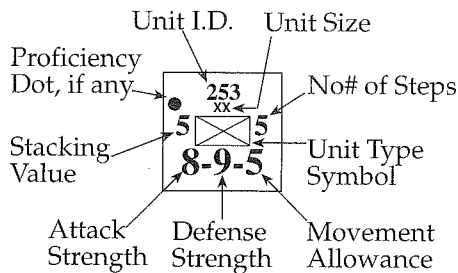
Unit Type & Description Chart

Unit Symbol	Type	Movement Class	Arm/AT	Eng?	Unit Symbol	Type	Movement Class	Arm/AT	Eng?
	Panzer/Tank	Motor/Mechanized	Yes/Yes	No		Mountain Infantry	Non-Motor Non-Mech	No/No	No
	Hvy Pz/Hvy Tank	Motor/Mechanized	Yes/Yes	No		Fortress MG	Non-Motor Non-Mech	No/No	No
	Assault Gun	Motor/Mechanized	Yes/Yes	No		Security	Non-Motor Non-Mech	No/No	No
	Flamethwr Tank/Pz	Motor/Mechanized	No/No	Yes		NKVD	Non-Motor Non-Mech	No/No	No
	Mech Inf/PzGrdr	Motor/Mechanized	No/Yes	No		Ski Infantry	Non-Motor Non-Mech	No/No	No
	Motorcycle Inf/Recon	Motor/Mechanized	No/No	No		Ski	Non-Motor Non-Mech	No/No	No
	Cavalry Mech	Motor/Mechanized	Yes/Yes	No		AeroSlan	Non-Motor Non-Mech	No/No	No
	Cavalry	Non-Mech Non-Motor	No/No	No		Scratch Rear Area	Non-Motor Non-Mech	No/No	No
	Mountain Cavalry	Non-Motor Non-Mech	No/No	No		Engineer	Non-Mech Non-Motor	No/Yes	Yes
	Motorized Unit	Motor-Mechanized	No/No	No		Canine Anti-Tank	Non-Motor Non-Mech	No/Yes	No
	Rifle Infantry	Non-Motor Non-Mech	No/No	No		Anti-Tank	Non-Mech Non-Motor	No/Yes	No
	Naval Infantry	Non-Motor Non-Mech	No/No	No		Anti-Air Flak	Non-Motor Non-Mech	No/Yes	No
	Airborne Parachute	Non-Motor Non-Mech	No/No	No		Artillery	Non-Motor Non-Mech	No/Yes	No
	Parachute-Droppable	Non-Motor Non-Mech	No/No	No		Heavy Artillery	Non-Motor Non-Mech	No/No	No
	Machine Gun	Non-Motor Non-Mech	No/No	No		Siege Art.	Non-Motor Non-Mech	No/No	No
						Hvy Siege Art.	Non-Motor Non-Mech	No/No	No
						Rocket Nebelwfr	Non-Motor Non-Mech	No/No	No

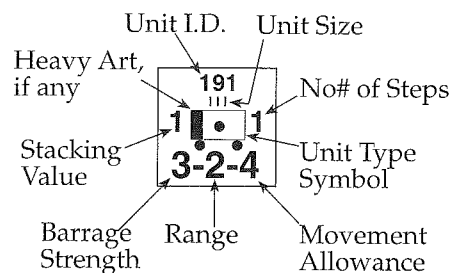
Unit Type & Description Chart

Unit Symbol	Type	Movement Class	Arm/AT	Eng?	Unit Symbol	Type	Movement Class	Arm/AT	Eng?
 4-6	Pz Army/ PzGrp H.Q.	Motor/ Mechanized	No/No	Poss	 2-R	Army Group H.Q.	Rail Movement Only	No/No	Poss
 4-5	Army H.Q.	Motor/ Mechanized	No/No	Poss	 2-5	Front H.Q.	Motor/ Mechanized	No/No	Poss
 6	Pz Korps H.Q.	Motor/ Mechanized	No/Yes	No	 1-2-R	Armored Train	Rail Movement	No/Yes	No
 0-6	Air H.Q.	Motor/ Mechanized	No/No	No	 SECTOR	Air Sector Marker for Air H.Q. unit. This is not a unit, only a marker.			

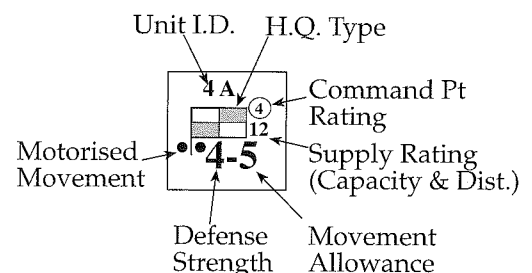
Unit Description Chart



Combat Unit

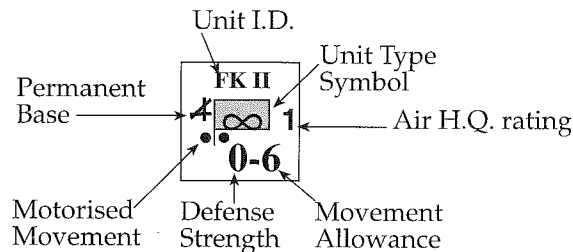


Artillery Unit

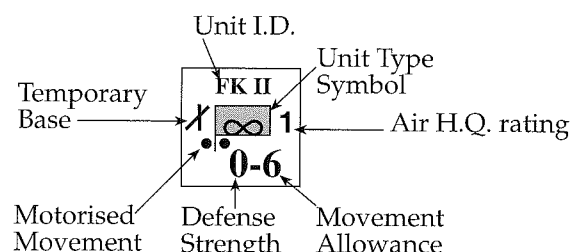


Headquarters Unit

Air Headquarters Unit



Permanent Base (Front)



Temporary Base (Back)

Unit Size Symbols

XXX
Soviet Corps:

Usually Cavalry
Tank, or Mech.
Approx. 7000~
16000 Men.

XX
Divisional Unit:

Approx. 7000~
16000 Men, or
about 300 Guns
if Soviet Arty
Division.

X
Brigade Unit:

About 3000~
4000 men, or
20~60 tanks if
Soviet Tk Bg.

III
Regimental Unit:

About 1500~
3000 men, or
10~30 tanks if
Soviet Tk Regt.
Soviet Regts are
about equal to
German Bns.

(II)
Detachment:

A unit that
could be
multiple Bns
or less than a
Regiment.

II
Battalions:

400~1000
men, or about
30~50 Tanks if
German. 12~24
Guns if Artillery,
AT, or Flak.

SPIRES OF THE KREMLIN

East Front Battles II Exclusive Rules

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1.0 INTRODUCTION

Spires Of The Kremlin is 3W's game of the battle for Moscow in the winter of 1941. It uses the *East Front Battles* system depicting maneuver and combat at the operational level for the entire war in the East.

Spires Of The Kremlin rules are presented in two parts. The *Series* rule book lists and explains the rules that are common to all games in the series. The *Exclusive* rules book contains rules that are specific to the play of *Spires*. In the event of conflict, rules in the *Exclusive* rules book will supersede those in the *Series* rule book.

Certain scenarios present optional rules for aspects of the game. These optional rules may allow players to use a simplified version of the *Series* rules to

enable players to finish a smaller scenario in a shorter period of time, or to lower the learning curve that is required to absorb the game system.

The Exclusive rules are listed using a numbering scheme that closely matches the topic numbers of the *Series* rules. Rules that do not fit into any of the *Series* rules topics have a reference greater than 18.0. Below that listing number, most rules merely supplement the rules number lists in the *Series* rules.

2.0 GAME COMPONENTS

Spires of the Kremlin includes:

- 3 22" x 34" Maps
- 1,060 Die-Cut Counters
 - 1 Exclusive Rules Booklet
 - 1 Series Rule Booklet
- Counter Errata: Winterized AT units have 2 steps but the back of the counters was left blank by mistake. Use a Loss Marker to record the loss of one step, and reduce all values apart from movement by one. The 71st/29P with a strength of 4-4-8 should be 71/29M. There are two Soviet 130 Infantry—scenarios indicate which to use.
- The following charts, tables and tracks are included for play:
 - 1. Combat Results Table (CRT)
 - 2. Terrain Effects Chart (TEC)
 - 3. Weather Condition Table
 - 4. Weather Factor Table
 - 5. Final Air Mission Strength Table
 - 6. Air Superiority Table
 - 7. Air Maintenance Charts
 - 8. CSP Arrival Table
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 - 16. Soviet Master Setup Chart
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3.0 PREPARE FOR PLAY

Scenarios provide all setup, victory, and special rules information. The scenarios are listed in the later sections of this booklet.

3.4 PROFICIENCY

Unit proficiency ratings for *Spires of the Kremlin* are as follows:

1. High Proficiency Units:

- a. German mech/motorized combat units and the Sturm Regiment.
- b. All Soviet ski units during any turns in which there is arctic.
- c. On defense, an NKVD unit can make any one unit it is stacked with high proficiency in non-clear terrain.

2. Normal Proficiency Units:

- a. All German units that are not High proficiency (except 3b below).
- b. All Guards units in any weather and not marked with a proficiency dot.
- c. All Soviet airborne units.
- d. All Soviet cavalry divisions.
- e. All winterized combat units during snow weather turns.

3. Low Proficiency Units:

- a. All Soviet non-guard rifle units that are not listed above.
- b. All German units with a proficiency dot.
- c. All Soviet tank divisions, tank brigades and battalions.
- d. All other Soviet non-divisionals that are not Guards units, or winterized during snow.

Players should be reminded that a proficiency dot allows a unit to have its proficiency upgraded at half of the usual command point cost. Units that have received proficiency upgrades through the use of command points have their proficiency rating raised by one level. A unit can never be raised above normal.

Players should note that weather has an effect on the proficiency of units as well as Command.

3.5 FRIENDLY-CONTROLLED TERRITORY

In many scenarios, a location starts under the control on one side. In this case, that side may not count that location toward any VP determination.

All western map edges are considered friendly to the Axis, all eastern map edges are considered friendly to the Soviets. The northern map edge of map A from hex 1001-1029 is considered friendly to the Soviets throughout the game; from

January 1, 1942 extend this through to 1033. On map A every hex west of 1033 is considered friendly to the Germans. The south edge of map C from hex 7001 to hex 7031 is friendly to the Soviets until the fall of Kursk (Axis occupation or control); map edge hexes 7032-7034 are always considered friendly to the Germans. The south edge of map B is Soviet friendly until the Germans take Yelets (hex 6118); after that only hexes 7001-7015 are Soviet friendly. If Mitzhurinsk (B5301) falls, the *entire* south edge of map B becomes German friendly.

Note that specific map edge hexes change hands if the opposing player either occupies them or is the sole player to exert a ZOC into them.

4.0 SEQUENCE OF PLAY

4.2 GAME TURN SEQUENCE

In all scenarios, the Sequence of Play listed in the basic rules is used; the Axis side is always the first active side.

Many of the smaller scenarios can be played without the Air Superiority Phase (if the Beer & Pretzels Air Rules are being used). If scenario rules state this, skip the Air Superiority Phase. Players should also note that during game turns in which any kind of mud or arctic weather exists, there is no Exploitation Segment. Units that begin an Exploitation Segment in a weather zone allowing exploitation may not enter a weather zone in which it is prohibited.

6.0 MOVEMENT

6.32 Moscow-Warsaw Motor Highway

- Although not a highway by Western standards, it was the closest thing to one in the Soviet Union. Therefore, when mud occurs it is not downgraded to a secondary road. During arctic turns it is treated like a primary road.

7.0 ZONES OF CONTROL

7.1 WHO EXERTS ZOCs

Units in Hedeghog Positions (*see* 12.24) do not exert ZOCs. No units exert ZOCs during arctic weather.

8.0 COMMAND RULES

8.1 COMMAND RATING

The command rating of any German H.Q.s is reduced by one during any turns

in which arctic weather exists in the weather zone containing that H.Q.

8.7 COMMAND SUBORDINATION

At the start of any scenario featuring more than one Soviet Front H.Q. the Soviet player should note on a sheet of paper, which armies are subordinate to which Fronts. Armies may be switched to other Fronts, and the change recorded. No Army can change subordination in two consecutive turns. Also note that in the turn in which an army is reassigned to another Front, it may expend no CSPs.

9.0 COMBAT

9.15 Cavalry Retreat Before Combat

- A cavalry unit being attacked by only non-motor/mech/cavalry units may retreat before combat under two conditions:

- 1) There is snow on the ground, or
- 2) the cavalry unit occupies a forest or woods hex. The cavalry unit is retreated up to two hexes by the owning player. The attacker may advance his units into the vacated hex and initiate follow-up attacks if desired.

9.35 The Moscow Antitank Dog Company

- This unit has the ability to provide AT capability.
- If German armor is involved in any combat with this unit the Soviet player rolls the die once. If the result is 1-3, the dogs succeed and the unit is treated exactly like an AT unit. If the roll fails, the unit is eliminated.

9.41 The Moscow Antitank Dog Company

- See above (9.35). If the AT Ability is received, then German armor cannot get the armor bonus against this unit's stack during a combat.

9.46 Hedgehog Positions and Combat Strength

- Units in Hedgehog defense receive an additional two column shift to the left on the CRT during combat.

9.56 Coup de Main

- Cities were not always automatic fortresses. A number of them fell quickly to motorized forces, the victims of unpreparedness.
- If an active player begins a Movement Segment with no friendly units within

10 hexes of an enemy-controlled city, he may attempt a Coup de Main as follows:

- The first stack of motor/mech units that moves adjacent to the city declares Coup de Main. On a roll of 1-4 the attempt is successful. The active player may now attempt to overrun the hex as though there were no city in the hex. The overrunning unit must still pay the usual one extra MP for overrun. If the original die-roll for Coup de Main was greater than 3, the active units must overrun the hex as though a city were present.
- If Guards, NKVD, any kind of H.Q. with a non-H.Q. unit, or German unit of at least normal proficiency is in the hex, add +2 to the Coup de Main die-roll.
- Likewise, bridges at key points were sometimes taken by surprise. If the same conditions for a city are met by a bridge, a player may attempt Coup de Main. If successful (use the same die-roll range), the active moving player may attempt one overrun across the bridged hexside. The attacker's combat strength is divided by 3, but he suffers no terrain die-roll modifiers.

10.0 FIRE SUPPORT

10.3 AIR SUPPORT

A number of scenarios in *Spires* allow players to use an abbreviated version of the *Series* Air rules. This is in the interest of speeding play and easing the learning curve required to play the game. Even though the B & P Air rules are used, the final air mission strength is still converted into a fire support value as usual, using the *Air Mission Strength Table*.

11.0 HEADQUARTERS

11.22 STAVKA Reserve

- In *Spires*, I have chosen not to handcuff players with Stalin's original decision to hold back the reserve armies—after all, the leader of the Soviet team in this game represents Joe Steel. It is his choice to fritter away or conserve reserve strength as he sees fit.
- For those of you who need a little bondage, however, you are free to use the following rule. Any army in STAVKA Reserve can only be automatically re-

leased if it contains six or more divisional equivalents. Rifle brigades are considered half of a division for this rule. Battalion-sized units and any other kind of brigade are counted as a third of a division. Also, any reserve army that wishes to change location must reveal its whereabouts and existence to the German side when it starts moving if the Atmospheric conditions are clear and the STAVKA army moves within the Normal air sector range of a German air sector that is rated either A or B. Every ten hexes that the army displaces requires one game turn.

11.6 HEADQUARTERS REPLACEMENT

H.Q.s that are destroyed may be rebuilt three turns later. Place the H.Q. on the *Turn Record Track* three spaces ahead of the turn in which it was eliminated. An H.Q. which is surrounded or is out-of-general supply at the moment of its destruction, is placed 8 turns ahead of the turn on which it was eliminated (note the option to attempt breakout and disbandment: 13.8)

To rebuild an H.Q., a player must use one artillery point or unit for each step of H.Q. brought back. Place the rebuilt H.Q. anywhere within the supply range of the Front or AG that rebuilds it.

11.7 REASSIGNMENT OF ARTILLERY AND ENGINEERS

Each step of a Soviet Army H.Q. represents about one artillery regiment plus various signals and rear area troops. Soviet players may transfer H.Q. steps from one H.Q. to another. To do so, the H.Q.s must be within one turn's motorized movement of each other. Simply reduce the step value of the H.Q. giving up the step, and increase the step value of the H.Q. receiving it. A step transferred in this way may not be used during the turn of transfer.

The same process may be used to transfer H.Q. steps between German Army H.Q.s.

11.8 HEADQUARTERS CONVERSION

The Soviets formed the 1st, 2nd, 3rd, and 4th Shock Armies from existing H.Q.s. These units were usually placed under the command of marginally better army commanders and tended to receive their troops from STAVKA Reserve.

To get a Shock army H.Q. the Soviet player must do the following:

- During the Second Reinforcement Phase of November, the Soviet player may take any one available army H.Q. (with no attached units) and place it in STAVKA Reserve. As soon as it has accumulated at least six rifle division Equivalents, it may be exchanged for a shock army. A rifle brigade is equal to half of a division. The units used to "flesh out" the army must have come in as new reinforcements or from the dead pool rebuilds.
- In December, one additional army in the First Reinforcement Phase, and one in the Second Reinforcement Phase may also be formed.

11.9 SCENARIO H.Q. ATTACHMENTS

Occasionally, only part of the units of an army or H.Q. are in play. If this is the case, attach the units to the nearest friendly H.Q. on the board.

12.0 DEMOLITION AND CONSTRUCTION

12.23 Fortifications

- No unit may build fortifications in a weather zone experiencing arctic weather conditions. Fortifications built during a snow turn also require the expenditure of one CSP.
- Additionally, the last printed fortification line on the map (closest to Moscow), is not actually finished until November 4. If the Soviet player defends in one of these hexes before that date, he must roll one die. If the result is 1-6, the fortification is considered not to exist. If the date of completion is within four turns, add two to the die-roll.
- Fortifications that are started within 20 hexes of Moscow cost one CSP each! This is because the supplies were all going into the defensive lines that are printed on the map. The fortifications that are printed on the map do not cost anything, and are already built (note the scenario rules however, for a possible early German arrival at these defensive lines).

12.24 Hedgehog Positions

- At the start of any Soviet Combat Segment, the German player may declare a crisis at the front, from that point

on, any German unit that begins a Movement Segment in a town or city of any kind is said to have taken up a "hedgehog" defense. Units in a hedgehog receive an additional two-column shift to the left on the CRT when defending (if the hex is also fortified, the additional hedgehog effect is reduced to one additional shift to the left).

- Once a crisis has been declared, the hedgehog rule is in effect for the rest of the game. All German attacks during the next three game turns suffer an additional one-column shift to the left on the CRT. Thereafter this penalty is suffered only by German units attacking out of hedgehog positions (any attacks which include such units). Each panzer corps or Army H.Q. may negate this one-column shift to the left for one attack per German Combat Segment. In order to do this, the H.Q. must be within half its normal command range of the unit(s) making the attack.

12.25 Stand and Die

- Once the hedgehog rule is in effect, no German units may attempt breakout and disbandment (*rule 13.8*).
- If the Soviet player is defending in a town or city, and there is an NKVD or Guards unit in the hex, the Soviet player may opt to "Stand and Die." He must choose this option *before* he has seen the combat result. If the Soviet player decides to "Stand and Die," no retreats are allowed or required from the hex. Always add one additional loss obligation to both the attacker and the defender in this situation.

13.0 SUPPLY

In *Spires of the Kremlin*, there are two versions of the Supply rules that may be used. The version listed in the basic rules is the official version that should be used for all campaign and tournament play. It is more involved and accurate than the other version.

This other version of supply is meant to facilitate play of the shorter scenarios and ease the learning of the game system. It is called the Beer & Pretzels version, and is presented here.

13.16 Off-Map Supply

- At the start of the Group 1 (October) Scenarios, the German player's secondary railhead is considered to be at hex 1733C. The German player may

not designate another secondary railhead in these scenarios.

- Throughout any of the scenarios, German 9th Army may trace general supply to an off-map Army Group H.Q. located at Nevel.

13.7 BEER & PRETZELS SUPPLY

(*Beer and pretzels not provided.*)

In some scenarios the Supply rules are suspended for either the entire scenario or for particular turns.

A scenario may also use, or give the option to use the B & P version of the Supply rules. This version is as follows.

H.Q.s must still be able to trace a supply path to units and Superior H.Q.s for general supply. There is no limitation on the distance that a supply path may traverse when being traced from an army H.Q. to a Front or Army Group. A supply path traced from a German Army H.Q. to any other unit or H.Q. can ordinarily be no longer than ten hexes. A supply path traced from Soviet Army H.Q.s to units can be no longer than six hexes. A supply path traced from a Pz Korps H.Q. can usually be no longer than four hexes. Anytime the path is traced through a primary road or along an operable friendly rail line, each such hex is only counted as one-half of a hex. Any Army Group or Front H.Q. must be on a hex that contains a friendly operable rail line.

In a number of scenarios, the actual Front or Army Group H.Q. may not be on the map. In this case, a supply source will be listed that army level H.Q.s must trace to in lieu of the Front or AGC H.Q.

The supply path must still be free of enemy units and their unnegated ZOCs. Use the original supply capacities of H.Q.s when determining how many units may be supplied.

Combat still requires CSPs. CSPs are initially received according to the amount listed for each scenario, or on the *Campaign Supply Table*. Thereafter, CSPs are received by consulting the *CSP Arrival Table* and rolling on the column that was listed in the Exclusive scenario rules. Some special modifiers may apply to specific scenarios.

After determining how many CSPs are received, they may be allocated to any combats anywhere on the board as a player sees fit. CSP requirements for artillery remain unchanged, but a combat never requires more than one CSP for

the attacker (the change in requirements has been factored into the arrival rate of CSPs).

The effects of being out-of-supply remain unchanged from the regular supply rules.

13.8 RR SECTOR RATING AND CSP ARRIVAL

For the normal *Series* rules, the rating of a RR sector affects the number of CSPs that can be sent through it. If a RR sector has a rating less than A, DRMs are applied to every die-roll made for CSP arrival. These DRMs are all in the form of additions to the rolled result, and are cumulative with other DRMs that may be applied to the roll. The DRMs due to RR sector ratings are listed on the *CSP Arrival Table*.

A Soviet Front not on a rail line must be within 5 hexes of a friendly, operable rail line that can be traced back to a supply source.

EXAMPLE: A Soviet Front is not on a rail line, but is within 5 hexes of a rail line that can be traced back to a supply source (Moscow). The rail line has been bombed so that its current repair rating (the number of hits that have been sustained by its RR sector source) leaves it with a B rating. When this Soviet Front rolls for CSPs, a +2 for the B rating is incurred.

13.9 ARE YOU CRAZY??!

You mean you want to use the real Supply rules????!!!!

Players should note that they are free to use either of the two versions of Supply rules when a scenario states that Beer & Pretzels Supply rules are in effect. I believe that the *Series* rules offer a better and more incisive analysis of the supply situation as it existed, and it is also more challenging. But to those just getting their feet wet for this series (and that is all of you who just bought Spires), the Beer & Pretzels Supply rules make the learning a little more fun and enjoyable. I do, however, recommend using the full blown rules at some point.

And if players are going to game more than one and a half week's worth of real time, they should use the *Series* rules, otherwise ahistorical outcomes will start to arise.

13.14 Soviet Off-Map Supply Sources

- Any double-track rail leading off of the eastern map edge is considered linked to an off-map Soviet supply source!

14.0 RAILROAD RULES

Many scenarios do not require the use of the Railroad rules listed in the *Series*. This is because of the short duration of some of the smaller scenarios, and the historical lack of RR capacity during some of the December-January battles that some scenarios depict. Aren't you devils lucky. In the case of these scenarios, the locations of German railheads will be given, but repair will be at a very basic rate listed in the scenario rules if the B & P version of RR rules are used.

When the Beer & Pretzels RR rules are used, both players will usually be given a set number of divisional equivalents that they may move. These units will be allowed to move through any friendly RR hex. In the case of the Germans, a Railhead Repair Marker must have first passed through the hex. Players will not have to keep track of RR sectors. RR hexes will still be under the normal limitations of divisional equivalent capacity (14.13).

Once again, the Beer & Pretzels version exists to keep players from shooting themselves as they learn this game. But it is highly recommended to get your behind in gear and learn the full blown RR rules as soon as realistically possible. (The full RR rules, although lengthy, are actually very simple to apply once grasped, and make for a fun logistical game within a game—as well as being highly realistic: KP)

The *Campaign Scenario Tables* also list the starting locations and degree of repair for all German RR sector sources and RRailheads for each of the four starting periods of the four Groups of scenarios. Use these lists to place the actual RR Markers for the start of each Group.

15.0 WEATHER

15.21 Determining Weather Factors (Smaller Scenarios)

- Many of the smaller scenarios list the type of weather that is in effect during play. Do not use the regular Weather Determination rules if this is the case. Go by what the scenario says, instead.

- In some scenarios an easier method of determining the weather is given. This usually involves rolling a ten sided dice only once each turn.

15.34 Snow and Fortifications

- During snow conditions, one CSP is required to build a fortification.

15.35 Arctic Weather and Fortifications

- No fortifications of any kind may be built by either side during arctic weather conditions.

15.4 DECEMBER AND JANUARY WEATHER

The temperature factor is always cold during these months, and there is always snow or, very rarely, frost on the ground. Arctic weather or clear atmospheric conditions are the only things that players check for. In addition, there is no possibility of thaw during the time frame of this game. All swamps, rivers, major rivers, and lakes remain frozen after they first freeze up.

During these months, the *Weather Table* need not be consulted. Instead, use the following procedure to determine the weather in each weather zone:

1. If playing a multi-weather zone game, determine the location of the actual weather line.
2. Roll 1 ten sided for each weather zone.

DR	Result
1	It is clear and the ground condition is frost.
2-6	The atmospheric condition is overcast with snow.
7-8	The skies are clear with snow.
9-10	Arctic weather is in effect.

During the month of January a roll of 9 is treated like an 8.

15.5 WEATHER EFFECTS ON PROFICIENCY

Because the German army was so ill-prepared to deal with the unexpectedly severe winter of '41-42, and the Soviet Siberian and Guards units were equipped marginally better for winter, the following rules are in effect.

During any December turn in which the weather is cold and snow, all German units drop 1 level of proficiency. If the weather is arctic, *all* German units have a proficiency level of Low. In Janu-

ary, German units during a cold/snow turn are reduced by one level only when attacking. German units in hedgehogs always have a normal proficiency level when defending, regardless of the month.

German infantry proficiency is always Low in arctic conditions or during the month of December if weather is cold/snow. German motor/mech is normal during cold/snow on defense, Low during cold/snow when attacking, and Low during arctic.

15.6 DETERMINING WEATHER FACTORS

During those turns in which the weather factors must be determined, use the following schedules.

1. The weather in the South Weather Zone is automatically clear and normal until the October 6-7 game turn. Thereafter it must be rolled for. Likewise, the weather in the North Weather Zone is automatically clear and normal until the October 16-17 game turn. During and after the dates of December 1-2 and November 29-30, players use rule 15.4 listed above.
2. During the period between automatic clear and normal weather factors and the use of rule 15.4, use the *Weather Table*

If the weather factor die-roll falls within the range of values shown for a particular condition, that condition is in effect. Use these factors to determine the ground condition on any turns during which rules 15.4 and 15.6 (1.) are not in effect. The various ground conditions and how they are generated are listed under rule 15.3 in the *Series* rule book.

15.7 ARCTIC WEATHER, LACK OF SUPPLY, AND ATTRITION

During any turns in which there is arctic weather, the following rule must be applied to units that are out-of-general supply.

If the unit is within three hexes of an enemy unit, and there is no supplied friendly unit within three hexes, the unit must check to see if it loses steps. This is always resolved at the start of a friendly movement segment. If the die-roll is 1-4, the unit must lose one step. If the unit is in a hex with a village, add 1 to the roll. If it is in a hex with a town, add two, if it contains a city of any kind, add three. The expenditure of a CSP to be in general supply will prevent the application

of this rule. Cavalry unit suffer an additional +1 modifier.

15.8 WEATHER LINE LOCATION

The starting point for determining the Weather Line Location is the 3300 hexrow on maps B & C.

16.0 AIR POWER

16.7 AIR MAINTENANCE

The German player adds +2 to his maintenance die rolls, if the weather is not Cold and Snow.

16.8 BEER & PRETZELS AIR RULES

Many smaller scenarios allow players to use the B & P air system, instead of the *Series* air system. Once players are comfortable with the *Series* air system, they are urged to use it. Until then, this B & P system is provided to ease the learning of the game and provide a means to enjoy the scenarios "quick and dirty."

16.81 Aircraft

- Aircraft are not kept track of on the *Record Tracks* by type. Instead, there are only two kinds of air mission strengths: air-to-ground, and air transport. These strengths are listed for each scenario that allows the use of the Beer & Pretzels air system.

16.82 Air Mission Strength

- The air-to-ground strength is used for all missions not involving air drop or air transport. The air transport strength is used for either of the last two types of mission. These strengths can either be recorded on the *Record Track* in any convenient space, or they may be written down.

16.83 Non-Operational Aircraft

- Players do not keep track of non-operational aircraft. There is no air combat, it has been factored into the other Beer & Pretzels rules.
- Air sector ratings are determined by the scenario rules.
- Players must still use the *Air Mission Strength Table* in the manner explained in the *Series* rules. Air mission availability numbers are provided for each scenario. Air H.Q.s do not require CSPs. They must still be able to trace general supply however, unless specifically stated to be exempt.

16.17 Moscow Special Air Defense

- Moscow had a considerable array of fighter defense air units. These units

were not released to the other Frontal Air assets until Moscow itself was threatened. The following rules are thus in effect.

- In any scenario in which the Moscow Air Defense is listed as being available, it may only be used if a Front Air H.Q. is based in Moscow, and on missions within 16 hexes of Moscow. Note the number of fighters that are assigned to the Moscow Special Air Defense. This number may be assigned to the Front and engage in air combat against enemy air sectors that are within 16 hexes of Moscow. Should an air combat occur outside this range, or the Soviet Air H.Q. move out of Moscow, the Moscow Special Air Defense fighters must be subtracted from the Air H.Q.'s total.

16.56 Flak/AA

- The flak/AA strength of German flak regiments is one point for each step. German Air H.Q.s possess one step on their Temporary side, and two steps on their Air Base side. Players should consult their *H.Q. Attachment Charts* to determine how much flak/AA is assigned to each H.Q. on the map for a particular scenario.
- Moscow was particularly well protected by AA. During the month of October, each hex of Moscow has one point of AA. From November 1, each hex has two points of AA. The range of Moscow AA is only one hex.

16.57 Pilot Quality

- The German pilots benefit during air combat from superior training and quality. Every time a German air sector engages in air combat, it receives a two column shift to the right. When the Soviets fire on German fighters, they must shift the *Air Combat Results* column two to the left.

16.9 AIR INITIATIVE

- During all October and November turns, the German player has the Air Initiative. This means the Soviet player must place his Air Sector Markers before the German player has determined where to place his.

17.0 REPLACEMENTS

Any unit that is rebuilt must be placed within one hex of the Front H.Q. or German Army H.Q. responsible for that unit's

return. Rebuilt units may not be returned to the map in an enemy ZOC. Only H.Q.s in general supply (not special supply) can rebuild units.

17.11 Personnel Return Rates

- The Soviet personnel return rate is one infantry step for every three eliminated. A Guard step may be taken if five are eliminated.
- The German personnel return rate is one step for every two that are eliminated. During any turn in which snow or blizzard conditions exist, the rate falls to one step regained for every three steps lost.
- Replacement steps can be accumulated from turn to turn.

17.12 Tank and Panzer Repair

- The German panzer repair rate is 1 step for every 2 destroyed (33%); during any turn in which snow or blizzard conditions exist, this falls to 1 step for every 3 eliminated (25%).
- The Soviets have a tank repair rate of one step for every five destroyed (16%); this rate is unaffected by weather.

17.13 Specialist Returns

- Any unit listed as a specialist may be rebuilt if it was able to trace a general supply path at the instant of its destruction. Specialist units are replaced using steps received from the *Reinforcement Table*.
- If a step corresponding to a certain kind of specialist unit is received, the owning player may check to see if he has any dead units of that type in the replacements pile. If so, he may use that point to bring the unit back at a strength equal to the replacement step. If there are no such units available for rebuilding, the replacement steps are lost.
- German divisions that are completely eliminated may only be brought back if one divisional artillery reinforcement step is used for the first step. If the unit is in France, this is not necessary.

17.14 Soviet Tank Divisions

- A Soviet tank division may be disbanded permanently into smaller tank brigades. To do this, remove the division (it must be in supply and not in an enemy ZOC) and credit the Soviet player with a number of armor replacement steps equal to the number of steps that the division had when it

was disbanded. These steps may now be used to rebuild destroyed tank brigades from the eliminated units pile.

17.15 Rebuilt Dead Units

- Any units that are not in play, not listed as future reinforcements, and have not been listed as previous withdrawals are eligible to be rebuilt with replacements and brought back into play as reinforcements. These units constitute the "Dead Pile" of units previously eliminated. These units may not have been listed as optional reinforcements either.

18.0 REINFORCEMENTS

18.1 WHERE THEY ARRIVE

Any units arriving as reinforcements enter from map edges or certain hexes on the map. The *Axis and Soviet Reinforcement Charts* or scenario rules will list the arrival locations of all new units. If a hex number or city name is given, the units appear at that hex. Units arriving on map edges are accompanied by the compass orientation of the edge they enter—"S" being South, "N" for North, and so on. A unit may enter an edge hex that is in an EZOC. It may not enter an enemy-occupied hex unless by overrun.

Units may enter using RR movement or road movement. Units using RR Movement must expend the appropriate RR capacity (unless the Beer & Pretzels rules are being used). Units using road movement pay the cost of using the road to enter the first hex on the map. Subsequent units pay MP costs as though they were in column behind the first unit to enter from a road (*ie.* their movement allowance is reduced by the number of movement points expended by the preceding units. For example, if two units each with a movement allowance of 5 enter a hex whose movement cost is 1, the second unit would have 4 MPs available for on-map movement that turn. On subsequent turns all units have their full movement allowance).

Units are always in supply during the turn that they enter the map.

Most Soviet reinforcement units are actually obtained by the expenditure of RR capacity (converted to *mobilization points*—see 18.6) to release them from the Soviet reinforcement pool. Once released, they appear in the same manner as other reinforcements.

18.2 REPLACEMENT TABLES

Use the following *Replacement Tables* to determine the arrival rate of any reinforcement steps. This table has nothing to do with the arrival of new units.

Each friendly Administrative Phase, the active player consults the *Replacement Table* for his side to see what steps he will receive. Each type of step is accompanied by a range of die-roll values. One ten-sided die is rolled. If the result falls within the values listed for a certain type of reinforcement step, that step is received in the quantity listed. Some kinds of steps have a maximum availability number. Once this number of steps has been received during the time frame listed for it, no more steps of that type can be taken.

If an artillery step is received, the owning player must roll again to see what type of artillery step is taken. If no units of that type are available in the dead pile, the step is lost.

The Soviets and Germans also have a DRM that is added or subtracted to their infantry reinforcement step die-rolls. These DRMs are only in effect for the dates that are listed below.

German Replacement Step Table

Type	Die-Roll	Maximum Steps (during the game)
Infantry:		
2 Steps	1**	24
1 Step	2-5**	24
Pz Step	7-10	8
Flak	6	8
Engineer	7	4
AT	3	5
Cavalry	5	1
Artillery*	1-2	5

** Add +1 to die-roll in December for infantry steps.

Germans automatically get 1 infantry step every third turn. Steps received in this manner count against the 24 step maximum.

* The type of artillery step must be determined by another die-roll:

- 1-3: 5-3-5, 3-3-6, or 2-2-3 artillery unit.
- 4-9: Army, corps, divisional artillery step.
- 10: Assault gun.

Soviet Replacement Step Table

Type	Die-Roll
Infantry:	
5 Steps	1-2
4 Steps	3-4
3 Steps	5-6
2 Steps	7-8
1 Steps	9
Tank Step	9-10
AA	1
Engineer Point	3
AT	7-8
Cavalry	1-2**
Artillery*	1-2

* The type of artillery step must be determined by one additional die-roll:

1-3: 3-2-5/1-3-5 artillery unit.

4: Katyusha unit or step.

5-10: Any other kind of artillery unit.

** During November, December, and January Soviets receive a cavalry step only on a roll of 1.

Soviet Infantry Steps

The following is a list of the maximum number of infantry steps the Soviets may take in each of the months during the game. For the purposes of infantry replacement steps, subtract one from the die-roll between November 1-14, and add one from October 1-20.

Month	Max. Infantry Steps
October	20
November	40
December	25
January	15

18.3 GUARDS CONVERSIONS

In any combat involving any asterisked Soviet unit(s), if more combat obligations were inflicted upon German units than were suffered by the Soviet side, one asterisked Soviet unit may be converted to Guards status.

A unit may only be converted to Guards if it is not within two hexes of a German unit. The Soviet player is allowed to attempt the conversion during any subsequent game turn. He should record the identity of the unit on a piece of paper. A player is never forced to convert a unit. Once the attempt is announced, the Soviet player expends one CSP and rolls a die. If the result is 1-6, the conversion is successful. He may at-

tempt conversion any number of times after the initial CSP has been expended.

Guards conversions are not allowed if there is no Guard unit of the same type available in the Guards pool (the Guards pool is simply the pile in which unused Guards units are kept).

For every two replacement steps that are expended, the Soviet player may receive one Guards replacement step of the same type. When a Guards unit suffers a step loss, move the Step Loss Marker two spaces for each step loss.

18.4 GERMAN UNIT REHABILITATION

German infantry divisions that are returned to France may come back to the East thirty turns later with two more steps than they possessed when they left. These steps are not counted against any total and are received free.

18.5 UNIT WITHDRAWALS

Certain units in the game must be withdrawn. On the turn that they are listed for withdrawal, they must be taken off the map. If they cannot be removed (because of elimination or being surrounded) then an equivalent unit must take the place of the scheduled unit.

Optionally, players may want to allow the Germans to postpone removal of any infantry division. Since rule 18.4 above represents what is happening, you might allow the Germans to make their own decisions regarding unit rehabilitation.

If any German division is eliminated during October or the first week of November, however, the Soviet player should be allowed to laugh himself silly.

18.6 NEW SOVIET UNIT APPEARANCE

Soviet units that are listed to appear at Moscow or by rail (they are notated with an "M" or "R" in the *Reinforcement Pool Schedules*) must utilize mobilization points to do so. Mobilization points are obtained by expending RRail capacity in the RR sectors in which players wish the reinforcements to appear. A unit cannot be taken until it has been listed to arrive in the reinforcement pool.

Each month of playing time is divided into distinct reinforcement groupings called "phases." October has three reinforcement groupings: Phase I, II and III. The *Soviet Reinforcement Pool Schedule* lists the dates for each phase. Other

months have only two phases, representing the first and second halves of the month.

If the current game turn is in or past the time frame of a Reinforcement Phase, the Soviet player may take any units listed in that phase grouping that have not yet been taken. To take a unit as a reinforcement, the Soviet player must expend mobilization points.

Mobilization points are obtained by converting unused RR capacity each turn. Mobilization points may not be accumulated from turn to turn; if not used, they are lost. Each divisional equivalent of RR capacity that is converted yields three mobilization points. The Soviet player may never obtain more than 18 mobilization points in one turn.

Each step of non-motor/mech/cavalry requires one mobilization point. Any other kind of step requires two mobilization points. Once a unit has been released by the expenditure of mobilization points, it may be brought on using rail in the RR sector that expended RR capacity for its mobilization. Units listed with an "R" enter at any map edge RR sector. Units marked with an "M" must come in from the Moscow RR sector.

During Phase I of October, no more than six mobilization points may be utilized per turn.

18.7 AIRCRAFT REPLACEMENTS

During the last turn of each month the Germans receive two fighter aircraft, one bomber, and one ground attack.

During the last turn of each month the Soviets receive four fighter aircraft, two ground attack, and one bomber.

19.0 SPECIAL UNIT RULES**19.1 REGIMENTAL KAMPFGRUPPEN**

German infantry divisions may be broken down to aid them in covering longer frontages. In the East the Germans were forced to hold long frontages of the line with only outposts backed up by artillery and mobile reserves. This lack of manpower would eventually be telling.

German Divisions can form smaller operational groupings that are generally regimental sized. These formations were typically called Kampfgruppen (KG) and named after the officer in charge.

In the game, they have been given regimental symbols, and should be treated as such. Any division down to its last two steps may not form Kampfgruppen.

When a division forms a KG, it should use a set of letter coded KG units. Players may either write down the subordination of the KG, or simply trust themselves to remember. A division may never have more than two KG on the map. The division itself may still be in play. A KG must recombine with the division any time it is stacked with that division. A KG may not stack with another infantry division voluntarily. (They were meant to cover areas of the front with a low density of troops; they should not be used to form shock groups with other stacks of divisions). They may not accommodate non-divisional units in the same manner as divisions, although non-divisionals can still be in the same hex.

KG must draw their supply from the parent division. To do this, they must be within 3 hexes of the division. The path of hexes from the unit to the division may not enter enemy-occupied hexes or unnegated enemy ZOCs. Friendly units negate EZOCs.

KG may also draw supply directly from a friendly H.Q. of any kind that is within two hexes.

The 9-10-5 and 8-9-5 divisions may form a 3-3-5 KG if they have 4 or more steps remaining. They may not form another KG as long as the 3-3-5 is still active. (Yeah, I know the math is weird on this, but it represents a KG that is heavily reinforced with divisional assets.) These divisions may alternatively form 2-2-5 KGs. They may have up to two of these active during the same turn. When a KG is formed, place a Hit Marker underneath the parent division, or flip it over to its reduced side to depict its strength minus that of the KG. A KG is one step.

The 7-8-5s and 6-7-5s may not form 3-3-5 KG. Instead, they form 1-2-5 KG. The counter mix is a strict limitation to the number of KGs that may be formed.

The German 8-9-6 1st Cavalry division also has two breakdown KG. Use them in the manner explained above.

19.2 ARMORED TRAINS

Armored trains are units that may only move along, or retreat through, RR

hexsides that are friendly. They use no RR capacity and may move up to 100 hexes per Movement Segment.

Armored trains are treated like artillery units for combat purposes. They never exert ZOCs.

Armored trains may not be replaced or rebuilt.

19.3 GERMAN ERSATZ UNITS

Whenever the Soviet player comes within 2 hexes of a town or any kind of city behind German lines that contains a German operable RR hex, the German player may immediately pick a randomly chosen Ersatz unit and place it upside down (strength not showing) in the hex. The unit may not leave the hex unless accompanied by any other type of German combat unit. It may also be absorbed like one step of infantry. The counter mix is a strict limitation on the number of Ersatz units that may exist during the game. When such a unit is destroyed, it is permanently removed from the current game turn.

19.4 ARMY GROUP NORTH BOUNDARY

This is the line of hexes north of hexrow 1400 on Map A. At hex 1435, the line bends to 1234, then to 1231, and finally to 1030. No units of either side may enter the map north of this area until the entry of 3rd and 4th Shock armies in early January 1942. After they have entered, there are no longer any restrictions concerning this area.

Until its collapse in early January, Army Group North had operational responsibility for this area. Prior to that this sector was a rather quiet backwater.

20.0 SCENARIO RULES

There are four main scenario groups representing the campaigns for the months of October, November, December, and January respectively. Each scenario group contains four separate scenarios that utilize some or all of the maps included in the game. The fourth scenario of each group uses all three maps. The Group I scenarios are those for October; Group II: November; Group III: December; and Group IV: January.

Note that where the Beer & Pretzels rules provided in the scenarios differ from those contained in the body of the rules, the former take precedence.

20.1 SCENARIO SETUP

20.1a Scenario Master Setup

➤ Each scenario group has a *Master Setup List* in the Exclusive rules that shows the placement and status of both Axis and Soviet playing pieces on the map for the appropriate month. A scenario may list the use of only some of the forces listed on its *Master Setup*; ignore any units not specifically listed for that scenario—even though they appear on the *Master Setup List*.

➤ For each unit, its counter values strength is given, followed by its ID, hex location, and any step losses it has suffered. For example, the entry 5-6-5 38xx 4243A (-1) means that the 38th Soviet rifle division (counter values 5-6-5), flipped over to indicate it has lost one step, is set up in hex 4243 of Map A. The counter values are given so that players may if they wish simply place a unit of that *type* in the indicated hex—not bothering with specific divisional IDs; this is a means of speeding up setup. If no specific hex reference is given for a unit, it means the owning player has some choice of where to set it up: see scenario instructions.

20.1b Soviet Army Front Attachments

➤ If a scenario starts with more than one Soviet Front in play, the Soviet player(s) will have to record which Front any Soviet armies on the map are attached to. Do this by noting the attachment on a piece of paper.

20.1c Army/Front Record Tracks

➤ The availability of CSPs (supply), RR repair and regauging status, attached engineers, accumulated replacements, and Air H.Q. status is also listed in the Exclusive rules. Except for RR and Air H.Q. status, this data for each scenario is recorded on the appropriate Front/Army *Record Track*. Place the appropriate markers on the *Record Tracks* for all Army/Front H.Q.s in play. This should be done before the commencement of play.

20.1d German Armies and Pz Gruppe Combinations

➤ Due to the special relationship between Pz Groups and certain German armies in the early phase of Barbarossa, each of the three available Pz

Groups is paired with one German army as follows:

1. 2nd Pz Gruppe (later Army) is combined with 2nd Army.
 2. 4th Pz Gruppe (later Army) is combined with 4th army.
 3. 3rd Pz Gruppe (later Army) is combined with 9th Army.
- Each of the above pairings has its own *Army Record Track*. Each pairing has two separate tracks that are numbered 0-9. When one of the German armies or Pz Gruppe receives a CSP, that point is recorded on the *Record Track* of the Army or Pz Gruppe that receives the CSP. The Pz Army/Gruppe of each pairing always uses the upper record track of each pairing. CSPs that have been allocated to a particular Army H.Q. may not be used by another H.Q. engineer points are also assigned to particular H.Q.s in the same manner. They may be transferred to other H.Q.s, unlike CSPs.

20.1e Scenario RR Setups

- The German and Soviet *RR Status Tables* list the starting positions of all RR sectors and railheads for both sides in every scenario. In *Spires*, the Soviet player usually has no Railhead Markers—his RR net tends to be defined by the extent to which the Axis has occupied Soviet territory. In addition, the Soviet player does not have any regauging RR sectors, having plenty of actual cities to choose from.
- The German player will have all of his regauging RR sectors listed on the *AGC RR Status Table*. The table will also include the location and distance of any off-map RR sectors. The German player will have Railhead Repair Markers to show the extent of rail line repair.

20.1f German Non-Divisional Setup Chart

- Besides the regular starting setups for combat units belonging to German armies or Pz Gruppen, there are also the starting setups for all non-divisional units that start with each of these armies/Pz Gruppen. These setups are found on the *German Non-Divisional Setup Chart*. Locate the appropriate date for the scenario being played and consult each Army/Pz Gruppe listing that is in play. Set up these units starting with the October,

1941 setup and adjust it for later scenarios by applying any modifications that are listed for the months in which those scenarios occur.

20.1g German Army Group Center Setup Chart

- This chart lists the starting locations of all PzKorps H.Q.s and/or units directly attached to Army Group Center. Use it in the same manner as other German *Setup Charts*. Note that the setup for January is actually listed on only one chart.

20.1h German Air H.Q. Setup Chart

- This chart lists the number and type of aircraft that are assigned to any German Air H.Q.s being used in any of the scenarios. The location of each Air H.Q. is also listed for all scenarios.

20.2 VICTORY

Victory in each of the scenarios is given in terms either of geographic locations (hexes) controlled and/or casualties inflicted upon the enemy. The various levels of victory that are attainable are listed in each scenario. Note that some levels of victory may not be possible in some scenarios. This reflects the overall strategic situation of this sector of the Eastern Front.

The *Master Victory Point List* gives the hex number and victory point value for all locations in every scenario. If a side starts a scenario already in control of a location, it cannot be awarded points for it during that scenario. All locations in the area of play that are not yet controlled by a player may be awarded to that player if he controls that location at the end of a scenario. When a victory point location is taken for the first time, it should be recorded on a piece of paper so that players will know that this location was taken during play of the scenario, and not because it started the scenario under the control of that player. The victory point value for all locations remains the same regardless of the scenario being played.

Control at the end of a scenario is defined as having been the last player to enter or move through a hex, and having a valid general supply path traceable to that hex. (The learning scenario, *Race for Orel*, has a simplified form of this requirement: see 20.3 Scenario A.)

VPs are also awarded on the basis of divisions destroyed and steps lost by

units. Players should record each instance in which a divisional-sized unit is eliminated. If the unit is rebuilt, its original elimination still counts towards victory points for the other side. Step losses among motor/mech units for the Axis also tend to award VPs to the Soviet player. Record the destruction of every step loss of this kind.

Finally, if you can't agree on who won this game based on the listed victory conditions, don't feel bad; winners and losers in war are rarely determined this easily anyway. (A hat tip to Jack Radey for this comment.)

20.3 SCENARIO GROUP I

This group of scenarios presents the initial phase of the final lunge for Moscow by the Wehrmacht in October of 1941. This was the attempt to seize Moscow before the onset of mud and winter. There appears to have been much debate between Hitler, the German Army High Command, and General von Bock—commander of Army Group Center. Hitler may not have been all for the thrust for Moscow this late in the year, but Halder and von Bock seemed to push for it. Indeed, it appears the latter two may have made it the actual centerpiece of Barbarossa once the attempt to fully destroy the Red Army at Smolensk and Kiev failed. This was the penalty for not having any clear strategic plan decided upon if the war were to last longer than three months. Not until September 5th did Hitler finally decide on launching Operation Typhoon, as the lunge for Moscow was named.

For the Soviets, the expectations were that Hitler would probably halt his armies in October on the line attained at the end of July during the Smolensk battles. They did not think that the Germans would launch an offensive so late in the year, after just having completed the Kiev encirclement. Zhukov, however, did try to warn Stalin that the Bryansk Front dispositions were highly vulnerable to a German flanking maneuver, an eventuality which proved true.

For these scenarios, players should only use the 10-2-41 *Setup Charts*. It is suggested that players new to the game familiarize themselves with it first by playing Scenario A, *The Race For Orel*. Players may also use any combination of the Beer & Pretzels rules with any of the first three scenarios.

20.31 SCENARIO A

The Race for Orel

This is a half-map, introductory scenario utilizing the southern half of map C. It depicts General Guderian's dash for Orel and surrounding pincer around the south end of the Bryansk Pocket. This is a good scenario for learning the basic game mechanics. Players are warned, however, that the Germans really romp in this one, and that only the victory conditions give the Soviets a chance—not history!

Historically, Guderian smashed the thin crust of a Soviet line (they were not expecting a strike for Moscow this late in the year!) and directed the 24th PzKorps (3Pz and 4Pz divisions) toward Orel. The 47th PzKorps (17th and 18th Pz divisions) were ordered towards Bryansk to help create the Bryansk Pocket. By October 3rd, 24th PzKorps had taken Orel practically off the march—the street trams were still running—and was about to press on to Tula. Katukov's 4th Tank Brigade (which eventually became 1st Gds Army) along with other units managed to halt the October drive at Mtsensk, inflicting substantial casualties on the 4th Pz Division.

It was at this time that the weather began to turn foul and the October rains and mud arrived in this area. Any further advance on Moscow would have to await the arrival of frost and, ominously, colder weather.

1. Duration: 30 September/1 October to 4/5 October (3 turns)

2. Map Area: Map C south of 4500 row

3. Units

German: All units of PzGp 2, except for 1 Kav division, and XXIV, ILVII, and XLVIII PzKorps.

Soviet: 13th Army (9 units), Yermakov Group (11 units), 40th Army (7 units), 38th and 132nd NKVD regiments (2 units).

4. RR Movement: None

5. Supply: No Supply rules; all units in supply at all times. Combat supply points are not used or required in this scenario.

6. Replacements: None

7. Reinforcements: Germans get the following divisions according to the reinforcement schedules: 9Pz, 16 mot, 45, 134, 95, 262, 296.

8. Air (B & P): The Germans may use one air sector that is based at Starodub (hex 4031C). The sector may only be placed at Short or Normal range. The air mission strength of the sector is 8 for Normal and 16 for Short range. The air sector is rated "A." There is a maximum of 6 air missions per turn for the Germans, and a +4 to the final air mission strength die-roll is added when air power is allocated to support overruns. The air sector rating of the air sector used by the Germans is an "A" throughout the scenario.

9. Weather: Clear and warm.

10. Special: There is no Soviet Exploitation Phase on turn #1.

11. Victory: Add up all German VPs and Soviet VPs and compare them to produce a ratio. Check the ratio against the levels of victory listed here.

German VPs : Soviet VPs

2.5 to 1 = German Decisive

2 to 1 = German Historical

3 to 2 = Draw

1 to 1 = Soviet Marginal

2 to 3 = Soviet Operational

<i>Victory Point Awards</i>	<i>VPs</i>
Orel	6
Kursk	4
hex 4618	4
German motor/mech step loss	2
German infantry step loss	.5
Soviet H.Q.	2
rifle/cavalry division	1
tank brigade/battalion	.5
motorized/mechanized	1

► In order to receive VPs for a geographical location, a player must have at least one unit in the named hex, at the end of the scenario, that can trace a path of hexes along any road back to the west map edge. This path must be free of enemy units and unnegated enemy ZOC. Such a path must be traced through the map area which is in play.

20.32 SCENARIO B

Objective Rzhev!

This scenario presents the northern German pincer, composed of 3rd Pz Group (later Army) and 9th Army. The 3rd Pz

Group was tasked to break through the Soviet defenses to the north of Smolensk and continue on to Rzhev and Vyazma with the hope of pocketing the Soviet frontline armies. At Vyazma, the 4th Pz Group would form the southern half of the Axis encirclement.

After quickly breaching the Soviet defenses, Rheinhardt's 3rd Pz Group advanced rapidly into the Soviet rear areas. Rzhev fell quickly and large numbers of Soviet troops became encircled. The 41st Pz Korps raced ahead and captured Kalinin practically off the march by October 14th. The lack of infantry support and supply prevented any further exploitation by this Pz Korps.

By the time mud arrived after the 18th of October, Rzhev was firmly in German hands and the vast Vyazma Pocket was being reduced. All further eastward advanced had been halted by the poor weather and the worn out condition of the German troops at the front.

1. Duration: 2/3 October to 18/19 October (9 turns)

2. Map Area: one map (Map A); north of Dnepr River and 4700 hexrow.

3. Units

German: Set up all units that start north of 4700 and within the playing area (9th Army and 3rd Pz Gruppe).

Soviet: Set up all units that start north of 4700 and within the playing area (22nd Army, 30th Army, 16th Army, 19th Army, 33rd Army, 29th Army, 31st Army, 32nd Army, 49th Army, West Front Reserves, Reserve Front and West Front Air H.Q.s). At this time, the Kalinin Front was still designated as the Reserve Front. In the game, the two names are functionally interchangeable. The Moscow Military District units are also set up.

4. Beer & Pretzels RR Movement: No German RR movement. The Soviets may move 3 divisional equivalents per turn along friendly RR lines. Do not use RR sectors, etc. The RR capacity of single and double track rail lines is still in effect (two and six divisional equivalents respectively).

5. Supply: All units are in supply on the first game turn. No CSPs are required or necessary during this turn. After turn #1, the Germans must use the normal Supply rules. The Soviets must also use the normal Supply rules for

the purposes of general supply after turn #1. The German player rolls for CSPs on the 7-9 column throughout the scenario. Add a DRM of +1 if the H.Q. is within 20 hexes of the west edge of Map A. If the H.Q. is not within this distance, add a DRM of +2.

- Both sides start the scenario with a number of CSPs equal to the amount listed for the month of October for each of the appropriate H.Q.s. If the Soviet player wishes, he may use a simpler process to determine how many CSPs he will receive, instead of those rules listed in the basic rules. On a roll of 1-5, he receives three CSPs during a friendly administrative phase. If the die-roll is 6-10, he only gets two CSPs. If the Soviet player uses the normal rules, only one Front H.Q. each turn can receive CSPs.

6. Replacements:

- Both sides may take replacements that are due them because of returns (these are based on step losses that are tracked during play).
- The German player receives no replacements from the *Replacement Table* during this scenario. For this scenario only, the Soviet player receives 1 infantry replacement step per turn, and one armor replacement step every third turn. These steps are received in lieu of those from the *Replacement Tables*.

7. Reinforcements

Germans: The German player receives the 40th Pz Korps H.Q., 10th Pz Div. (all units/Pz Regt. minus one step loss), and the Das Reich Motorized Division (all units/one step loss from any regiment) on turn #6 (October 12). The units may enter any hex on the south edge of the board from 4822A (inclusive) to 4827A (inclusive). The moment a unit has entered, the entire south edge of map A west of hex 4822A (inclusive) becomes friendly to the German player. The effect of this rule is to allow the 40th Pz Korps to trace general supply from this mapedge as though an army H.Q. were nearby. The supply path must be along a road of any kind. The 40th Pz Korps may also receive one CSP per turn from this edge as if an H.Q. were providing it.

Soviets: The Soviet player receives all listed Soviet reinforcements dur-

ing the first two turns of the scenario. Afterward, he may use one-third of the Moscow RR sector's capacity (3 DEs) to take reinforcements from the reinforcement pool. He may only take units as they become available.

8. **Air:** Players may either choose to use the *Series* Air rules for realistic play, or use the Beer & Pretzels Air rules listed here for faster and easier play.
 - If the *Series* air rules are used, players should consult the *Setup Charts* for each side that list Air H.Q. placement and aircraft assignments. The Germans should only use the VIII FK Air H.Q. with one Air Sector Marker for this scenario. Likewise, the Soviets should only use West Front's Air H.Q. and the aircraft that are listed in the *Setup Charts* as attached to that Air H.Q.
 - If players wish to use an easier form of Air rules for this scenario, apply the following instead of the *Series* Air rules.
 - a. The German player may utilize a total of 8 air missions each game turn. The Soviet player may utilize a total of 2 air missions per turn.
 - b. The German player may place one air sector each turn as though it were based from Smolensk. The air sector may be placed at distances of Short (0-4 hexes), Normal (5-16 hexes), and Long (17-32 hexes) from Smolensk. The strength of all air-to-ground missions before the final air mission die-roll has been made is 12 if the air mission range is Short, 8 if it is Normal, and 4 if it is Long. Note that this strength may change due to the final air mission die-roll. These air missions may be flown at any time during the game turn.
 - c. The Soviet player may also place one Air Sector Marker per game turn. The same procedure that is used by the German player for his air sector is also used by the Soviet player. The Soviet player counts his air sector range as though the Air H.Q. were based at Vyazma. The strength of all air-to-ground missions before the final air mission die-roll has been made is 6 if the air mission range is Short, 4 if it is Normal, and 2 if it is Long. Note that this strength may change

due to the final air mission die-roll. During the course of the game, the Soviet player may designate a new "base" for his air sector at any city that is still friendly to him. On the turn that this is done, the Soviet player may not fly his air sector. He may also not fly it on the turn after.

- d. The Soviet air sector never has an air sector rating higher than "C."
- If a situation arises in which air superiority combat would have to be resolved when using the *Series* Air rules, substitute the following, instead:
 - Both players roll a ten-sided die. If the Soviet die-roll is higher, the German air sector rating is "B" and the Soviet rating is "C." If the die-rolls are equal, the Soviet rating is "D" and the German rating is "B." If the German die-roll is higher, the German rating is "A" and the Soviet rating is "E."
- e. Air H.Q. Supply (B&P Rules): When using the simplified version of the air system, players only have to trace a general supply line from an Army Group or Front H.Q. to the location that the air sector is considered to be based at. This supply line cannot be longer than 20 hexes in length.
- f. Weather and Air: On any mud turn, the number of available missions is halved, and the air mission strength is also halved.
9. **Weather:** The weather is automatically clear and warm until October 14/15. Starting with this turn the Soviet player rolls one ten-sided die. If the result is 1-5, the weather for that turn is mud with overcast. On each subsequent turn, subtract two from the die-roll.
10. **Special:** There is no Soviet Exploitation Phase on turn #1.
11. **Victory:** In this scenario, the Germans will try to amass victory points by seizing and controlling (at the end of the scenario) victory point locations. The Germans should use the *Master Victory Point Location Chart* to tally the total at the end of the scenario. In addition, excessive losses by either side may shift the level of victory. Use the following schedule to determine the winner at the end of the scenario.

German VPs	Winner and Level of Victory
11 or greater	German Incredible
8-10	German Decisive
6-7	German Marginal
5	Draw
4	Soviet Marginal
2-3	Soviet Decisive
Less than 2	Soviet Incredible

Losses: If the Soviets lose more than 25 divisional equivalents, shift the level of victory by one level in favor of the Germans. If the Germans lose 6 or more armored steps or more than 3 divisions totally eliminated shift the level of victory one in favor of the Soviets. These effects are cumulative.

20.33 SCENARIO C

Yelnya Avenged!

In this scenario, 4th Pz Gruppe and 4th Army form the central thrust of Army Group Center and the southern pincer in the German attempt to encircle the Soviet forces within the Vyazma Pocket. 4th Pz Gruppe had been brought down from Army Group North and the Leningrad area after Hitler decreed that the city would be surrounded and pulverized into submission instead of being taken by direct assault. The armored and motorized formations of 4th Pz Group were moved into the area immediately behind the Yelnya sector of the frontline, where Zhukov had counterattacked in July, forcing the Germans to give up the Yelnya salient.

The rapid thrust and breakthrough of 4th Pz Group in conjunction with 4th Army would partly avenge the defensive near disasters encountered by the German infantry divisions here in July. 4th Pz Group was to advance on Kaluga and Mozhaisk, in the hopes of penetrating the defensive rings being built by the Soviets in front of Moscow. An armored dash to the capital was envisioned after all Soviet resistance in the Vyazma area had collapsed. 4th Army was to assist in the reduction of both the Vyazma and Bryansk pockets, before joining the rest of 4th Pz Group in front of Moscow.

The Soviets felt quite secure on this front, having the 33rd and 24th armies in reserve behind the Bryansk Front's armies deployed in the front lines. They were not expecting Guderian's thrust

which would unhinge the whole Bryansk Front, which also destabilized the center of the Soviet line. In addition, a German thrust to Moscow was not considered likely due to the imminent arrival of bad weather.

1. Duration: 2/3 October to 16/17 October (8 turns)

2. Map Area: Three maps: (Map A) south of Dnepr river and 4700 hexrow. (Map B) north of 2800 hexrow. (Map C) north of 2400 hexrow.

3. Units

German: Set up all units that start within the playing area (4th Army and 4th Pz Gruppe, plus non-divisional units attached to them).

Soviet: Set up all units that start within the playing area (24th Army, 33rd Army, 43rd Army, part of 50th Army, Bryansk Air H.Q. (4604C), Bryansk Front, and the Moscow Military district forces). The Bryansk Front H.Q. is placed in Bryansk, and the 7 GdXX, 154 RifXX, and 287 RifXXs are placed according to their setups. They also receive the 42 TkX and 114 TkBn (with any 50th Army unit), the 699 AT Regiment (3719C), and the 472nd How Regiment (with 50th Army H.Q.). The West Front H.Q. is also set up in Vyazma. If the Bryansk Front H.Q. is surrounded and unavailable to provide supply and command to Soviet armies, the West Front H.Q. may be used instead.

4. Beer & Pretzels RR Movement:

➤ No German RR movement, but for supply purposes they may move all railheads 2 hexes per turn along rail lines. The Railheads Repair Markers are set up according to the *German Rail Setup Chart* for 2-10-41.

➤ The Soviets may move 4 divisional equivalents per turn along friendly RR lines. Do not use RR sectors, etc.

➤ The RR capacity of single and double track rail lines is still in effect (2 and 6 divisional equivalents respectively).

5. Supply: Use the same rules as for Scenario B (*Objective Rzhev*), Group I.

6. Replacements: Both sides may take replacements due them because of returns (these are based on step losses that are tracked during play).

➤ The German player receives no replacements from the *Replacement Table* during this scenario. For this

scenario only, the Soviet player receives one infantry replacement step per odd numbered turn, and one armor replacement step and one infantry step every even turn. These steps are received in lieu of those from the *Replacement Tables*.

7. Reinforcements

Germans: The German player receives no reinforcements during this scenario. In addition, on turn 6 (October 12/13) he must exit one PzKorp H.Q., one Pz division, and one motorized division from the playing area onto Map A north of the 4800 hexrow between 4822-4827. If he cannot or does not do so, shift the level of victory by one in favor of the Soviets.

Soviets: Receive all listed Soviet reinforcements during the first three turns of the scenario. Afterward, he may use one-half of the Moscow RR sector's capacity (4 divisional equivalents) to take reinforcements from the reinforcement pool. He may only take units as they become available.

8. Air: Players may either choose to use the *Series Air* rules for realistic play, or use the Beer & Pretzels Air rules listed here for faster and easier play.

➤ If the *Series Air* rules are used, players should consult the *Setup Charts* for each side that list Air H.Q. Placement and aircraft assignments. The Germans should only use the VIII FK Air H.Q. with one Air Sector Marker for this scenario. Likewise, the Soviets should only use Bryansk Front's Air H.Q. and the aircraft that are listed in the *Setup Charts* as attached to that Air H.Q.

➤ If players wish to use an easier form of Air rules for this scenario, use the Beer & Pretzels Air rules in scenario B, Group I, with the following change:

➤ The Soviet Air H.Q. is considered to be based in Kaluga at the start of the scenario.

9. Weather: Use the same Weather rules listed in Scenario B, Group I.

10. Special: There is no Soviet Exploitation Phase on turn #1.

11. Victory: In this scenario, the Germans will try to amass victory points by seizing and controlling (at the end of the scenario) victory point locations. The Germans should use the *Master Victory Point Location Chart* to tally

the total at the end of the scenario. In addition, excessive losses by either side may shift the level of victory. Use the following schedule to determine the winner at the end of the scenario.

German VPs	Winner and Level of Victory
13 or greater	German Incredible
8-12	German Decisive
5-7	German Marginal
4-5	Draw
2-3	Soviet Marginal
1 or less	Soviet Decisive
1 or less and a Soviet shift	Soviet Incredible

Losses: If the Soviets lose more than 20 divisional equivalents, shift the level of victory by one level in favor of the Germans. If the Germans lose 6 or more armored steps or more than 3 divisions totally eliminated shift the level of victory one in favor of the Soviets. These effects are cumulative.

20.34 SCENARIO D

Race for Moscow

This scenario combines all three of the previous scenarios to simulate the first stage of Operation Typhoon—before the onset of bad weather. It is quite literally a race against time and the enemy.

1. Duration: 30 September/1 October to 18/19 October (10 turns)

► Only units of 2nd PzGroup and 2 Army may be active on turn #1. Only Soviet units that have been attacked or are within three hexes of a German unit that attacked on turn #1 may be active during the Soviet portion of turn #1. No German unit may move or attack north of Map C hexrow 4600 on the first turn.

2. Map Area: All three maps.

3. Units

German: Use the entire 10-2-41 Setup for the German units.

Soviet: Use the entire 10-2-41 Setup for the Soviet units.

4. Beer & Pretzels RR Movement:

► No German RR movement, but for supply purposes they may move all railheads 2 hexes per turn along rail lines. The Railhead Repair Markers are setup according to the *German Rail Setup Chart* for 2-10-41.

► The Soviets may move 7 divisional equivalents per turn along friendly RR lines. Do not use RR sectors, etc.

5. Supply: On the first two turns of the scenario, all units are automatically in general supply. All H.Q.s start with the number of CSPs that is listed on the *Setup Charts* for each side. CSPs are required and necessary as described in the *Series* rules.

6. Replacements: Both sides may take replacements due them because of returns (these are based on step losses that are tracked during play).

► The German player receives replacements from the *Replacement Table* during this scenario in the manner that is described in the *Exclusive* and *Series* rules.

► The Soviet player receives replacements through his *Replacement Table* using the *Series* and scenario rules.

7. Reinforcements

Germans: the German player receives any reinforcements called for by the *German Reinforcement* and *Withdrawal Tables*.

Soviets: The Soviet player may take his reinforcements as they become available in the reinforcement pool. The Soviet player must use the *Series* and *Exclusive* game rules concerning his rail capacity to bring reinforcement units onto the map. Units that are marked with an "r" can only be brought on if rail capacity equal to the amount required to RR move the unit is expended. Units that are marked with an "m" may be brought on at one-half of the RR capacity cost.

If the Soviet player is using the Beer & Pretzels version of RR rules for this scenario, each divisional equivalent of RR capacity used to move units already on the board becomes unavailable for the purpose of bringing on reinforcements.

► If using the Beer & Pretzels RR rules, the Germans on map rail sectors are all considered to have a "C" rating for the entire scenario.

8. Air: Players may choose to use the *Series* Air rules for realistic play, or use the Beer & Pretzels Air rules for faster and easier play.

► If the *Series* Air rules are used, players should consult the *Setup Charts* for each side that list Air H.Q. place-

ment and aircraft assignments. The Germans use the VIII and II FK Air H.Q.s with two Air Sector Markers each. Likewise, the Soviets use all three Front's Air H.Q.s and the aircraft that are listed in the *Setup Charts* as attached to those Air H.Q.s. Each Soviet Air H.Q. has one Air Sector Marker.

► For the Beer & Pretzels Air rules for this scenario, use the rules below:

1. The German player places his two air H.Q.s in the locations listed on the *Setup Chart*. Each H.Q. may place two air sectors per turn. Each air sector provides the German player with 6 air missions of any kind per turn. The strength of each air-to-ground mission is the same as those listed in Scenario B, Group I. This is before the final air mission strength die-roll. Mud halves the available number of missions and the air mission strengths. On any two game turns, the German player must declare that his air units are refitting. On these turns, the German player only receives three Air missions per air sector.

2. The Soviet player receives all of the Air H.Q.s listed for his 2-10-41 setup. Each Air H.Q. may place one air sector per turn. The strength of each air-to-ground mission is as listed in Scenario B, Group I. Each Soviet air sector may provide two Air missions per turn. On any four turns of the Soviet player's choice, each air sector provides only one Air mission.

3. Air combat and air sector ratings: Use the rules listed under Scenario B, Group I.

9. Weather: Players may either use the *Weather Table* and *Series* Weather rules to generate the weather conditions, or they may use the following Beer & Pretzels version.

► Beer & Pretzels Weather Rules: Combine the Weather rules listed in Scenario B, Group I and Scenario A, Group I. Use the Weather Line rules listed in the *Series* rules and *Exclusive* rules booklets.

10. Special: There is no Soviet Exploitation Phase on turn #1.

11. Victory: In this scenario, the Germans will try to amass victory points by seizing and controlling (at the end

of the scenario) victory point locations. The Germans should use the *Master Victory Point Location Chart* to tally the total at the end of the scenario. In addition, excessive losses by either side may shift the level of victory. Use the following schedule to determine the winner at the end of the scenario.

German VPs	Winner and Level of Victory
30 or greater	German Incredible
24-29	German Decisive
18-23	German Marginal
16-17	Draw
14-15	Soviet Marginal
12-13	Soviet Decisive
Less than 12	Soviet Incredible (how???)

Losses: If the Soviets lose more than 60 divisions, shift the level of victory by one level in favor of the Germans. If the Germans lose 12 or more armored steps or more than 4 divisions totally eliminated, shift the level of victory one in favor of the Soviets. These effects are cumulative.

20.4 SCENARIO GROUP II

This group of scenarios presents the second phase of the Wehrmacht's attempt to take Moscow before the end of 1941. After the onset of mud during the latter half of October, all offensive operations were brought to a halt. German formations were strung out over a hundred miles from their Typhoon starting positions. Supplies and replacements were horribly slow to reach the front line German units. The roads over which all movement had to occur were seas of mud. Time had also been lost reducing the huge pockets that had been formed in October. Most panzer formations were at about 50% strength in terms of armored fighting vehicles and the infantry divisions had suffered about a 33% reduction in rifle strength.

Still, the Germans were now not far from the Soviet capital. The front line ran about 50 or 60 miles from the final objective: Moscow. Many of the German generals wanted to halt at this point and dig in on the Nara and Lama Rivers, to await the end of winter and begin the campaign anew in 1942. Halder and others felt that this would not be desirable, since it would relinquish the operational initiative to the Soviets during the win-

ter, and being so close to Moscow would allow the Soviets to build up reserves for a winter attack. Halder and Bock wanted no repeat of the Marne in WWI, they came to feel that this battle would be to the last battalion (which they assumed the Soviets had already thrown in). In the end, one desperate, final push was made to take Moscow as soon as the winter frosts arrived to harden the ground one last time before the end of 1941.

The Soviets by this point, were already in the process of gathering their reserve armies for a winter counterattack. Stalin ruthlessly withheld the commitment of large scale forces; instead, husbanding them in reserve behind Moscow. He did send Zhukov 100,000 replacements and 300 tanks to enable him to hold before Moscow and allow the onset of the terrible Russian winter to nail down the coffin on the Wehrmacht's dream of capturing Moscow. The idea was to attenuate the German assault columns and give ground only when necessary before the long-awaited Soviet counterattack. In practice, the Germans nearly broke through in a number of places, only to be stopped by hard fighting, Soviet reserves, and the bitter Russian winter.

For these scenarios, players should use the 11-15-41 *Setup Charts*. It is suggested that players new to the game familiarize themselves with it first by playing Scenario Group I: Scenario A, *The Race For Orel*. The players may also use any combination of the Beer & Pretzels rules with any of the first three scenarios in this Group.

20.41 SCENARIO A

Take Tula!

This is a half-map, introductory scenario utilizing only a portion of Map C. It depicts General Guderian's attempt to take Tula and move on to surround Moscow from the south. Tula would become the "Bastogne" of the Eastern Front in 1941. Without it, Guderian's panzer columns would be hard pressed to supply themselves once they moved further east in their attempt to surround Moscow. Guderian had been given the near impossible task of taking Ryazan and Kolomna—he had to have Tula first to do this. His 2nd Pz Army (redesignated from a Pz Group) still consisted of the XXIV and XLVII Pz Korps. The XXIV Pz

(with 3rd and 4th Pz divisions) invested Tula and tried to hook around it in a shallow arc, while the XLVII Pz (with 17th and 18th Pz divisions) tried to move further east. The 17th was ordered to seize Kashira while the 18th Pz screened its flank—along with the motorized infantry of the Korps. The 2nd Army held the long south flank of Army Group Center from Orel to Kursk. As long as this areas was inactive there would be no problems, but in December, this would change.

For the Soviets, the key was Tula. A veteran of German encirclements, General Boldin, was ordered to hold Tula. The Germans actually penetrated the suburbs of the city before being thrown out by Soviet counterattacks. Meanwhile, as the Germans were expanding into the vastness east of Tula, Soviet reserves were inexorably gathering.

1. Duration: November 15/16 to December 1/2 (9 turns)

2. Map Area: 2 Maps (B & C): Map B south of 2400 hexrow only.

3. Units

German: All units of PzGp 2, and 2nd Army. VIII FK and one Air Sector Marker.

Soviet: 49th Army, 50th Army, 10th Army, 3rd Army, 13th Army, 40th Army, Bryansk Front and West Front. Bryansk Front Air H.Q.

4. Beer & Pretzels RR Movement

German: No German RR movement. Railheads may move one hex per turn. This is for supply purposes only.

Soviet: The Soviets may move 4 divisional equivalents per turn along friendly RR lines. Do not use RR sectors, etc. The RR capacity of single and double track rail lines is still in effect (two and six divisional equivalents respectively).

5. Supply: All units are in supply on the first game turn. No CSPs are required or necessary during this turn. After turn #1, the Germans must use the normal Supply rules. The Soviets must also use the normal Supply rules for the purposes of general supply after turn #1.

► Both sides start the scenario with a number of CSPs equal to the amount listed for the month of November for each of the appropriate H.Q.s. The Soviet player also has 6 CSPs that are

available from Moscow (West Front is located there). Moscow may be used as a supply source for the 49th, 50th, and 10th Armies.

- If the Soviet player wishes, he may use a simpler process to determine how many CSPs he will receive, instead of using the basic rules. On a roll of 1-3, he receives four CSPs during each friendly administrative phase. If the die-roll is 4-8, he only gets three CSPs. If the roll is greater, he gets two CSPs. Aside from the 6 CSPs that start in Moscow, one CSP is available from Moscow each turn.

6. Replacements

- Both sides may take replacements that are due them because of returns (these are based on step losses that are tracked during play).
- The German player receives no replacements from the *Replacement Table* during this scenario. For this scenario only, the Soviet player receives 1 infantry replacement step per turn, and one armor replacement step every third turn. These steps are received in lieu of those from the *Replacement Tables*.

7. Reinforcements

Germans: None

Soviets: The 10th army units may appear in Kolomna starting on November 21/22 turn (2 units per turn). The Soviets may also take one divisional equivalent's worth of reinforcements from the reinforcement pool each turn.

- 8. **Air:** Players may either choose to use the *Series* Air rules for realistic play, or use the Beer & Pretzels Air rules below for faster and easier play.

A. If the *Series* Air rules are used, the Germans should only use the VIII FK Air H.Q. with one Air Sector Marker for this scenario. It has 1 operational fighter and one operational ground attack point assigned. Likewise, the Soviets should only use Bryansk Front's Air H.Q. and the aircraft that are listed in the *Setup Charts* as attached to that Air H.Q. The Soviet player may also use four fighter aircraft from the Moscow PVO (Air Defense) within 10 hexes of Moscow.

B. Beer & Pretzels Rules

- a. The German player may utilize a total of two air missions each game

turn. The Soviet player may utilize a total of two air missions per turn.

- b. The German player may place one air sector each turn as though it were based in Orel. The air sector may be placed at distances of Short (0-4 hexes), Normal (5-16 hexes), and Long (17-32 hexes) from Orel. The strength of all air-to-ground missions before the final air mission die-roll has been made is 4 if the air mission range is Short, 3 if it is Normal, and 2 if it is Long. Note that this strength may change due to the final air mission die-roll. These air missions may be flown at any time during the game turn.

- c. The Soviet player may also place one Air Sector Marker per game turn. The same procedure that is used by the German player for his air sector is also used by the Soviet player. The Soviet player counts his air sector range as though the Air H.Q. were based at Moscow or at any friendly city south of Moscow. The strength of all air-to-ground missions before the final air mission die-roll has been made is 3 if the air mission range is Short, 2 if it is Normal, and 1 if it is Long. Note that this strength may change due to the final air mission die-roll. During the course of the game, the Soviet player may designate a new "base" for his air sector at any city that is still friendly to him. On the turn that this is done, the Soviet player may not fly his air sector. He may also not fly it on the turn after.

- d. The Soviet air sector never has an air sector rating higher than "C." The German air sector rating may never be higher than "B."

- If a situation arises in which air superiority combat would have to be resolved when using the *Series* Air rules, substitute the following, instead:

- Both players roll a ten-sided die. If the Soviet die-roll is higher, the German air sector rating is "C" and the Soviet rating is "C." If the die-rolls are equal, the Soviet rating is "D" and the German rating is "C." If the German die-roll is higher, the German rating is "B" and the Soviet rating is "E."

- e. **Air H.Q. Supply (B&P Rules):** When using the simplified version of the air system, players only have to trace a general supply line from an Army Group or Front H.Q. to the location that the air sector is considered to be based at. This supply line cannot be longer than 20 hexes in length.

- f. **Weather and Air:** On any overcast turn, the number of available missions is reduced by 1. No missions may be flown during arctic weather.

- 9. **Weather:** Players may use the *Series* Weather rules or the Beer & Pretzels rules for determining the weather conditions. Nevertheless, there is never any mud, nor warm weather, in this scenario.

- **Beer & Pretzels Weather Conditions:** The weather is always cold. The first two turns are also frost ground conditions. On a die-roll of 7-10, the sky is overcast. Starting with turn three, roll one die and consult the following to determine the weather.

Die-Roll	Result
1	frost/clear
2	frost/overcast
3-5	snow/clear
6-9	snow/overcast
10	arctic weather

After turn four, replace all frost with snow. On the last two turns of the scenario, add +2 to the die-roll.

- Remember, German proficiencies will tend to fall during arctic weather, and some Soviet units will increase theirs.

- 10. **Special:** Players may ignore the 2nd German Army and all Soviet Forces south of hexrow 5000. The German player does get use of 296XX (3220B [-1]) The Soviet use only 49th Army, 50th Army, 3rd Army (up to 4900 hexrow). Consider the West front to be in Moscow for supply purposes. Using this rule shortens the scenario.

11. Victory:

In this scenario, the Germans will try to amass victory points by seizing and controlling (at the end of the scenario) victory point locations. The Germans should use the *Master Victory Point Location Chart* to tally the total at the end of the scenario. Use the following schedule to determine the winner at the end of the scenario.

SOVIET ★ MASTER SETUP CHART

Note that historically there was some name changing going on among the Fronts. When necessary make the following substitutions:
Kalinin = Reserve; Bryansk = SW.

October 2, 1941

WEST FRONT

2-5 H.Q. 4633A
4 Engineer Points

16th Army (9 units)

4-5 H.Q. (-1) 4339A
5-6-5 38 xx (-1) 4234A
4-5-5 108 xx (-1) 4446A
4-5-5 112 xx 4245A
5-6-5 214 xx 4043A
2-1-6 127 Tk x
2-2-5 375 How Reg } with any
1-1-5 700 AT Reg 16th Army
1-0-6 1/10 G Mortar Reg division

19th Army (12 units)

4-5 H.Q. (-1) 3638A
5-6-5 50 xx (-2) 3741A
5-6-5 89 xx (-1) 3743A
5-6-5 91 xx (-1) 3942A
5-6-5 166 xx (-1) 3843A
4-5-5 244 xx 3941A
1-2-5 509 AT Reg
1-1-5 874 AT Reg } with any
2-2-5 57 How Reg 19th Army
2-2-5 399 How Reg division
1-3-5 311 Cannon
2-2-5 120 How Reg

20th Army (8 units)

4-5 H.Q. (-1) 4742A
5-6-5 73 xx (-1)
5-6-5 129 xx (-1)
4-5-5 144 xx (-1) } within one
4-5-5 229 xx hex of 4742A
1-3-5 592 Cannon
2-2-5 302 How Reg
1-1-5 872 AT

22nd Army (9 units)

4-5 H.Q. 1935A
5-6-5 126 xx (-2) 1638A
•6-6-5 133 xx (-1) 1839A
•5-6-5 174 xx (-1) 2041A
2-2-5 301 How Reg } with any 22nd
2-2-5 360 How Reg Army division
4-5-5 179 xx (-1) 1638A
5-6-5 186 xx (-1) 1940A
4-5-5 256 xx 1535A

29th Army (6 units)

4-5 H.Q. (-1) 2642A
5-6-5 178 xx (-1) 2645A
4-5-5 243 xx (-1) 2543A
4-5-5 246 xx 2342A
4-5-5 252 xx 2242A
2-2-5 432 How Reg } with any 29th
Army division

30th Army (6 units)

4-5 H.Q. 3341A
5-6-5 162 xx (-1) 3643A
4-5-5 242 xx (-1) 3444A
4-5-5 250 xx (-1) 3344A
4-5-5 251 xx 3245A
1-1-5 871 AT Reg } with any 30th
Army division

West Front Reserve (20 units)

6-7-5 5 Gds xx } within 10 hexes
5-6-5 134 xx of the front line
4-5-5 152 xx
Dovator's Cavalry:
2-2-6 45 Cav xx 2943A
•2-2-6 50 Cav xx 2846A
•2-2-6 53 Cav xx 2846A
6-7-5 101 Mot xx (-1) 3837A
6-7-5 107 Mot xx 2833A
2-1-6 126 Tk x 2537A
2-1-6 128 Tk x 3837A
2-1-6 143 Tk x 2833A
1-2-7 8 M/C Reg 3836A
1-2-7 9 M/C Reg 2833A
3-1-6 9 Gd Mortar Reg 2833A
3-1-6 10 Gd Mortar Reg 4536A
3-1-6 11 Gd Mortar Reg 3837A
0-1-4 16 NKVD 3239A
0-1-4 31 NKVD 3837A
0-1-4 88 NKVD 4633A
0-1-4 252 NKVD 4439A

West Front Air H.Q.

4633A
Operational: 2F, 2B
Non-Operational: 1F

RESERVE FRONT

2-5 H.Q. 3026A
2 Engineer Points

24th Army (16 units)

4-5 H.Q. (-1) 1415C
5-6-5 19 xx (-1) 1016C
5-6-5 103 xx (-1) 1217C
4-5-5 106 xx (-1) 1419C
2-1-6 144Tk x 1016C
4-4-5 139 xx (-1) 1218C
4-5-5 170 xx (-1) 4846A
4-4-5 309 xx 4647A
2-1-6 146 Tk x 1217C
1-3-5 305 Cannon
1-3-5 573 Cannon
2-2-5 103 How Reg } with any
2-2-5 105 How Reg 24th Army
3-2-4 544 Super Hvy How division
1-1-5 880 AT Reg
1-1-5 879 AT Reg

31st Army (9 units)

4-5 H.Q. 3026A
•6-6-5 5 xx (-2) 2632A
4-5-5 247 xx 2833A
4-4-5 110 xx 3028A
•5-6-5 249 xx 3034A
•5-6-5 119 xx 3239A
1-2-5 296/297 Reg 3216A
1-1-5 766 AT Reg } with any 31st
1-1-5 873 AT Reg Army division

32nd Army (7 units)

4-5 H.Q. (-1) 4635A
4-6-5 2 xx 4338A
4-4-5 8 xx 4237A
4-5-5 29 xx 4539A
4-4-5 140 xx 4740A
1-2-5 877 AT Reg } with and 32nd
1-1-5 533 AT Reg Army division

33rd Army (8 units)

4-5 H.Q. (-1) 1811C
4-4-5 17 xx
4-4-5 18 xx } within 4
4-4-5 60 xx hexes of H.Q.
4-4-5 113 xx
5-6-5 173 xx (-1)
1-1-5 878 AT Reg
1-1-5 876 AT Reg

43rd Army (11 units)

4-5 H.Q. 2411C
6-6-5 53 xx 2217C
4-5-5 211 xx 1818C
4-5-5 222 xx 1618C
5-6-5 149 xx 2017C
2-1-6 145 Tk x 2315C
2-1-6 148 Tk x 1916C
1-3-5 320 Cannon
1-1-5 18 AT Reg } with any 43rd
1-1-5 758 AT Reg Army division
1-2-5 875 AT Reg

49th Army (7 units)

4-5 H.Q. (-1) 3729A
4-5-5 194 xx (-1) 3433A
4-5-5 303 xx 3936A
5-6-5 220 xx 3634A
4-5-5 248 xx (-1) 3835A
2-2-6 29 Cav xx 3833A
•3-2-6 31 Cav xx 4031A

Reserve Front Reserves (4 units)

2-1-6 147 Tk x } within 5
2-2-5 104 How Reg hexes of the
2-2-5 109 How Reg Front H.Q.
1-0-6 42 Gds Mortar Bn

Reserve Front Air H.Q.*

3026A
Operational: 1F, 1B
Non-Operational: 1F

*use Kalinin Front counters

BRYANSK FRONT

2-5 H.Q. 3715C
3 Engineer Points

3rd Army (7 units)

4-5 H.Q. 4424C
5-6-5 137 xx (-2) 4428C
4-5-5 148 xx (-1) 4227C
4-5-5 269 xx (-1) 4026C
4-5-5 280 xx (-1) 3925C
4-5-5 282 xx (-1) 3824C
2-2-6 4 Cav xx 4424C

13th Army (13 units)

4-5 H.Q. 5023C
6-6-5 6 xx (-2) 4728C

(13th Army continued)

5-6-5	121 xx (-1)	4928C
5-6-5	132 xx (-1)	5128C
5-6-5	143 xx (-1)	5327C
5-6-5	155 xx (-1)	5427C
4-5-5	298 xx	5527C
4-5-5	307 xx	5827C
2-2-6	55 Cav xx	5725C
2-1-6	141 Tk x	} within 2 hexes of any 13th Army div. on Soviet side of the Start Line
1-1-6	43 Tk x	
2-2-5	50 How Reg	
2-2-5	387 How Reg	

50th Army (10 units)

4-5	H.Q.	3715C
5-6-5	217 xx	2416C
•5-6-5	258 xx	3220C
4-4-5	260 xx	3421C
4-5-5	278 xx (-1)	3118C
4-4-5	279 xx	3622C
4-5-5	290 xx	2818C
4-5-5	299 xx (-1)	2617C
4-4-5	108 Tk xx	3517C
1-1-5	761 AT Reg	

40th Army (7 units)

4-5	H.Q. (-1)	6727C
4-5-5	146 xx (-1)	6629C
4-5-5	135 xx (-1)	6930C
1-1-5	2 Airborne x	6727C
1-1-5	3 Airborne x	6727C
1-1-5	4 Airborne x	7028C
1-1-5	5 AT Reg	with any unit of 40th Army

Group Ermakov (11 units)

6-7-5	2 Gds xx	6025C
5-6-5	160 xx (-1)	6429C
4-5-5	283 xx	6228C
3-3-6	21 Mtn Cav xx	6027C
2-2-6	62 Cav xx	5826C
2-1-6	121 Tk x	6226C
2-1-6	150 Tk x	6223C
1-1-6	113 Tk Bn	6025C
3-1-6	1 Gds Mortar Reg	6223C
3-1-6	6 Gds Mortar Reg	6223C
1-1-5	753 AT Reg	place with any division of the Ermakov Group

Bryansk Front Reserves

6-7-5	7 Gd xx	3715C
5-6-5	154 xx (-1)	3822C
4-5-5	287 xx	3719C
2-1-6	42 Tk x	3418C
1-1-5	114 Tk Bn	} with any 3rd or 50th Army division
1-1-5	115 Tk Bn	
2-2-4	17 How Reg	} within one hex of any 3rd or 50th division not in the front line
2-2-5	472 How Reg	

1-1-5	699 AT Reg	3719C
0-1-4	38 NKVD	within 3 hexes of any 13th Army division, and at least 3 hexes from the nearest German unit
0-1-4	132 NKDV	4701C

Bryansk Air H.Q.

Operational: 1F, 1B
Non-Operational: None

Moscow Military District

4-4-5	201 xx	4702A
3-4-6	2 NKVD xx	} in or adjacent to any Moscow city hexes
3-4-6	1 NKVD xx	
1-1-4	5 W/G	
1-1-6	207 NKVD	
1-1-6	76 NKVD	
1-1-6	160 NKVD	
2-2-4	1 & 2 F/WG	
2-2-4	3 & 4 F/WG	
1-2-5	NWGP AT	
2-2-4	1 & 4 Kom	
1-1-6	69 NKVD	3418B
1-2-4	Tula Inf	3418B
2-2-3	Tula Art	3418B
3-3-5	Pod Inf/Art School	1612B

November 15, 1941**KALININ FRONT**

2-5	H.Q.	1217A
2	Engineer Points	

22nd Army (9 units)

4-5	H.Q. (-1)	1723A
5-6-5	249 xx (-1)	1432A
4-5-5	179 xx (-1)	1630A
5-6-5	186 xx (-1)	1727A
5-6-5	178 xx (-1)	1825A
5-6-5	220 xx (-1)	2023A
2-2-5	360 How Reg	} with any 22nd Army division
(W) 2-2-5	525 & 533 AT Reg (-1)	
2-2-5	301 How Reg	

29th Army (8 units)

4-5	H.Q. (-1)	2117A
4-4-5	183L xx (-1)	2222A
4-5-5	246 x x (-1)	2418A
5-6-5	174 xx (-1)	2319A
4-5-5	243 xx (-1)	2614A
4-5-5	250 xx (-1)	2612A
2-2-6	46 Cav xx	2117A
2-2-5	432 How Reg	with any 29th Army division

31st Army (8 units)

4-5	H.Q. (-1)	2409A
•5-6-5	119 xx (-1)	2710A
4-5-5	252 xx (-1)	2910A
6-6-5	133 xx (-2)	2910A
4-5-5	256 xx (-1)	3111A
4-5-5	185 xx	2609A
1-1-5	873 AT Reg	} with any 31st Army division
2-2-5	510 How Reg	

Kalinin Air H.Q.

Operational: 1F

WEST FRONT

2-5	H.Q.	Moscow
4	Engineer Points	
1-2-R	21 Armored Train	
1-2-R	22 Armored Train	

30th Army (6 units)

4-5	H.Q. (-1)	3710A
•6-6-5	5 xx (-2)	3613A
2-1-6	21 Tk x	} with any other 30th Army unit(s)
1-2-7	2 M/C Reg	
1-2-7	46 M/C Reg	3412A
6-7-5	107 Mot xx (-1)	3714A

16th Army (17 units)

4-5	H.Q. (-1)	4213A
(W) 3-2-6	17 Cav xx	3913A
(W) 3-2-6	24 Cav xx	4213A
3-2-6	44 Mtn Cav	4016A
(W) 5-5-5	316 xx (-1)	3915A
•2-2-6	50 Cav xx	4316A
•2-2-6	53 Cav xx	4315A
•4-4-5	18 xx (-2)	4217A
(W) 5-5-5	78 xx (-1)	4415A
5-6-5	126 xx (-2)	4317A
3-4-5	58 Tk x	4514A
3-3-7	1 Gd Tk x	} with any 16th Army division
2-1-6	27 Tk x	
2-1-6	28 Tk x	
2-2-5	523 How Reg	
3-2-4	138 Hvy Cannon	
2-2-5	863 & 869 AT Regts	

5th Army (13 units)

4-5	H.Q. (-1)	1115B
4-5-5	144 xx (-2)	4714A
5-6-5	50 xx (-1)	4714A
(W) •5-6-6	82 Mot xx	1117B
(W) •6-6-5	32 xx (-1)	1019B
2-2-5	537 How Reg	} with or within 1 hex of any 5th Army division
1-3-5	554 Cannon	
1-3-5	572 Cannon	
2-2-5	703 & 768 AT Reg	
2-1-6	33 Tk x	} place with any 5th Army division
2-1-6	20 Tk x	
2-1-6	22 Tk x	

33rd Army (15 units)

4-5	H.Q. (-1)	1616B
4-5-5	222 xx (-2)	1318B
7-8-7	1 Gd Mot xx (-1)	1717B
4-4-5	110 xx (-1)	1418B
4-4-5	113 xx (-1)	1618B
4-5-5	108 xx (-2)	1818B
1-0-6	42 Gd Mortar Bn	} with or within 1 hex of any 33rd Army division
(W) 2-2-5	540 & 551 AT Regts	
(W) 2-2-5	598 & 600 AT Regts	
3-2-4	486 Super How Reg	
3-2-4	403 Super How Reg	
2-2-5	557 How Reg	
1-3-5	320 Cannon	
2-2-5	109 How Reg	
2-1-6	5 & 7 Gd Mortar Bn	

43rd Army (13 [12] units)

4-5	H.Q. (-1)	2315B
5	Para xxx:	
•1-1-5	10 airborne x	} take any two units—place at 2315B
•1-1-5	201 airborne x	
•1-1-5	202 airborne x	
(W) •4-5-5	93 xx	1916B
6-6-5	53 xx (-1)	2115B
4-4-5	17 xx (-1)	2316B
5-6-5	19 xx (-2)	2316B

•2-2-6	9 Tk x	} with any division of 43rd Army
2-1-6	24 Tk x	
2-1-6	26 Tk x	
2-2-5	998 How Reg	
1-1-5	758 AT Reg	

49th Army (11 units)

4-5	H.Q. (-1)	3016B
(W) •4-5-5	415 xx (-1)	2518B
6-7-5	5 Gd xx (-1)	2718B
4-5-5	194 xx (-2)	3119B

4-4-5	60 xx (-1)	3019B
6-7-5	7 Gd xx (-1)	3219B
(W) 4-5-5	238 xx (-1)	3318B
2-2-5	564 How Reg	} with any 49th Army division
2-2-5	570 How Reg	
3-2-4	440 Super How Reg	
2-2-5	296 & 304 AT Reg	

50th Army (13 units)

4-5	H.Q. (-1)	3418B
•5-6-5	258 xx (-1)	3418B
4-5-5	290 xx (-1)	3517B
5-6-5	217 xx (-1)	3517B
(W) 4-5-5	413 xx	3717B
4-5-5	299 xx (-2)	3818B
4-4-5	260 xx (-1)	4018B
2-2-6	4 Cav xx	4419B
•3-2-6	31 Cav xx	4219B
4-4-5	108 Tk xx (-2)	3412B
9-1-6	6 Gd Mortar x (-2)	
2-2-6	11 Tk x	} with any other 50th Army unit(s)
2-2-6	32 Tk x	

West Front Reserves

(W) 5-3-5	112 Tk xx	within 1 hex of 49th Army H.Q.
5-6-5	173 xx (-1)	within 1 hex of 50th Army H.Q.

West Front Air H.Q.

Operational: 1F, 1GA, 1B, 1T
Non-Operational: 2F, 1GA, 1B, 1T

Moscow PVO (Air Defense)

Operational: 7F
Non-Operational: 3F

SOUTH WEST FRONT

2-5	H.Q.	5311B
	2 Engineer Points	

3rd Army (13 units)

4-5	H.Q. (-1)	5219B
(W) 4-5-5	239 xx	4620B
4-5-5	269 xx (-2)	4721B
4-5-5	283 xx (-1)	4922B
5-6-5	137 xx (-2)	5123B
6-7-5	6 Gd xx (-1)	5125B
2-2-6	29 Cav xx	5127B
2-2-6	41 Cav xx	5128B
1-1-5	569 AT Reg	
3-1-6	12 Gd Mortar Reg	} with any 3rd Army division
2-1-6	150 Tk x	
2-1-6	121 Tk x	
2-1-6	133 Tk x	

13th Army (11 units)

4-5	H.Q. (-1)	6029B
4-5-5	307 xx (-1)	5231B
5-6-5	143 xx (-2)	5333B
6-6-5	6 xx (-2)	5501C
5-6-5	132 xx (-1)	5702C
5-6-5	121 xx (-1)	5903C
5-6-5	160 xx (-1)	6104C
4-5-5	148 xx (-2)	6304C
2-2-6	62 Cav xx	6505C
(W) 1-2-7	38 M/C Reg	
2-2-5	50 How Reg	

40th Army (4 units)

4-5	H.Q. (-1)	6602B
7-8-7	2 Gd Mot xx (-1)	6805B
4-5-5	293 xx (-1)	7006B
1-1-5	593 AT Reg	with any 40th Army unit

SW Front Air H.Q.

Operational: 1F, 1B
Non-Operational: 1F

Moscow Military District

➤ At start setup is identical to that for
October 2, 1941

December 5, 1941

KALININ FRONT

2-5	H.Q.	1217A
	2 Engineer Points	

22nd Army (8 units)

4-5	H.Q. (-1)	1328A
•5-6-5	249 XX (-1)	1531A
4-5-5	179 xx (-1)	1629A
5-6-5	186 xx (-1)	1627A
5-6-5	178 xx (-1)	1724A
5-6-5	220 xx (-1)	2023A
2-2-5	301 How Reg	} with any 22nd Army division
2-2-5	360 How Reg	

29th Army (9 units)

4-5	H.Q. (-1)	2117A
4-4-5	183L xx (-1)	2221A
•5-6-5	174 xx (-1)	2319A
4-5-5	246 xx (-1)	2418A
4-5-5	252 xx (-1)	2516A
4-5-5	243 xx (-1)	2514A
4-4-5	375 xx	1716A
2-2-5	432 How Reg	} with any 29th Army division
1-1-5	873 AT Reg	

31st Army (9 units)

4-5	H.Q. (-1)	2409A
4-5-5	256 xx (-1)	2613A
•5-6-5	119 xx (-1)	2611A
4-5-5	250 xx (-1)	2809A
•6-6-5	5 xx (-1)	3008A
4-4-5	359 xx	2409A
4-5-5	262 xx (-1)	2509A
2-2-5	510 How Reg	} with any 31st Army division
9-1-6	5 Gds Mortar x (-2)	

WEST FRONT

2-5	H.Q.	Moscow
	6 Engineer Points	

30th Army (15 units)

4-5	H.Q.	3404A
2-2-6	46 Cav xx	3208A
4-5-5	185 xx (-1)	3307A
(W) 2-1-6	82 Cav xx	3407A
4-4-5	365 xx	3307A
2-1-6	21 Tk x	3407A
4-4-5	371 xx	3506A
(W) 3-2-6	24 Mtn Cav xx	3505A
(W) 3-2-6	18 Mtn Cav xx	3505A
4-4-5	348 xx	3405A
6-7-5	107 Mot xx (-1)	3305A
•3-3-6	8 Tk x	3405A
1-2-7	46 M/C Reg	3305A
3-4-5	58 Tk x (-1)	3306A
9-1-6	3 Gd Mortar x (-1)	with any 30th Army unit

1st Shock Army (14 units)

4-5	H.Q.	3602A
•2-6	29 x	3605A
2-6	50 x	3604A

2-6	47 x	3703A
(W) 2-6	44 x	3902A
2-6	56 x	3803A
(W) •2-6	71 Naval x	3801A
2-6	55x	3901A
•6-6-5	133 xx (-1)	4003A
5-6-5	126 xx (-1)	4103A
(W) 3-2-6	17 Mtn Cav xx	4204A
2-6	84 Naval x	3802A
2-2-5	641 & 689 AT Regs (-1)	with any
9-1-6	1 Gd Mortar x (-2)	1st Shock Army div. or brigade

20th Army (12 units)

4-5	H.Q.	4702A
2-1-6	24 Tk x	4303A
3-2-6	31 Tk x	4704A
2-6	64 Naval x	4303A
4-5-5	331 xx	4504A
0-1-6	134 Tk Bn	4504A
2-6	28 x	4605A
0-1-6	135 Tk Bn	4605A
(W) 2-6	35 x	4404A
4-5-5	352 xx	4705A
2-2-5	517 How Reg	with or within 1
3-1-6	1 Gds Mortar Reg	hex of any 20th Army unit

16th Army (20 units)

4-5	H.Q.	1113B
6-7-5	7 Gds xx (-1)	4706A
2-1-6	145 Tk x	4707A
4-4-5	354 xx	4707A
6-7-5	8 Gds xx (-1)	4708A
3-2-6	44 Mtn Cav xx	4709A
•4-4-5	18 xx (-1)	4709A
6-5-7	9 Gds xx (-1)	4810A
2-1-6	146 Tk x	4807A
2-1-6	17 Tk x	4807A
(W) 2-6	36 x	1015B
(W) 2-6	40 x	4807A
2-6	49 x	1015B
	2 Gd Cav xxx:	
3-3-6	3 Gds Cav xx	1013B
3-2-6	4 Gds Cav xx	1013B
(W) 3-2-6	20 Mtn Cav xx	1013B

1-3-5	138 Cannon	} within 1 hex of any brigade or division of 16th Army
2-2-5	523 How Reg	
2-2-5	863 & 869 AT Regts	
9-1-6	4 Gds Mortar x (-1)	

5th Army (17 units)

4-5	H.Q.	1115B
4-5-5	108 xx (-1)	1016B
(W) 2-6	37 x	1016B
2-1-6	22 Tk x	1016B
(W) 2-6	43 x	1116B
2-1-6	20 Tk x	1116B
4-5-5	144 xx (-1)	1116B
5-6-5	50 xx (-1)	1217B
(W) •5-6-6	82 Mot xx (-1)	1316B
(W) •6-6-5	32 xx (-1)	1416B
2-2-5	537 How Reg	} within 1 hex of any brigade or div. of 5th Army
2-2-5	557 How Reg	
1-3-5	554 Cannon	
1-3-5	572 Cannon	
1-2-5	509 AT Reg	
2-2-5	703 & 768 AT Regts (-1)	
9-1-6	2 Gds Mortar x (-1)	

33rd Army (17 units)

4-5	H.Q.	1615B	
4-5-5	222 xx (-1)	1516B	
2-1-6	140 & 142 Tk Bns	1516B	
2-6	18 x	1516B	
7-8-7	1 Gds Mot xx (-1)	1617B	
4-4-5	110 xx (-1)	1817B	
4-4-5	113 xx (-1)	1717B	
2-1-6	5 Tk x	1414B	
2-2-5	109 How Reg		with or within one hex of any brigade or division of 33rd Army
3-2-4	486 Sup. How Reg		
1-3-5	320 Cannon		
3-2-4	403 Sup. How Reg		
2-2-5	557 How Reg		
(W) 2-2-5	551 & 540 AT Regts (-1)		
(W) 2-2-5	598 & 600 AT Regts (-1)		
1-0-6	42 Gds Mortar Bn		
2-1-6	5 & 7 Gds Mortar Bns		

43rd Army (14 [13] units)

4-5	H.Q.	2014B	
5-6-5	19 xx (-1)	1916B	
5 Airborne xxx:			
•1-1-5	10 Airborne x		take any two units—place at 2315B
•1-1-5	201 Airborne x		
•1-1-5	202 Airborne x		
(W) 4-5-5	93 xx (-1)	2016B	
6-6-5	53 xx (-1)	2116B	
4-4-5	17 xx (-1)	2316B	
3-3-5	Podolsk (-1)	1612B	
2-2-5	998 How Reg		with or within 1 hex of any brigade or division of 43rd Army
2-2-5	868 & 969 AT Regts		
3-1-6	10 Gds Mortar Reg		
0-1-6	31 Tk Bn	2016B	
2-1-6	26 Tk x	2315B	

49th Army (14 units)

4-5	H.Q.	2715B	
(W) 4-5-5	415 xx	3316B	
6-7-5	5 Gds xx	3217B	
4-4-5	60 xx (-1)	3116B	
4-5-5	194 xx (-1)	3016B	
(W) 4-5-5	238 xx	2914B	
(W) 5-3-5	112 Tk xx (-1)		place within one hex of 49th Army H.Q.
2-2-5	564 How Reg		within or with one hex of any 49th Army brigade or div.
2-2-5	570 How Reg		
3-2-4	440 Sup How Reg		
1-1-5	992 AT Reg		
2-2-5	296 & 304 AT Regs (-1)		
3-1-6	11 Gds Mortar Reg		

50th Army (17 units)

4-5	H.Q. (-1)		within 3 hexes of Tula, behind Soviet front line
•5-6-5	258 xx (-1)	2517B	
5-6-5	217 xx (-1)	2718B	
5-6-5	154 xx (-1)	2918B	
(W) 4-5-5	413 xx (-1)	3119B	
4-4-5	340 xx (-1)	3318B	
4-5-5	299 xx (-2)	3418B	
4-5-5	290 xx (-2)	3219B	

•3-2-6	31 Cav xx	3317B	
2-2-6	32 Tk x	3317B	
1-2-4	Tula Regt	3418B	
2-2-3	Tula Artillery	3418B	
Belov 1 Gds Cav xxx:			
5-6-5	173 xx (-1)	2910B	
3-3-6	1 Gds Cav xx		in or adjacent to 2814B
3-3-6	2 Gds Cav xx		
2-2-6	9 Tk x		
9-1-6	6 Gds Mortar x		

West Front Air H.Q.

Operational: 2F, 2GA, 1B, 2T
Non-operational: 1F, 1B, 2T

Moscow PVO (Air Defense)

Operational: 7F
Non-operational: 3F

SOUTH WEST FRONT

2-5	H.Q.	5711B	
2	Engineer Points		

3rd Army (9 units)

4-5	H.Q. (-1)	5312B	
5-6-5	212 xx (-1)	4514B	
4-5-5	269 xx (-1)	4715B	
5-6-5	137 xx (-2)	4916B	
4-5-5	283 xx (-1)	5117B	
6-7-5	6 Gds xx (-1)	5317B	
2-2-6	54 Cav xx	5518B	
1-1-5	569 AT Reg		with any 3rd Army division
3-1-6	12 Gds Mortar Reg		

13 Army (10 units)

4-5	H.Q.	6213B	
5-6-5	132 xx (-1)	5818B	
5-6-5	149 xx (-1)	6217B	
5-6-5	143 xx (-1)	6317B	
6-6-5	6 xx (-1)	6517B	
5-6-5	121 xx (-1)	6619B	
2-2-6	55 Cav xx	5817B	
2-1-6	150 Tk x	5817B	
4-5-5	307 xx (-1)	6017B	
(W) 1-2-7	38 M/C Reg	6213B	

**Group Kostenko (5 units)
(with 13th Army)**

2-5	34 Mot x	6616B	
6-7-5	1 Gds xx (-1)	6616B	
2-1-6	32 Cav xx	6720B	
5 Cav xxx:			
3-2-6	5 Gds Cav xx	6715B	
3-2-6	6 Gds Cav xx	6715B	

40th Army (6 units)

4-5	H.Q. (-1)	6921B	
4-5-5	148 xx (-2)		within 1 hex of 6921B
5-6-5	60 xx (-1)	6722B	
4-5-5	293 xx (-2)		within 1 hex of 6921B
7-8-7	2 Gds Mot xx (-1)	6924B	
1-1-5	593 AT Reg		with any 40th Army unit

**STAVKA RESERVES AND
MOSCOW GARRISON****10th Army (12 units)**

4-5	H.Q.	3021B	
4-4-5	322 xx	3005B	
4-4-5	330 xx	3008B	
•4-4-5	328 xx	3106B	
4-4-5	324 xx	3406B	

(W) 4-5-5	239 xx	3301B	
4-4-5	323 xx	3605B	
4-4-5	326 xx	3807B	
2-1-6	75 Cav xx	3021B	
4-4-5	325 xx	3403B	
2-1-6	41 Cav xx	3601B	
2-2-6	57 Cav xx	3601B	

61st Army (9 units)

4-5	H.Q.	4605B	
4-4-5	342 xx	4205B	
4-4-5	346 xx	4305B	
4-4-5	350 xx	4408B	
4-4-5	356 xx	4509B	
4-4-5	387 xx	4507B	
2-1-6	91 Cav xx	4611B	
2-1-6	83 Cav xx	4612B	

**Moscow Military District Garrisons
(11 units)**

3-4-6	1 NKVD xx	1010B	
3-4-6	2 NKVD xx	1109B	
2-2-4	1 & 4 Kom	4805A	
1-1-6	69 NKVD x	1009B	
1-2-5	NW AT Reg	4806B	
1-1-6	160 NKVD	4806B	
1-1-4	5/WG Reg	4806B	
2-2-4	1 & 2/WG x	1110B	
1-1-6	207 NKVD	1110B	
2-2-4	3 & 4/WG x	1210B	
4-5	24 Army H.Q. (-1)	1209B	

January 6, 1942**KALININ FRONT**

2-5	H.Q.	1217A	
2	Engineer Points		
4-5-5	256 xx (-1)		within 1 hex of the Front H.Q.
3-2-4	108 Hvy Art Reg		

30th Army (20 units)

4-5	H.Q. (-1)	3114A	
6-7-5	107 Mot xx (-2)		set up in hexes on the line
4-5-5	185 xx (-2)		
4-5-5	251 xx (-2)		
•4-5-5	363 xx (-1)		
4-4-5	365 xx (-2)		3616A-3516A - 3416A-3316A - 3217A-3218A
4-4-5	371 xx (-2)		
4-4-5	348 xx (-2)		

11 Cav Corps:

(W) 3-2-6	18 Mtn Cav xx (-1)	3215A	
(W) 3-2-6	24 Mtn Cav xx (-1)	3215A	
(W) 2-1-6	82 Cav xx	3215A	
2-1-6	21 Tk x		with or within 1 hex of any 30th Army division
2-1-6	35 Tk x		
(W) 2-6	6 Ski x (-1)		
1-2-7	46 M/C Reg		
•3-3-6	8 Tk x		
1-2-7	2 M/C Reg		
(W) 1-0-3	21 Aero Slan Bn		
9-1-6	4 Gds Rocket x (-1)		
1-3-5	592 Art Reg		

31st Army (13 units)

4-5	H.Q. (-1)	2920A	
•6-6-5	5 xx (-2)		set up in hexes on the line 3219A - 3119A - 3120A - 3021A - 2921A
•5-6-5	119 xx (-2)		
4-5-5	247 xx (-2)		
4-5-5	250 xx (-2)		
4-5-5	262 xx (-2)		
4-4-5	359 xx (-1)		
2-2-2	46 Cav xx		
2-2-6	54 Cav xx		

GERMAN MASTER SETUP CHART

Note that the Air H.Q.s and Panzerkorps H.Q.s are listed first at the beginning of each month's setups. When setting up a scenario, always remember to check this list to see if any of the H.Q.s are within the relevant setup area.

October 2, 1941

ARMY GROUP CENTER

2-R H.Q.	4351A
•3-3-4 286 Sich xx	4351A
•3-3-4 221 Sich xx	} reinforcements
•3-3-4 339 Sich xx	
•3-3-4 403 Sich xx	
•3-3-4 454 Sich xx	

0-6 VIII Fk Air H.Q. (perm)	4351A
0-6 II Fk Air H.Q. (perm)	4031C
4-6 H.Q. XXIV PzK	5830C
4-6 H.Q. XXXX PzK	2320C
4-6 H.Q. XXXXI PzK	3546A
4-6 H.Q. XXXXVI PzK	1919C
4-6 H.Q. XXXXVIII PzK	5430C
4-6 H.Q. LVI PzK	3746A
4-6 H.Q. LVII PzK	1326C
4-6 H.Q. XXXXVIII PzK	reinforcement

► NOTE: Jeff Tibbetts, who did most of the counters, used "XXXX" for the Roman version "40," instead of "XL"—this should not cause difficulty in play. Future games will include counters with the correct historical usage.

9th Army (16 units)

4-5 H.Q.	2046A
8-9-5 251 xx	1639A
8-9-5 102 xx	1941A
8-9-5 256 xx	2243A
8-9-5 206 xx	2444A
9-10-5 28 xx (-2)	3943A
9-10-5 8 xx (-2)	4144A
9-10-5 87 xx (-1)	4144A
8-9-5 255 xx (-1)	4246A
7-8-5 162 xx	4346A
9-10-5 86 xx (-1)	4447A
8-9-5 161 xx (-1)	1652A
9-10-5 5 xx (-2)	3644A
9-10-5 35 xx	3544A
8-9-5 106 xx	3744A
8-9-5 129 xx	3445A

3rd Panzer Gruppe (18 units)

4-6 H.Q.	3946A
1Pz xx	
6-3-8 1 Pz Reg (-1)	} 3446A
4-3-8 1 PzG Reg	
3-3-8 113 Mot Reg	

7 Pz xx	
7-4-8 25 Pz Reg	} 3745A
4-3-8 6 PzG Reg	
3-3-8 7 Mot Reg	

6 Pz xx	
7-3-8 11 Pz Reg (-1)	} 3645A
4-3-8 4 PzG Reg	
3-3-8 114 Mot Reg	

14 Mot xx	
4-4-8 11 Mot Reg	} 3546A
4-4-8 53 Mot Reg	

36 Mot xx	
4-4-8 87 Mot Reg	} 3545A
4-4-8 118 Mot Reg	

5-5-8 900 Lehr	3446A
8-9-5 110 xx (-1)	2646A
9-10-5 26 xx	2946A
9-10-5 6 xx	3246A

4th Army (12 units)

4-5 H.Q.	4462A
8-9-5 137 xx (-2)	4747A
8-9-5 263 xx	1018C
8-9-5 183 xx	1219C
7-8-5 292 xx (-1)	1319C
8-9-5 268 xx	1520C
9-10-5 15 xx (-2)	1519C
9-10-5 78 xx (-1)	1718C
8-9-5 267 xx	1719C
9-10-5 7 xx	1820C
9-10-5 23 xx	1819C
8-9-5 197 xx	1918C

4th Panzer Gruppe (28 units)

4-6 H.Q.	2023C
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2 Pz xx	
6-3-8 3 Pz Reg	} 2220C
4-3-8 2 PzG Reg	
3-3-8 304 Mot Reg	

5 Pz xx	
6-3-8 31 Pz Reg	} 2120C
4-3-8 13 PzG Reg	
3-3-8 14 Mot Reg (-1)	

10 Pz xx	
7-4-8 7 Pz Reg (-1)	} 2420C
4-3-8 69 PzG Reg	
3-3-8 86 Mot Reg	

11 Pz xx	
6-3-8 15 Pz Reg	} 2118C
4-3-8 110 PzG Reg	
3-3-8 111 Mot Reg	

19th Pz xx	
6-3-8 27 Pz Reg (-1)	} 1326B
4-3-8 73 PzG Reg	
3-3-8 74 Mot Reg (-1)	

20 Pz xx	
7-3-8 21 Pz Reg (-1)	} 1828C
4-3-8 59 PzG Reg	
3-3-8 112 Mot Reg	

3 Mot xx	
4-4-8 8 Mot Reg	} 1623C
4-4-8 29 Mot Reg	

Reich SS

3-3-8 2 SS Reg (-1)	} 2027C
3-4-8 DEU Reg	
3-3-8 DF Reg	
8-9-5 258 xx	2317C
8-9-5 252 xx	2117C
8-9-5 98 xx	2222C
9-10-5 34 xx (-1)	2417C

2nd Army (14 units)

4-5 H.Q.	3631C
8-9-5 112 xx	3423C
9-10-5 17 xx	2517C
8-9-5 260 xx	2718C
9-10-5 52 xx	2918C
8-9-5 131 xx	3119C
9-10-5 56 xx	reinforcement
9-10-5 31 xx	3221C
8-9-5 167 xx	3623C

9 Pz xx

7-3-8 33 Pz Reg	} reinforcement
4-3-8 10 PzG Reg	
3-3-8 11 Mot Reg	

16 Mot xx

4-4-8 60 Mot Reg	} reinforcement
4-4-8 156 Mot Reg	

2nd Panzer Gruppe

4-6 H.Q.	5033C
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3 Pz xx

7-3-8 6 Pz Reg (-1)	} in or adjacent to 5729C
4-3-8 3 PzG Reg	
3-3-8 394 Mot Reg	

4 Pz xx

6-3-8 35 Pz Reg (-1)	} in or adjacent to 5729C
4-3-8 12 PzG Reg	
3-3-8 33 Mot Reg	

17 Pz xx

6-3-8 39 Pz Reg (-1)	} 5232C
4-3-8 40 PzG Reg	
3-3-8 63 Mot Reg	

18 Pz xx

7-3-8 18 Pz Reg (-1)	} 5431C
4-3-8 52 PzG Reg	
3-3-8 101 Mot Reg	

10 Mot xx

3-4-8 20 Mot Reg	5727C
5-4-8 41 Mot Reg	6028C

29 Mot xx

5-4-8 15 Mot Reg	5428C
4-4-8 71 Mot Reg	5129C

25 Mot xx

4-4-8 35 Mot Reg (-1)	6931C
4-4-8 119 Mot Reg	6630C

8-9-5 95 xx

7-8-5 296 xx	} reinforcement
8-9-5 262 xx	

7-8-5 293 xx (-1)

	4629C - 4829C
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8-9-6 1 Kav xx

	3825C - 4027C - 4328C
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5-5-8 GD Reg

	6329C
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9-10-5 45 xx

8-9-5 134 xx	reinforcement
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2 Trucks

► Where multiple hex references are given for setup, the unit sets up in any of the hexes listed, or anywhere along the line connecting those hexes

November 15, 1941

ARMY GROUP CENTER

2-R	H.Q.	4351A
3-3-4	286 Sich xx	4351A
3-3-4	221 Sich xx	3715C
3-3-4	339 Sich xx	reinforcement
3-3-4	403 Sich xx	1453A
3-3-4	454 Sich xx	4351A
8-9-5	252 xx (-2)	4426A
8-9-5	268 xx (-2)	2223B
2-2-6	SS Fegln Kav x	reinforcement
0-6	II Fk Air H.Q. (temp)	4603C
0-6	VIII Fk Air H.Q. (temp)	4533A
4-6	H.Q. XXIV PzK	within 2 hexes of 3719B
4-6	H.Q. XXXX PzK	4618A
4-6	H.Q. XXXXI PzK	2711A
4-6	H.Q. XXXXVI PzK	4616A
4-6	H.Q. XXXXVII PzK	within 2 hexes of 4320B
4-6	H.Q. LVI PzK	3716A
4-6	H.Q. LVII PzK	1221B
4-6	H.Q. XXXXVIII PzK	within 2 hexes of 6608C

9th Army (12 units)

4-5	H.Q.	3026A
8-9-5	251 xx	1829A
8-9-5	102 xx (-1)	1730A
8-9-5	256 xx (-1)	2321A
8-9-5	206 xx (-1)	2025A
8-9-5	253 xx (-1)	1829A
8-9-5	123 xx (-1)	1134A
8-9-5	255 xx (-2)	4532A
7-8-5	162 xx (-2)	3112A
9-10-5	86 xx (-2)	3312A
9-10-5	26 xx (-1)	2616A
9-10-5	6 xx (-1)	2518A

3rd Panzer Gruppe (18 units)

4-6	H.Q.	2919A
	1Pz xx	
6-3-8	1 Pz Reg (-1)	} 3013A
4-3-8	1 PzG Reg	
3-3-8	113 Mot Reg (-1)	
	7 Pz xx	
7-4-8	25 Pz Reg (-1)	} 3715A
4-3-8	6 PzG Reg	
3-3-8	7 Mot Reg (-1)	
	6 Pz xx	
7-3-8	11 Pz Reg (-2)	} 3413A
4-3-8	4 PzG Reg	
3-3-8	114 Mot Reg	
	14 Mot xx	
4-4-8	11 Mot Reg	} 3615A
4-4-8	53 Mot Reg (-1)	
	36 Mot xx	
4-4-8	87 Mot Reg	} 2811A
4-4-8	118 Mot Reg (-1)	

5-5-8	900 Lehr (-1)	2911A
8-9-5	110 xx (-2)	3114A
8-9-5	161 xx (-1)	2713A
8-9-5	129 xx (-1)	2711A

4th Army (21 units)

4-5	H.Q.	1822B
8-9-5	137 xx (-2)	2018B
8-9-5	260 xx (-1)	2317B
8-9-5	183 xx (-1)	1518B
7-8-5	292 xx (-1)	1219B
9-10-5	15 xx (-2)	1819B
8-9-5	98 xx (-1)	1619B
9-10-5	34 xx (-2)	2217B
9-10-5	17 xx (-1)	1917B
9-10-5	52 xx (-1)	2518B
9-10-5	8 xx (-3)	1822B
8-9-5	258 xx (-2)	1024B
8-9-5	263 xx (-3)	1727B
	19 Pz xx	
6-3-8	27 Pz Reg (-1)	} 1719B
4-3-8	73 PzG Reg (-1)	
3-3-8	74 Mot Reg (-1)	
	20 Pz xx	
7-3-8	21 Pz Reg (-1)	} 1519B
4-3-8	59 PzG Reg (-1)	
3-3-8	112 Mot Reg (-1)	
	3 Mot xx	
4-4-8	8 Mot Reg	} 1419B
4-4-8	29 Mot Reg (-1)	

4th Panzer Gruppe (24 units)

4-6	H.Q.	4818A
	2 Pz xx	
6-3-8	3 Pz Reg (-1)	} 4117A
4-3-8	2 PzG Reg	
3-3-8	304 Mot Reg (-1)	
	5 Pz xx	
6-3-8	31 Pz Reg (-1)	} 4418A
4-3-8	13 PzG Reg	
3-3-8	14 Mot Reg (-1)	
	10 Pz xx	
7-4-8	7 Pz Reg (-2)	} 4515A
4-3-8	69 PzG Reg (-1)	
3-3-8	86 Mot Reg (-1)	
	11 Pz xx	
6-3-8	15 Pz Reg (-1)	} 4716A
4-3-8	110 PzG Reg	
3-3-8	111 Mot Reg	

	Reich SS	
3-4-8	DEU Reg	4616A
3-3-8	DF Reg (-1)	4616A
9-10-5	35 xx (-1)	4017C
8-9-5	106 xx (-1)	3916C
9-10-5	78 xx (-1)	4816C
9-10-5	87 xx (-2)	4715C
9-10-5	7 xx (-2)	1119B
8-8-5	197 xx (-1)	1119B
8-9-5	267 xx (-2)	1020B
2-3-5	French SS Reg	4633B
9-10-5	23 x (-2)	1620B

2nd Army (13 units)

4-5	H.Q.	4703C
7-8-5	296 xx (-1)	3220B
7-8-5	293 xx (-1)	5219B

8-9-5	45 xx (-1)	5301C
8-9-5	134 xx (-1)	5603C
8-9-5	95 xx (-1)	5904C
9-10-5	56 xx (-2)	4529B

	9 Pz xx	
7-3-8	33 Pz Reg (-2)	stacked with or split between the other units of the division
4-3-8	10 PzG Reg	6205C
3-3-8	11 Mot Reg	6305C
	16 Mot xx	
4-4-8	60 Mot Reg (-1)	6906B
4-4-8	156 Mot Reg	6606B
8-9-5	262 xx (-1)	5232B

2nd Panzer Gruppe (23 units)

4-6	H.Q.	4530B
	3 Pz xx	
7-3-8	6 Pz Reg (-2)	} 3518B
4-3-8	3 PzG Reg	
3-3-8	394 Mot Reg (-1)	
	4 Pz xx	
6-3-8	35 Pz Reg (-1)	} 3618B
4-3-8	12 PzG Reg	
3-3-8	33 Mot Reg	
	17 Pz xx	
6-3-8	39 Pz Reg (-1)	} 3819B
4-3-8	40 PzG Reg	
3-3-8	63 Mot Reg	
	18 Pz xx	
7-3-8	18 Pz Reg (-1)	} 4019B
4-3-8	52 PzG Reg	
3-3-8	101 Mot Reg	
	10 Mot xx	
3-4-8	20 Mot Reg	4420B
5-4-8	41 Mot Reg (-1)	4319B
	29 Mot xx	
5-4-8	15 Mot Reg (-1)	3408B
4-4-8	71 Mot Reg (-1)	3109B
	25 Mot xx	
4-4-8	35 Mot Reg (-1)	4521B
4-4-8	119 Mot Reg	4623B
9-10-5	31 xx (-1)	3020B
8-9-5	131 xx (-1)	2819B
8-9-5	112 xx (-1)	5025B
8-9-5	167 xx (-2)	4824B
5-5-8	GD Reg (-1)	3419B
	2 Trucks	

December 5, 1941

ARMY GROUP CENTER

2-R	H.Q.	4351A
3-3-4	286 Sich xx (-1)	4633A
3-3-4	221 Sich xx (-1)	4703C
3-3-4	339 Sich xx (-1)	3715C
3-3-4	403 Sich xx (-1)	2340A
3-3-4	454 Sich xx (-1)	4351A
2-2-6	SS Fegln Kav x	1738C
0-6	II Fk Air H.Q. (perm)	4603C
0-6	VIII Fk Air H.Q. (temp)	3026A
4-6	H.Q. XXIV PzK (-1)	within 3 hexes of 3817B
4-6	H.Q. XXXX PzK (-1)	within 1 hex of 4510A

Combat Results Table

Roll	1:4	1:3	1:2	-2	0	+2	+4	3:2	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1
0	-1	-1	-2	-2*	-2*	-2*	-3	-3	-4	-5	-[6]	-[6]	-[8]	-[8]	-[9]	-[12]
1	1/1	-1	-1	-1	1/1	1/2*	1/2*	1/3	-3	-4	-5	-[5]	-[7]	-[8]	-[9]	-[11]
2	1/1	1/1	1/1	1/1	1/1	1/2	1/2*	1/3	1/3	-3	-4	-5	-[6]	-[7]	-[8]	-[10]
3	2/-	1/-	1/1	1/1	1/1	1/1	1/2	1/2	1/3	1/3	1/3	-4	-5	-[6]	-[7]	-[9]
4	2/-	2/-	2/-	1/-	1/1	1/1	1/1	1/2	1/2	1/3	1/3	-3	-5	-5	-[6]	-[7]
5	2/-	2/-	2/-	2/-	2/-	1/-	1/1	1/1	1/2	1/2	1/3	1/3	-3	-4	-[5]	-[6]
6	3/-	2/-	2/-	2/-	2/-	2/-	1/-	1/1	1/1	1/2	1/2	1/3	1/3	-3	-4	-[5]
7	4/-	3/-	3/-	2/-	2/-	2/-	2/-	1/1	1/1	1/1	1/2	1/2	1/3	-3	-4	-5
8	5/-	4/-	3/-	2/-	2/-	2/-	2/-	2/1	1/-	1/1	1/1	1/2	1/2	1/2	-2	-4
9	6/-	5/-	4/-	3/-	2/-	2/-	2/-	2/-	2/1	1/1	1/1	1/1	1/2	1/2	1/3	1/3
10	8/-	6/-	5/-	4/-	3/-	3/-	2/-	2/-	2/-	2/1	2/1	1/1	1/1	1/2	1/3	1/3
Barr		4-7	8-16	17-24	35-32	33-40	41-48	49+								

Barrages cannot be used with fewer than 4 points firing. Use the modified barrages values-not the printed. Barrages of greater than 49 are treated as 49+.

Column Shifts:

1. If the attacker lacks the proper combat supply the results column is shifted 2 to the left.
2. If the combat is occurring due to an overrun, the attacker suffers three shifts to the left.
3. If any unit in the attack was out-of-general supply, the attacker suffers one shift to the left, regardless of the presence of CSPs used for combat. This shift is cumulative with those due to lack of combat supply points. See 1. above.
4. If the overrun odds are greater than 9 to 1, shift from those odds—eg. a 10 to 1 becomes a 7 to 1.

5. All attacks are penalized with a 2 column shift to the right during thaw turns.
6. All attackers are penalized with one shift to the left during mud, snow, and arctic ground conditions.

Explanation of Results:

- [#] = Results enclosed in brackets indicate that the attacker may choose to carry out a follow-up attack.
- # / = The number to the left of the slash is the number of combat obligations that the attacker must satisfy.
- / # = The number to the right of the slash is the number of combat obligations that the defender must satisfy.

* = The Asterisked results indicate that the attacker chooses how the defender will satisfy his first combat obligation.

Forgive and Forget:

Players should not forget the Forgive and Forget rule (9.6B): If the result is not a 1/0 or 1/1, the attacker may reduce one of his obligations to zero, while the defender also reduces one of his obligations in the same manner—eg. a 1/3 result could be turned into a 0/2 result. The attacker must state this before the defender applies the results.

Die-Roll Modifiers (DRMs):

DRMs are added to or subtracted from the die-roll result.

1. There may be DRMs due to terrain effects. These are almost always awarded to the defender. They are cumulative with any other DRMs.
2. If player A has at least one unit with a higher proficiency level than player B's opposing units during combat, player A receives one DRM in his favor.
3. If the attacker has armor-capable units and he declare the use of armor effects, and the defender has no AT-capable units in the hex being attacked, the attacker receives a minus one DRM.

Final Air Mission Strength Table

Die-Roll	SECTOR RATING				
	A	B	C	D	E
1	100	100	100	70	50
2	100	100	70	50	30
3	100	70	70	30	30
4	70	70	50	30	30
5	70	50	30	30	10
6	50	50	30	10	10
7	50	30	30	10	*-
8	30	30	10	*10	*-
9	30	30	*10	*-	+*/-
10	*30	*10	*10	+*/-	+*/-

Sector Rating Column Results:

- # = The numbers represent the percentage of Air Mission Strength that is actually received for use. Round fractions up.
- * = One AP from the mission is damaged (non-Op).
- + = 1 AP of any type (owner's choice) is eliminated.

Air Mission Strength Modifiers:

For Overrun	+4
If an Air H.Q. has two sectors operational	+1
For Interdiction	+3
If Weather is Thaw	+2
If Mud or Snow	+1
If defensive	+1

Air Mission Availability DRMs:

These DRMs are applied only for the purpose of determining if the die-roll above was between 1-5 for Air Mission Availability reduction purposes (16.53 & 16.55)

If a player states that he will use only 50 or 30 percent, his number of missions depletes only if the original Air Mission die result was 1-3. If only 10% is being taken, then mission depletion only occurs on a roll of 1-2.

Air Superiority Table

DR	AIR COMBAT RATIO							
	1:4	1:3	1:2	1:1	1.5:1	2:1	3:1	4:1
1	0	0	0	1	1	2	2	3
2	0	0	0	1	2	2	2	3*
3	0	0	1	2	2	2	2	3*
4	0	0	1	2	2	2	2*	3*
5	0	1	1	2	2	2	2*	3*
6	0	1	1	2	2	2*	3*	4**
7	0	1	2	2	2	2*	3**	4**
8	0	1	2	2	2	3*	3**	4*+
9	1	2	2	2*	2*	3**	4**	4*+
10	2*	2*	3*	3*	3*+	3*+	4*+	4*++

- # = Numbered results indicate the number of levels that the defending Air Sector's Rating drops. Apply the results at the end of air combat.
- * = Asterisked result indicate the number of defending fighter APs that are damaged. A player may permanently eliminate one fighter AP instead of damaging two.
- + = Crosses indicate the number of defending fighter aircraft that must be eliminated.

Air Maintenance & Intensity Chart

LOW	NORMAL	HIGH	RESULT
1-2	-	-	Repair 2
3-6	1-3	1	Repair 1
7-8	4-5	2-3	No Effect
9-10	6-10	4-8	1 Non-Op
-	-	9-10	2 Non-Op

The German player receives a -2 DRM if Weather is not Cold/Snow or Arctic.

East Front Battles II: Spires of the Kremlin

Weather Condition Table

WEATHER CONDITIONS	Previous Turn	2nd Prior Turn	3rd Prior Turn	GROUND CONDITION	
				Warm	Cold
CLEAR					
1.	Normal	-	-	Normal	Frost
2.	Mud	-	-	Normal	Frost
3.	Mud	Mud	-	Mud	Frost
4.	Frost	-	-	Normal	Frost
5.	If Clear and Warm, for at least 7 turns (does not have to be consecutive), then Thaw changes to Normal				
6.	Frost	Mud	-	Mud	Frost
7.	Cold & Snow	Snow	-	Snow	Usually Snow*
8.	Warm & Snow	Snow	-	Mud	Snow
9.	Mud	Warm & Snow	Snow	Thaw**, See 5	Mud
10.	Frost	Snow	-	Mud	Snow
PRECIPITATION					
11.	Normal	-	-	Mud	Snow
12.	Mud	-	-	Mud	Frost
13.	Frost	-	-	Mud	Snow
14.	Snow	-	-	Mud	Snow
15.	If weather is Thaw, Precipitation has no effect further effect on Ground Conditions until Thaw ends.				
ARCTIC	-	-	-	Snow	Snow

Weather Factor Table

Precipitation	Clear	Blizzard	Warm	Cold	Date
1	2-10	NA	All	NA	09/30
1-2**	3-10	NA	All	NA	10/6
1-8	9-10	NA	All	NA	10/18
1-9	10	NA	All	NA	10/24
1-6	7-10	NA	1-9	10	11/7
1-3	4-10	NA	1-2*	3-10*	11/15
1-6	7-10	NA	NA	All (a.)	11/21
1-7	8-9	10	NA	All (b.)	11/25
1-4	5-6	7-10	NA	All	12/3
1-7	8-9	10	NA	All (b.)	12/19
1-4	5-9	10	NA	All (b.)	01/2



* Add +1 for all Temperature Factor die-rolls made in the northern weather zone.

** Subtract two from the atmospheric die-roll during this period of the game for the southern weather zone and add one to the same die-roll for the northern weather zone.

(a.) If clear and temperature roll is 8-10, ground condition is frost.

(b.) If clear and temperature roll is 10, ground condition is frost. If arctic in any one sector, then adjacent sector is also arctic weather.

Combat Supply Point Arrival Table

 German H.Q. Distance	0-3	4-6	7-9	11-12
 Soviet Front Location	W/in 5*	2XRR	1XRR	no RR
Die-Roll				
1	6 / 4	5 / 3	4 / 3	3 / 3
2	6 / 4	5 / 3	4 / 3	2 / 3
3	4 / 4	4 / 3	3 / 3	2 / 3
4	4 / 4	3 / 3	3 / 3	2 / 2
5	4 / 4	3 / 3	3 / 2	2 / 2
6	3 / 3	3 / 3	3 / 2	2 / 2
7	3 / 3	3 / 3	2 / 2	2 / 1
8	3 / 3	3 / 3	2 / 2	1 / 1
9	3 / 3	3 / 2	2 / 1	1 / 1
10	3 / 3	3 / 2	2 / 1	1 / 1
11	3 / 3	2 / 2	2 / 1	1 / 1
12	2 / 3	2 / 2	2 / 1	1 / 1
13	2 / 3	2 / 2	1 / 1	1 / 1
14	2 / 3	1 / 2	1 / 1	0 / 0
15	1 / 2	1 / 2	0 / 1	0 / 0

* If the Soviet Front is within 5 hexes of a major city that is in supply.

/ # = The values to the left of the slash are for German H.Q.s. The values to the right of the slash are for Soviet Fronts.

Die-Roll Modifiers:

- +2 For every two, or fraction of two, additional German Army H.Q.s, that are attempting to receive CSPs.
- +2 If the weather is Mud
- +2 If Thaw or Deep Mud
- +1 If Frost
- +1 If Snow add to German die-rolls
- +2 If Arctic add to German
- +1 If Arctic add to Soviet

If any part of a supply path traced from the Army Group or Front H.Q. back to a supply source in the home country uses RR hexes rated less than A, apply the following DRMs to CSP Arrival:

- +2 C or D rating; +1 B rating

Also, apply this modifier if RR hexes must be used when tracing from an Army H.Q. to an Army Group or Front H.Q.

- +2 If a Soviet Front is not on a rail line

Modifiers for RR Capacity Repair:

- +1 A rating
- +2 B rating
- +3 C rating
- +4 D rating

Railroad Ranges, Capacity, and Supply Die-Roll Modifiers:

RR Capacity:

2X Track RR line = 6 DEs

1X Track RR line = 2 DEs

Leningrad, Kiev, Moscow, Minsk, Rostov, or Kharkov = RR capacity of 9; other major cities = 6; cities = 4.

RR Sectors that are undamaged (A-rated) use the above values. Each level of further damage halves the previous RR capacity (round up).

Additional RR Sector Capacity:

Any kind of City in a RR sector, except the city being used as the sector source, may contribute one divisional equivalent of RR capacity within ten hexes of its location.

RR Sector Ratings:

Due to Damage: no hits=A, 1-2=B, 3-5=C,

6-7=D, and 8 prevents the hex from being used. These hits affect a reguaging RR sector in the same manner.

Moscow, Rostov, Kiev, Minsk, Leningrad, and Kharkov have RR sector radii of 45 hexes. The Radius of any other RR sector is 40 hexes.

The radius of a reguaging RR sector depends upon its repair rating. A=40 hexes, B=30, C=20, and hexes outside of A, B or C range are always D and extend out to the farthest RR Repair marker.

Extent of Repair:

- D and C sector ratings extend only through RR hexes that a RR Repair Marker has actually moved through.
- B-rated sectors extend into hexes entered by a RR Repair marker and any 2X RR hexes within 15 hexes of the B-rated RR sector source and connected to it by friendly, operable RR hexes.
- A-rated sectors extend into hexes entered by a RR Repair Marker, or any 2X or 1X RR hexes within 20 hexes of the A-rated source.

SPIRES OF THE KREMLIN

4-6	H.Q. XXXXI PzK (-1)	4006A
4-6	H.Q. XXXXVI PzK (-1) within 1 hex of 4507A	
4-6	H.Q. XXXXVII PzK (-1)	3412B
4-6	H.Q. LVII PzK (-1)	3806A
4-6	H.Q. LVII PzK (-1) within 1 hex of 1521B	
4-6	H.Q. XXXXVIII PzK (-1) within 3 hexes of 6127B	

9th Army (17 units)

4-5	H.Q. (-1)	3026A
8-9-5	251 xx (-1)	1829A
8-9-5	102 xx (-2)	1730A
8-9-5	256 xx (-1)	2321A
8-9-5	206 xx (-2)	2025A
8-9-5	253 xx (-2)	1829A
8-9-5	123 xx (-2)	1134A
8-9-5	110 xx (-2)	2713A
7-8-5	162 xx (-3)	2909A
9-10-5	86 xx (-2)	3209A
2-2-5	KG (from 86 xx)	3109A
8-9-5	161 xx (-2)	2711A
9-10-5	26 xx (-2)	2616A
9-10-5	6 xx (-2)	2518A
2-2-5	KG (from 6 xx)	2420A
8-9-5	129 xx (-2)	2810A
8-9-5	255 xx (-3)	2816A

3rd Panzer Gruppe (16 units)

4-6	H.Q.	3809A
	1Pz xx	
6-3-8	1 Pz Reg (-2)	} 4104A
4-3-8	1 PzG Reg (-1)	
3-3-8	113 Mot Reg (-1)	
	7 Pz xx	
7-4-8	25 Pz Reg (-2)	} 3903A
4-3-8	6 PzG Reg (-1)	
3-3-8	7 Mot Reg (-1)	
	6 Pz xx	
7-3-8	11 Pz Reg (-2)	4004A
4-3-8	4 PzG Reg (-1)	3903A
3-3-8	114 Mot Reg (-1)	4004A
	14 Mot xx	
4-4-8	11 Mot Reg (-1)	3704A
4-4-8	53 Mot Reg (-1)	3705A
	36 Mot xx	
4-4-8	87 Mot Reg (-1)	3408A
4-4-8	118 Mot Reg (-1)	3607A
5-5-8	900 Lehr (-1)	3804A
9-10-5	23 xx (-3)	4406A

4th Army (19 units)

4-5	H.Q. (-1)	1822B
8-9-5	137 xx (-3)	2017B
8-9-5	260 xx (-2)	2317B
8-9-5	183 xx (-2)	1117B
7-8-5	292 xx (-2)	4811A
8-9-5	268 xx (-2)	2117B
9-10-5	15 xx (-3)	1417B
8-9-5	98 xx (-2)	1517B
9-10-5	34 xx (-3)	1618B
8-9-5	258 xx (-3)	1017B
9-10-5	17 xx (-2)	1917B
9-10-5	52 xx (-2)	2518B

	19 Pz xx	
6-3-8	27 Pz Reg (-2)	} 1317B
4-3-8	73 PzG Reg (-1)	
3-3-8	74 Mot Reg (-1)	
	20 Pz xx	
7-3-8	21 Pz Reg (-2)	} 1216B
4-3-8	59 PzG Reg (-1)	
	3 Mot xx	
4-4-8	8 Mot Reg (-1)	} 1118B
4-4-8	29 Mot Reg (-1)	

4th Panzer Gruppe (25 units)

4-6	H.Q.	4510A
	2 Pz xx	
6-3-8	3 Pz Reg (-2)	} 4205A
4-3-8	2 PzG Reg (-1)	
3-3-8	304 Mot Reg (-1)	
	5 Pz xx	
6-3-8	31 Pz Reg (-2)	} 4607A
4-3-8	13 PzG Reg (-1)	
3-3-8	14 Mot Reg (-1)	
	10 Pz xx	
4-3-8	69 PzG Reg (-1)	} 4609A
3-3-8	86 Mot Reg (-1)	
	11 Pz xx	
6-3-8	15 Pz Reg (-2)	} 4505A
4-3-8	110 PzG Reg (-1)	
3-3-8	111 Mot Reg (-1)	
8-9-5	252 xx (-2)	4610A
	Reich SS	
3-4-8	DEU Reg (-1)	} 4608A
3-3-8	DF Reg (-1)	
9-10-5	35 xx (-3)	4606A
8-9-5	106 xx (-3)	4304A
9-10-5	78 xx (-2)	4611A
9-10-5	87 xx (-3)	4510A
9-10-5	7 xx (-3)	4812A
8-8-5	197 xx (-2)	4712A
8-9-5	267 xx (-3)	4811B
2-3-5	French SS Reg	4812A

2nd Army (16 units)

4-5	H.Q. (-1)	6127B
7-8-5	296 xx (-3)	4703C
7-8-5	293 xx (-2)	5219B
2-2-5	KG (from 293 xx)	3220B
9-10-5	45 xx (-2)	within one hex of 6419B
8-9-5	134 xx (-2)	within one hex of 6018B
8-9-5	95 xx (-2)	within one hex of 6523B

	9 Pz xx	
7-3-8	33 Pz Reg (-2)	stacked with or split between the other units of the division
4-3-8	10 PzG Reg	6827B
3-3-8	11 Mot Reg (-1)	6725B
	16 Mot xx	
4-4-8	60 Mot Reg (-1)	6929B
4-4-8	156 Mot Reg	7030B
8-9-5	262 xx (-2)	5719B
2-2-5	KG (from 262 xx)	5518B

1-2-5	4SS Reg	6608C
1-2-5	5SS Reg	3715C

2nd Panzer Gruppe (26 units)

4-6	H.Q.	4530B
	3 Pz xx	
7-3-8	6 Pz Reg (-2)	stacked with or split between the other units of the division
4-3-8	3 PzG Reg (-1)	3416B
3-3-8	394 Mot Reg (-1)	3417B
	4 Pz xx	
6-3-8	35 Pz Reg (-2)	stacked with or split between the other units of the division
4-3-8	12 PzG Reg (-1)	3216B
3-3-8	33 Mot Reg (-1)	3215B
	17 Pz xx	
6-3-8	39 Pz Reg (-2)	stacked with or split between the other units of the division
4-3-8	40 PzG Reg (-1)	3012B
3-3-8	63 Mot Reg (-1)	3113B
	18 Pz xx	
7-3-8	18 Pz Reg (-2)	stacked with or split between the other units of the division
4-3-8	52 PzG Reg (-1)	4412B
3-3-8	101 Mot Reg (-1)	4716B
	10 Mot xx	
3-4-8	20 Mot Reg (-1)	3907B
5-4-8	41 Mot Reg (-1)	4809B
	29 Mot xx	
5-4-8	15 Mot Reg (-1)	3408B
4-4-8	71 Mot Reg (-1)	3109B
	25 Mot xx	
4-4-8	35 Mot Reg (-1)	3412B
4-4-8	119 Mot Reg (-1)	4320B
9-10-5	31 xx (-2)	3020B
8-9-5	131 xx (-2)	2819B
8-9-5	112 xx (-2)	4415B
8-9-5	167 xx (-3)	3011B
9-10-5	56 xx (-2)	4111C
5-5-8	GD Reg (-1)	3517B
	1 Truck	

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ARMY GROUP CENTER

2-R	H.Q.	4633A
•3-3-4	286 Sich xx (-1)	4633A
•3-3-4	221 Sich xx (-1)	5430B
•3-3-4	339 Sich xx (-1)	3715C
•3-3-4	403 Sich xx (-1)	2340A
•3-3-4	454 Sich xx (-1)	4351A
2-2-6	SS Feglin Kav x	2537A
0-6	II Fk Air H.Q. (perm)	3616C
0-6	VIII Fk Air H.Q. (temp)	4351A
4-6	H.Q. XXIV PzK (-1)	3109C
4-6	H.Q. XXXX PzK (-1)	1803B
4-6	H.Q. XXXXI PzK (-1)	4006A

EAST FRONT BATTLES II

4-6 H.Q. XXXXVI PzK (-1)	4020A
4-6 H.Q. XXXXVII PzK (-1)	4332B
4-6 H.Q. LVI PzK (-1)	4020A
4-6 H.Q. LVII PzK (-1)	1825B
4-6 H.Q. XXXXVIII PzK (-1)	6302C

9th Army (27 units)

4-5 H.Q. (-1)	3026A	
2-1-8 184 AG Bn (-1)		} with any division of 9th Army
1-1-6 643 AT Bn		
1-1-6 561 AT Bn		
1-2-6 125 AA Reg (-1)		
5-3-5 69 Art Reg		
9-10-5 86 xx (-3)	3817A	
9-10-5 26 xx (-2)	2823A	
8-9-5 102 xx (-2)	2028A	
7-8-5 162 xx (-3)	3617A	
8-9-5 129 xx (-4)	3417A	
8-9-5 161 xx (-3)	3317A	
8-9-5 110 xx (-3)	3220A	
9-10-5 6 xx (-2)	3022A	
8-9-5 251 xx (-2)	2724A	
8-9-5 256 xx (-3)	2525A	
1-2-5 Kg (from 256 xx)	2426A	
8-9-5 206 xx (-2)	2227A	
8-9-5 253 xx (-3)	1829A	
2-2-5 Kg (from 253 xx)	1730A	
1-2-5 Kg (from 253 xx)	1633A	
9-10-5 123 xx (-2)	1134A	
1-2-5 Kg (from 123 xx)	1434A	
2-2-6 SS Fegln Kav x (-1)	2537A	
•3-3-4 403 Sich (-1)	2340A	
•3-3-4 454 Sich (-1)	4351A	
•3-3-4 286 Sich (-1)	4633A	

3rd Pz Army (13 units)

4-5 H.Q. (-1)	3522A	
7 Pz xx		
7-4-8 25 Pz Reg (-2)		} 4117A
3-3-8 7 Mot Reg (-1)		
2 Pz xx		
3-3-8 304 Mot Reg (-1)	4117A	
36 Mot xx		
4-4-8 118 Mot Reg	3916A	
14 Mot xx		
4-4-8 11 Mot Reg	4218A	
5-5-8 900 Lehr (-1)	4218A	
4-6 H.Q. LVI Pz Korps (-1)	4020A	
4-6 H.Q. XXXXI Pz Korps (-1)	3918A	
1-2-6 10 Flak Reg (-1)		} with any division of 4th Pz Army
1-2-6 49 Flak Reg (-1)		
1-2-7 614 Mot Eng Reg (-1)		
3-1-6 51 Nebel Reg		

2nd Army (20 units)

4-5 H.Q. (-1)	6608C	
25 Mot xx		
4-4-8 119 Mot Reg (-1)	4232B	
16 Mot xx		
4-4-8 156 Mot Reg (-1)	6803C	
4-4-8 60 Mot Reg (-1)	7003C	
9 Pz xx		
7-3-8 33 Pz Reg (-2)	6601C	
3-3-8 11 Mot Reg	6634B	
1-2-5 8 SS Reg	6608C	

1-2-5 4 SS Reg	}	6433B
1-2-5 5 SS Reg		
1-2-5 10 SS Reg		6232B
4-6 H.Q. XXXXVIII PzK		6302C
9-10-5 45 xx (-3)		6031B

3 Pz xx		
4-3-8 3 PzG Reg (-1)	}	5730B
3-3-8 394 Mot Reg (-1)		
•3-3-4 221 Sich		5430B
8-9-5 95 xx (-3)		5230B
8-9-5 134 xx (-4)		5129B
8-9-5 262 xx (-2)		4929B
7-8-5 293 xx (-3)		4730B

1-1-6 654 AT	}	with any 2nd Army divisions
1-1-6 611 AT		
1-2-6 153 Flak (-1)		
1-2-6 243 AG (-1)		

Fk H.Q.

Operational: 1F, 1GA
Non-operational: 1F, 1GA

2nd Panzer Army (29 units)

1 Truck		
4-6 H.Q. (-1)		4106C
17 Pz xx		
4-3-8 40 PzG Reg (-1)	}	4530B
3-3-8 63 Mot Reg (-1)		
18 Pz xx		
7-3-8 18 Pz Reg (-2)	}	4431B
3-3-8 101 Mot Reg		
29 Mot xx		
5-4-8 15 Mot Reg		4231B
9-10-5 56 xx (-2)		4101C
1 ersatz unit		4703C*
4-6 H.Q. XXXXVII PzK (-1)		4332B
10 Mot xx		
3-4-8 20 Mot Reg		3932B
4 Pz xx		
6-3-8 35 Pz Reg (-2)	}	3832B
4-3-8 12 PzG Reg (-1)		
8-9-5 112 xx (-3)		3731B
8-9-5 167 xx (-3)		3532B
7-8-5 296 xx (-2)		3501C
2-1-8 226 Assault Gun (-1)		
2-1-8 202 Assault Gun (-1)		
3-3-6 622 Art	}	7 units with any 2nd Pz Army divisions
1-2-7 515 Mot Eng (-1)		
1-1-6 529 AT Bn		
1-2-6 136 Flak		
1-2-6 104 Flak		
8-9-5 208 xx (-2)		411C
5-5-8 GD Mot (-1)		3701C
3-3-4 339 Sich xx (-1)		3715C
4-6 H.Q. XXIV PzK (-1)		3109C
ersatz unit		3008C*
ersatz unit		2411C*

* Pull these blind and place upside down.

4th Army (19 units)

H.Q. (-1)		1727B
4-6 H.Q. XXXX PzK (-1)		1803B
8-10-5 216 xx (-3)		1801C
19 Pz xx		
6-3-8 27 Pz Reg (-2)	}	2103C
3-3-8 74 Mot Reg		

3 Mot xx

4-4-8 29 Mot Reg (-1)		2009C
8-9-5 137 xx (-3)		2003C
9-10-5 31 xx (-3)		2001C
8-9-5 131 xx (-3)		1932B
9-10-5 52 xx (-3)		2130B
8-9-5 260 xx (-3)		2328B
8-9-5 268 xx (-3)		2327B
8-9-5 263 xx (-3)		2427B
9-10-5 17 xx (-3)		2226B
9-10-5 34 xx (-3)		2124B
8-9-5 98 xx (-3)		2024B
8-9-5 183 xx (-3)		1922B
9-10-5 15 xx (-3)		1822B
8-9-5 258 xx (-3)		1723B
7-8-5 292 xx (-3)		1624B
4-6 H.Q. LVII PzK (-1)		1825B
2-2-5 Sturm Reg		1306C
1-1-6 616 AT Reg (-1)	}	with any 4th Army units
1-1-6 559 AT Reg (-1)		
1-2-7 516 Mot Eng (-1)		
2-1-8 209 Ag Bn (-1)		
3-1-6 54 Rocket		
5-3-5 623 Art Reg		
2-2-3 736 Mortar Reg		

4th Panzer Army (30 units)

4-6 H.Q.		4426A
8-8-5 197 xx (-3)		1422B
8-9-5 267 xx (-3)		1421B
9-10-5 7 xx (-4)		1420B
2-3-5 Fr 638 SS Reg		1420B
8-9-5 255 xx (-3)		1319B
9-10-5 87 xx (-3)		1219B
9-10-5 78 xx (-3)		1119B
20 Pz xx		
7-3-8 21 Pz Reg (-2)	}	1020B
4-3-8 59 PzG Reg (-1)		
8-9-5 252 xx (-3)		4816A
3-4-8 Deu/R SS (-1)		4716A
10 Pz xx		
4-3-8 69 PzG Reg (-1)	}	4716A
3-3-8 86 Mot Reg (-1)		
5 Pz xx		
6-3-8 31 Pz Reg (-2)	}	4617A
4-3-8 13 PzG Reg (-1)		
11 Pz xx		
6-3-8 15 Pz Reg (-2)	}	4517A
3-3-8 111 Mot Reg (-1)		
9-10-5 35 xx (-3)		4418A
8-9-5 106 xx (-3)		
9-10-5 23 xx (-4)		4318A
6 Pz xx		
4-3-8 4 PzG Reg (-1)	}	4318A
3-3-8 114 Mot Reg (-1)		
4-6 H.Q. XXXXVI PzK (-1)		4020A

1-2-6 35 Flak (-1)	}	with any 4th Pz Group division
1-2-6 133 Flak (-1)		
3-1-6 2 Rocket		
5-3-5 788 Art Reg		
2-1-8 203 Ag Bn (-1)		
1-2-7 513 Mot Eng (-1)		

(31st Army continued)

2-1-6 5 & 7 Gds Rkt Reg	} with or within 1 hex of any 31st Army division
2-2-5 510 Art Reg	
2-1-6 148 & 159 Tk Bns	
(W) 2-6 3 Ski x (-1)	

29th Army (9 units)

4-5 H.Q. (-1)	2720A	
•5-6-5 174 xx (-2)	} set up in hexes on the line	
4-5-5 243 xx (-1)		
4-5-5 246 xx (-1)		
4-5-5 252 xx (-1)		
4-4-5 375 xx (-1)		
1-3-5 602 Art Reg	} with or within 1 hex of any 29th Army division	
2-2-5 432 Art Reg		
1-1-5 873 AT Reg		

39th Army (14 units)

4-5 H.Q.	2322A	
4-4-5 183L xx (-2)	} set up in hexes on the line	
5-6-5 220 xx (-1)		
4-4-5 355 xx		
4-5-5 361 xx		
4-4-5 369 xx		
4-4-5 373 xx	} with or within 1 hex of any 39th Army division	
4-4-5 381 xx		
2-2-5 360 Art Reg		
2-1-6 143 & 145 Tk Bns		
3-1-6 10 Gds Rocket Reg		
2-6 8 Ski x	} with or within 1 hex of any 39th Army division	
0-1-6 165 Tk Bn		
(W) 2-2-5 485 & 526 AT Regts		

22nd Army (7 units)

4-5 H.Q. (-1)	2026A	
5-6-5 178 xx (-1)	} set up in hexes on the line	
4-5-5 179 xx (-1)		
5-6-5 186 xx (-1)		
4-4-5 357 xx		
2-1-6 129 & 131 Tk Bns	} with or within 1 hex of any 22nd Army division	
2-2-5 301 Art Reg		

Kalinin Front Air H.Q.

Operational: 1F, 1GA
Non-operational: None

Moscow PVO (Air Defense)

Operational: 6F
Non-operational: 2F

NORTH WEST FRONT (see rules)

3rd Shock Army (14 units)

4-5 H.Q.	
4-5-5 33 xx (-1)	} set up in hexes on the line
4-4-5 257 xx (-1)	
5-6-5 23 xx (-1)	
2-6 20 x	
2-6 27 x	
2-6 31 x	} within 2 hexes of any division in 5th Army
(W) 2-6 42 x	
(W) 2-6 43 x	
2-6 54 x	
(W) 2-6 4 Ski x	

0-1-6 170 Tk Bn	} with or within 1 hex of any 3rd Shock Army brigade or division
2-2-5 613 Art Reg	
9-1-6 5 Gds Rkt x (-1)	

4th Shock Army (11 units)

4-5 H.Q.	1330A	
•5-6-5 249 xx	} set up in hexes on the line	
4-5-5 332 xx		
4-5-5 334 xx		
4-4-5 358 xx		
4-4-5 360 xx		
2-6 21 x	} with or within 1 hex of any of any 4th Shock Army brigade or division	
(W) 2-6 7 Ski x (-1)		
1-3-5 270 Art Reg		
1-2-4 171 Tk Bn		
(W) 2-2-5 525 & 533 AT Reg		

WEST FRONT (RIGHT WING)

33rd Army (16 units)

4-5 H.Q. (-1)	1117B	
(W) •4-5-5 93 xx (-1)	} set up between hexes	
•5-6-5 201 xx (-1)		
4-4-5 110 xx (-2)		
4-4-5 113 xx (-2)		
4-4-5 338 xx		
4-4-5 222 xx (-2)	} inclusive	
7-8-7 1 Gds Mot xx (-2)		
(W) 2-6 5 Ski x (-1)		
(W) 2-2-5 598 & 600 AT Reg	} with any West Front division	
3-1-6 9 Gds Rocket Reg		
2-2-5 557 Art Reg		
3-2-4 483 AT Reg	} within two hexes of 33rd Army H.Q.	
2-2-5 109 Art Reg		
1-3-5 320 Art Reg		
3-2-4 486 Hvy Art Reg		

5th Army (20 units)

4-5 H.Q. (-1)	4713A	
5-6-5 19 xx (-2)	} set up in hexes on the line	
(W) •6-6-5 32 xx (-1)		
5-6-5 50 xx (-2)		
4-5-5 108 xx (-2)		
4-5-5 144 xx (-2)		
4-4-5 329 xx	} set up in hexes on the line	
4-4-5 336 xx		
(W) •5-6-6 82 Mot xx (-2)		
(W) 2-6 37 x	} within 2 hexes of any division in 5th Army	
(W) 2-6 43 x		
2-6 60 x		
2-1-6 20 Tk x	} with any brigade or division of 5th Army	
2-2-5 703 & 768 AT Regs		
9-1-6 3 Gds Rocket x		
2-2-5 537 Art Reg	} within 2 hexes of any division in 5th Army	
1-3-5 554 Art Reg		
1-3-5 995 Art Reg		
1-3-5 572 Art Reg		
1-3-5 552 Art Reg		

10th Army (10 units)

4-5 H.Q. (-1)	3133B	
4-5-5 322 xx (-1)	} set up in hexes on line 3401C - 3002C - 2802C - 2501C	
4-5-5 325 xx (-1)		
4-5-5 326 xx (-1)		
4-5-5 323 xx (-1)		
4-5-5 323 xx (-1)		

4-5-5 330 xx (-1)	} set up in hexes on line 3401C - 3002C - 2802C - 2501C
•4-5-5 328 xx (-1)	
4-5-5 324 xx (-1)	
(W) 4-5-5 239 xx (-1)	
1-0-6 42 Gds Mortar Bn	with any division of 10th Army

16th Army (22 units)

4-5 H.Q. (-1)	4314A	
6-7-5 9 Gds xx (-1)	} set up in hexes on the line	
•4-4-5 18 xx (-2)		
4-4-5 354 xx (-2)		
2-6 18 x		
(W) 2-6 36 x		
(W) 2-6 40 x	} 4417A - 4317A - 4217A	
2-6 49 x		
3-3-6 3 Gds Cav		
3-2-6 4 Gds Cav		
(W) 3-2-6 20 Mtn Cav xx (-1)		
2-1-6 22Tk x	} with any division of 16th Army	
1-1-6 146 Tk Bn		
1-1-6 115 Tk Bn		
2-2-5 694 & 702 AT Regts	} with or within one hex of any division in 16th Army	
2-2-5 296 & 304 AT Regts		
2-2-5 863 & 869 AT Regts		
9-1-6 6 Gds Rocket x (-1)		
2-2-5 523 Art Reg		
(W) 1-1-5 610 AT Reg	} with any division of 16th Army	
3-2-4 138 Hvy Art Reg		
1-2-R 21 Armored Train	4115A	

2-2-5 694 & 702 AT Regts	} with or within one hex of any division in 16th Army
2-2-5 296 & 304 AT Regts	
2-2-5 863 & 869 AT Regts	
9-1-6 6 Gds Rocket x (-1)	
2-2-5 523 Art Reg	
(W) 1-1-5 610 AT Reg	} with any division of 16th Army
3-2-4 138 Hvy Art Reg	
1-2-R 21 Armored Train	4115A

20th Army (14 units)

4-5 H.Q.	4114A	
4-5-5 331 xx (-2)	} set up in hexes on the line	
4-5-5 352 xx (-2)		
2-6 17 x		
2-6 28 x		
(W) 2-6 35 x		
2-6 64 Naval x	} set up in hexes on the line 3915A - 3816A - 3716A	
2-1-6 24 Tk x		
2-1-6 17 Tk x		
2-2-5 517 Art Reg		
2-1-6 145 Tk x		
1-1-5 593 AT Reg	} with any brigade or division of 20th Army, or within one hex of Army H.Q.	
3-2-6 31 Tk x		
1-2-R 53 Armored Train	4114A	

1st Shock Army (20 units)

4-5 H.Q.	3814A	
(W) 3-2-6 17 Mtn Cav xx (-1)	} set the 19 units up in hexes along the line 3915A - 3816A - 3716A	
3-2-6 44 Mtn Cav		
•2-6 29 x		
(W) 2-6 41 x		
(W) 2-6 44 x		
2-6 46 x	} set the 19 units up in hexes along the line 3915A - 3816A - 3716A	
2-6 47 x		
2-6 84 Naval x		
2-6 50 x		
2-6 55 x		
2-6 56 x	} set the 19 units up in hexes along the line 3915A - 3816A - 3716A	
2-6 62 Naval x		
(W) •2-6 71 Naval x		
(W) 2-2-5 641 & 689 AT Reg		
(W) 2-6 2 Ski x (-1)		
(W) 2-6 1 Ski x	} set the 19 units up in hexes along the line 3915A - 3816A - 3716A	
0-1-6 123 Tk Bn		
2-1-6 3 & 4 Gds Rocket Reg		
2-1-6 1 & 2 Gds Rocket Reg		

West Front Reserves (15 units)

2-5	West Front H.Q. any hex of Moscow	
2	Engineer points	
1-1-5	533 AT Reg	
1-1-5	766 AT Reg	
(W) 2-2-5	540 & 551 AT Regts (-1)	
2-2-5	316 & 367 AT Regts (-1)	
2-1-6	5 Tk x	
0-1-6	35 Tk Bn	set the 13 units
•2-2-6	9 Tk x	up within six
1-2-R	6 Armored Train	hexes of any
	(on rail line)	subordinate
9-1-6	2 Gds Rkt x (-1)	Army H.Q. and
2-2-5	528 Art Reg	at least seven
3-2-4	544 Hvy Art Reg	hexes from
2-2-6	4 Cav xx	the nearest
2-2-6	41 Cav xx	German unit

West Front Air H.Q.

Operational: 2F, 2GA, 1B, 2T
Non-operational: 1F, 1B, 1T

WEST FRONT (LEFT WING)**1st Gds Cav Corps**

3-3-6	1 Gds Cav xx (-1)	2432B
3-3-6	2 Gds Cav xx (-1)	2432B
1-1-6	113 Tk Bn	2432B
2-1-6	75 Cav xx	2930B
2-2-6	57 Cav xx	2930B

50 Army (12 units)

4-5	H.Q. (-1)	2525B
5-6-5	217 xx (-2)	
4-4-5	340 xx (-1)	
5-6-5	154 xx (-2)	
4-5-5	290 xx (-2)	
5-6-5	258 xx (-2)	
(W) 5-3-5	112 Tk xx (-2)	
•3-2-6	31 Cav xx	
(W) 4-5-5	413 xx (-1)	
1-2-R	22 Armored Train	2525B
3-1-6	12 Gds Mortar Reg	with any
2-2-6	32 Tk x	division of
		50th Army

49th Army (19 units)

4-5	H.Q. (-1)	1719B
6-7-5	5 Gds xx (-2)	
4-4-5	60 xx (-2)	
•6-6-5	133 xx	
5-6-5	173 xx (-2)	
4-5-5	194 xx (-2)	
(W) 4-5-5	238 xx (-2)	
2-6	30 x	
2-6	19 x	
(W) 2-6	34 x	
2-6	26 x	
2-1-6	23 Tk x	
3-2-6	18 Tk x	
1-1-5	504 AT Reg	with any
1-1-5	992 AT Reg	rifle brigade
3-2-4	440 Art Reg	or division
2-2-5	570 Art Reg	of the
2-2-5	564 Art Reg	49th Army
3-1-6	11 Gds Rkt Reg	

43rd Army (14 units)

4-5	H.Q. (-1)	1316B
(W) 4-5-5	415 xx	set up in
6-6-5	53 xx (-2)	hexes on line
4-4-5	17 xx (-2)	1418B - 1218B
•1-1-5	10 Airborne x	1115B
•1-1-5	201 Airborne x	1115B
3-2-4	590 Hvy Art Reg	with any
2-2-5	998 Art Reg	division
2-2-5	868 & 989 AT Regts	of 43rd
2-1-6	26 Tk x	Army,
1-1-6	141 Tk Bn	or with
1-2-5	296/297 MG Regts	Army
3-1-6	1 Gds Rocket Reg	H.Q.
1-2-R	Podolsk Armored Train	1317B

SOUTH WEST FRONT

2-5	H.Q.	6118B
1	Engineer Point	
4-5	H.Q.	6833B
5-6-5	160 xx (-2)	
4-5-5	135 xx (-2)	
7-8-7	2 Gds Mot (-2)	
2-1-6	129 Tk x	
2-2-6	55 Cav xx	
2-5	34 Mot x	
2-1-6	32 Cav xx	
3-2-6	5th Gds Cav xx	within one
3-2-6	6th Gds Cav xx	hex of Livny
		(hex 6127B)

13th Army (6 units)

4-5	H.Q. (-1)	5728B
6-6-5	6 xx (-2)	
5-6-5	132 xx (-2)	
4-5-5	307 xx (-1)	
5-6-5	149 xx (-1)	
5-6-5	143 xx (-1)	

3rd Army (8 units)

4-5	H.Q. (-1)	5028B
6-7-5	6 Gds xx (-1)	
5-6-5	137 xx (-2)	
4-5-5	283 xx (-2)	
4-5-5	269 xx (-2)	
5-6-5	212 xx (-2)	
1-1-5	569 AT Reg	
3-1-6	6 Gds Rocket Reg	with any
		division of
		3rd Army

61st Army (7 units)

4-5	H.Q. (-1)	3829B
4-4-5	342 XX (-1)	
4-4-5	387 xx (-1)	
4-4-5	346 xx (-1)	
4-4-5	350 xx (-1)	
2-1-6	91 Cav xx	
2-1-6	140 & 142 Tk Bns	with any division
		of 61st Army

South West Front Reserves (8 units)

2-5	H.Q. (Bryansk Front)	5219B
3-3-6	21 Mtn Cav xx (-1)	
2-2-6	29 Cav xx	
2-1-6	83 Cav xx	set up the 7 units

4-5-5	287 xx (-2)	within 6 hexes of the
5-6-5	121 xx (-2)	Front H.Q. or a sub-
1-1-5	1002 AT Reg	ordinate Army H.Q.,
2-1-6	148 Tk x	but not within 6 hexes
		of a German unit

South West Front Air H.Q.

Operational: 1F, 1GA, 1B
Non-operational none

Soviet Reinforcement Pool Schedule

M = Moscow; R= by Rail

Units Available:**OCTOBER PHASE I**

(Turns 1-5: Sept. 30/Oct. 1 to Oct. 8/9)

Rifle xx's: 32 (•6-6-5) (R), 238 (•4-4-5) (R), 316 (•5-5-5) (R)

Airborne x's: 201, 10, 202 (Turn 2, Moscow)

Tank x's: 4 (3-3-6) (R), 9 (•2-2-6) (M), 11 (2-2-6) (R)

Armored Trains: 22 (Turn 2)

How Regts: 204 (2-1-5)

AT Regts: 39 & 121 (2-2-5) (M), 296 & 304 (2-2-5) (M), 268 (0-1-4) (M)

OCTOBER PHASE II

(Turns 6-11: Oct. 10/11 to Oct. 20/21)

Rifle xx's: 78 (•5-5-5) (R), 2 Gds Mot (7-8-7) (Turn 8, South Edge), 183 L (4-4-5) (Turn 9, North Edge), 185 (4-5-5) (Turn 9, North Edge)

Cavalry xx's: 41 (R)

Tank x's: 5, 8, 17, 18, 19, 20, 22, 24, 25, 28 (all M)

How Regts: 440, 517, 523, 528, 537, 557, 564, 570, 979, 998 (all M)

Super How Regts: 138, 403, 486, 590 (all M)

Cannon: 552, 554, 572, 995 (all M)

AT Regts: 316 & 367, 395 & 452, 525 & 533 (W), 540 & 551, 598 & 600, 610, 641 & 689, 694 & 702, 703, & 768, 863 & 869, 868 & 989, 992, Moscow K-9 (all M)

Gds Mortar Bns: 1 & 2, 3 & 4, 5 & 7 (all M)

Gds Mortar x's: 1 (9-1-6) (M)

Gds Mortar Reg: 12 (3-1-6) (M)

OCTOBER PHASE III

(Turns 12-16: Oct 22/23 to Oct 30/31)

► Soviet player may still take Phase I and Phase II reinforcements.

Rifle xx's: 82 Mot (•5-6-6) (R), 93 (W) (•4-5-5) (R), 239 (W) (4-5-5) (R), 413 (W) (•4-5-5) (R), 415 (W) (•4-5-5) (R), 1 Gds Mot (7-8-7) (M), 2 Mos (4-5-5) (M), 3 Mos (4-5-5) (M), 4 Mos (4-4-5) (M)

Tank xx's: 58 (R)

Tank x's: 23, 26, 27, 32, 133 (all M)

Tank Bns: 31 (M)

M/C Regts: 2, 11, 38 (*all R*)

Air Units: 1F, 2GA to any Front after October 15th

NOVEMBER PHASE I

(Turns 17-23: Nov. 1/2 to Nov. 13/14)

Rifle xx's: 130 (4-5-5) (*M*), 262 (4-5-5) (*R*), 5 Mos (4-4-5) (*M*)

Tank xx's: 112 (*R*)

Cav xx's: 17 Mtn, 18 Mtn, 20 Mtn, 24 Mtn, 44 Mtn, 46, 54 (*all M*)

Tank x's: 21, 31, 33, 58 (*all M*)

- Players may substitute the 130 Rifle xx for the 3 Moscow Militia, any turn in which the latter is not in an EZOZ.

NOVEMBER PHASE II

(Turns 24-30: Nov. 15/16 to 29/30)

AT Units: 316 & 367 (2-2-5), 569 (1-1-5), 593 (1-1-5), 701 (1-1-5) (*all R*)

How Regts: 168 (2-2-5) (*R*)

Super How Regts: 524 (3-2-4) (*R*), 108 (3-2-4) (*R*)

Guard Mortar Steps: 16 steps

Rifle xx's: 212 (5-6-5) (*M*), 331 (4-5-5) (*R*)
All that follow are 4-4-5's: 322, 323, 324, 325, 326, •328, 330, 340, 348, 352, 354, 371, 379 (*all R*)

Rifle x's: 18, •28, •29, 35 (*W*), 37 (*W*), 40 (*W*), 43 (*W*), 44 (*W*), 47, 49, 50, 55, 56, 64 Naval, •71 Naval (*W*), 84 Naval (*W*), 34 Mot (Note: Winterized units enter by Rail, others at Moscow)

Ski Troops: 4 steps

Cavalry XX's: 57 (2-2-6), 75 (2-1-6) (*both R*)

Cavalry X's: 82 (*W*) (2-1-6) (*R*)

Tank Bn's: 89 (0-1-6), 123 (0-1-6), 134 (0-1-6), 135 (0-1-6) (*all M*)

EP's: 2 Engineer Points

DECEMBER PHASE I

(Turns 31-38: Dec. 1/2 to Dec. 15/16)

Rifle xx's: 329 (*M*), 336 (*R*), 338 (*R*), 342 (*R*), 346 (*R*), 350 (*R*), 356 (*R*), 387 (*R*), 359 (*R*), 369 (*R*), 373 (*R*), 375 (*R*), 381 (*R*), 385 (*R*), 391 (*R*), 201 (*M*)

Rifle x's: 17 (*M*), 19 (*M*), 26 (*M*), 30 (*M*), 34 (*R*), 36 (*R*), •38 (*R*), 46 (*R*), 60 (*M*), 62 Naval (*R*)

Ski x's: 1 (*M*), 2 (*M*)

Cav xx's: 11 (*R*), 83 (*R*), 91 (*R*)

Tank Bns: 129 & 131, 140 & 142, 143 & 145, 146, 148 & 159, 165 (*all M*)

M/C Reg: 46 (*M*)

Armored Trains: 6, 21, 53, 73 Podolsk (*all arrive Turn 32, no mobilization costs*)

Super How Regts: 191, 515, 527 (*all M*)

Cannon: 602 (*M*)

AT Regts: 483 (*R*), (*W*) 485 & 526 (*R*), 504 (*R*), 1002 (*M*)

Tank x's: 129, 504 (*both R*)

Gds Mortar x's: 2, 3, 4, 5, 6 (9-1-6's) (*all M*)

Gds Mortar Regts: Any uncommitted 3-1-6's

- Total available number of steps for Guards Mortars: 12 steps

DECEMBER PHASE II

(Turns 39-46: Dec. 17/18 to 31/Jan.1)

Rifle xx's: 329 (4-4-5), 344 (4-4-5), 355 (4-4-5), 332 (4-5-5), 357 (4-4-5), 361 (•4-5-5), 363 (•4-5-5), 365 (4-4-5) (*all R*)

Rifle x's: 41 (*R*), 74 Naval (*R*), 75 Naval (*R*), 34 Mot (*M*), 4 (*M*), 20 (*M*), 21 (*M*), 27 (*M*), 31 (*M*), 39 (*R*), 42 (*R*), 45 (*R*), 48 (*M*), 51 (*M*), 54 (*M*)

Aeroslan Bn's (1-0-3): 21, 23, 7 (*all M*)

Ski x's: 3, 4, 5, 6 (may contain a total of 5 steps)

Cav xx's: 5 Gds Cav (*M*), 6 Gds Cav (*M*), 32 (*R*)

Tank x's: 35 (*M*), 129 (*M*)

- Guard mortar steps available: 3

JANUARY PHASE I

Rifle xx's: 23 (5-6-5) (*M*), 33 (4-5-5) (*M*), 1 yaro/234 (4-4-5) (*M*), 240 (4-4-5) (*R*), 257 (4-4-5) (*M*), 334 (4-4-5) (*M*), 358 (4-4-5) (*M*), 360 (4-4-5) (*M*)

Airborne x's: 8, 204, 250 (*all M*)

Ski Troops: 6 steps available

Guard Mortar Units: 5 steps available

Tank Bns: 35, 141, 170, 171 (*all in Moscow on Turn 46*)

Cannon Regts: 270 (*M*)

How Regts: 421 (*M*), 613 (*R*)

AT Regts: 171 (*M*), 765 (*M*)

Naval x's: 154 (*M*), 166 (*M*)

JANUARY PHASE II

(Optional)

Players may extend play to the end of January. The units listed below then become available. Players should note that this extension has not been playtested, and no victory conditions have been devised.

Rifle xx's: 374 (*R*), 293 (*R*)

Rkt Art: 161, 162, 408 (*all M*)

Hvy Art: 401 (*M*)

Tank x's: 68, 70, ?123? (*all M*)

AT Reg: 760 (*M*)

Ski Reg: 7, 8 (*both M*)

Ski troops: 5 steps (can be used to strengthen existing units or to bring in the new ones).

Soviet Army Arrivals and Conversion Dates

5th ARMY H.Q.: Turn 5 (October 8/9) Moscow

20th ARMY H.Q.: Turn 15 (November 15/16) Moscow

10th ARMY H.Q.: Turn 28 (November 25/26) Moscow

30th ARMY H.Q.: Turn 29 (November 27/28) Kolomna

61st ARMY H.Q.: Turn 30 (November 29/30)

Vishniye Volochek

1st Shock Army Conversion: This H.Q. may be formed starting in the last week of November.

3rd Shock Army and 4th Shock Army: these H.Q.s may be formed during the last week of December.

- If any army's starting location has been occupied by the Germans, that army may be formed in the nearest friendly-controlled city.

SOVIET REPLACEMENT NOTES:

Rocket Units: The Soviet player receives numerous rocket units throughout the game. At times, he may also receive reinforcement steps that can be incorporated into rocket units. The Soviet Rocket Brigades (the Gds Mortar units that are 9-1-6's) are not actual historical units themselves. Instead, they represent the many rocket regiments and battalions that were too numerous to include individually in the game. When the Soviet player receives a rocket step as reinforcement, he should incorporate that step into an existing unit on the board. If none exists, he may take one from the countermix. Each step corresponds to one step of a 9-1-6 rocket unit.

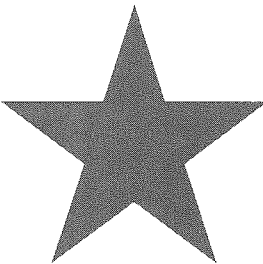
Ski Units: The same principle that was used for Rocket units above is also used for Soviet Ski units. Incorporate the newly arriving steps into existing units on the board, or retrieve new units from the countermix if no units are already on the map. □

Soviet H.Q. Attachments, Supply, and Replacements

Kalinin/Reserve Front H.Q.	2/10/41	15/11/41	5/12/41	6/1/42
Combat Supply Points	14	6	12	4, 3&4Sh: 6
Sub. Army H.G. AA Value	0	1	1	1
Combat Engineer Pts	3	1	2	2
RR Engineer Pts	2	2	2	2
Infantry Replacements	2	2	3	1
Armor Replacements	1	1	1	0
West Front H.Q.	2/10/41	15/11/41	5/12/41	6/1/42
Combat Supply Points	24	16	22	14
Sub. Army H.G. AA Value	1	2	2	1
Combat Engineer Pts	3	4	5	2
RR Engineer Pts	8	8	6	6
Infantry Replacements	3	5	4	2
Armor Replacements	2	3	2	1
Bryansk/SW Front H.Q.	2/10/41	15/11/41	5/12/41	6/1/42
Combat Supply Points	18	9	14	9
Sub. Army H.G. AA Value	1	1	1	1
Combat Engineer Pts	2	3	2	1
RR Engineer Pts	5	5	4	4
Infantry Replacements	2	3	2	1
Armor Replacements	1	1	1	0

NOTE: The Soviet player may use replacement points to bring back units which have been killed, to strengthen units which have taken step losses, or to build up to 10 new units of any kind other than those which are called for as future reinforcements.

SOVIET RR STATUS TABLE

2/10/41	15/11/41	5/12/41	6/1/42
<p>All Cities that are eligible and start within friendly controlled territory may be used as RR Sector Sources. All RR lines that are friendly may be used, also.</p>	<p>All Cities that are eligible and start within friendly controlled territory may be used as RR Sector Sources. All RR lines that are friendly may be used, also.</p>	<p>All Cities that are eligible and start within friendly controlled territory may be used as RR Sector Sources. All RR lines that are friendly may be used, also.</p>	<p>RR repair Railheads are up to 3 hexes West of the 5/12/41 startline.</p> <p>Soviets may deploy 2 RR repair railheads on map B. Each Railhead may move 1 hex per on a die roll of 1-5, If a RREP has been allocated to it during that turn.</p>
			

German VPs	Winner and Level of Victory
8-10	German Incredible
5-7	German Decisive
3-4	German Marginal
2	Draw
1	Soviet Decisive
less than 1	Soviet Incredible

20.42 SCENARIO B

Thrust to the Volga!

In this scenario both the 3rd and 4th PzGroups had been situated to begin their final attack on Moscow just to the north of the city and up to the Volga reservoir. The 9th Army was holding the long front line from Oshtashkov to just south of Kalinin. In front of these spearheads lay the important objectives of Klin, Istra, the Volga-Moscow Canal, and the city of Moscow itself. Historically, the Germans managed to drive all the way to the Canal and practically east of Moscow to Krasnaya Polyana. One division, the 7th Pz, actually managed to cross the canal for one day before being thrown back by violent counterattacks. Elements of the 20th army and 1st shock had to be thrown into the defense to aid Rokossovski's 16th army in the defense of Moscow. The former two armies were actually slated to be in the frontline of anticipated Soviet counterattacks in the winter, but the situation demanded their early commitment.

1. Duration: November 15/16 to December 3/4 (10 turns)

2. Map Area: 1 map (A) : south of 2700A hexrow and north of 4800A.

3. Units

German: All units of PzGps 3 and 4 and part of 9th army. VIII FK and one Air Sector Marker. Don't forget the PzKorps H.Q.s! Take only the part of 9th Army that sets up in the area of play.

Soviet: 31st Army, 30th Army, 16 Army, 5th Army, and Kalinin Front H.Q. in Torzhok and West Front H.Q. in Moscow. The 31st Army is considered subordinate to Kalinin Front.

4. Beer & Pretzels RR Movement:

German: No German RR movement. Any reinforcements arrive at Smolensk and then must travel overland to reach the front. Railheads may move

one hex every other turn. This is for supply purposes only.

Soviet: The Soviets may move 6 divisional equivalents per turn along friendly RR lines (4 during snow, and 2 during arctic). Do not use RR sectors, etc. The RR capacity of single and double track rail lines is still in effect (two and six divisional equivalents respectively).

► Soviet Off-Map Rail Linkages:

The rail line from hex 4501A is considered linked to the rail line at hex 3301A. The linkage is single tracked with a length of 20 hexes. 3301A is also linked to 1601A by a single tracked line whose length is 25 hexes. The Soviet player may treat these lines as though they were on-map linked rail lines.

5. Supply: All units are in general supply for the first two game turns. CSPs are required as per the *Series* rules. The Soviets also have one turn of free supply (both attack and general) on any turn they wish. For this scenario, the West Front H.Q. starts with 12 CSPs, the Kalinin Front starts with 4. See the *Setup Chart* for the number of CSPs that start with each German H.Q.

► If Germans use the Beer & Pretzels RR rules, they should roll on the 7-9 column with a +3 DRM each turn for CSP arrival.

6. Replacements: Both sides may take replacements that are due them because of returns (these are based on step losses that are tracked during play).

► The German player receives no replacements from the *Replacement Table* during this scenario. For this scenario only, the Soviet player receives 2 infantry replacement steps per turn, and one armor replacement step every third turn. These steps are received in lieu of those from the *Replacement Tables*.

7. Reinforcements

Germans: Any that are listed on the *Reinforcement Track* as arriving during the time frame of this scenario.

Soviets: The Soviets may take any units that are available from the reinforcement pool—provided the Soviet player has expended the proper amount of rail capacity to them. This

rail capacity is taken from the amount available to RR move units in this scenario (see 4 above).

8. Air: Players may choose either to use the *Series* Air rules for realistic play, or use the Beer & Pretzels Air rules below for faster and easier play.

A. If the *Series* Air rules are used, the Germans should only use the VIII FK Air H.Q. with one Air Sector Marker for this scenario. It has one operational fighter and one operational ground attack point assigned. Likewise, the Soviets should only use West Front's Air H.Q. and the aircraft that are listed in the *Setup Charts* as attached to that Air H.Q. The Soviet player may also use 5 fighter aircraft from the Moscow PVO (Air Defense) within 10 hexes of Moscow.

B. Beer & Pretzels Rules

a. The German player may utilize a total of 2 air missions each game turn. The Soviet player may utilize a total of 3 air missions per turn.

b. The German player may place one air sector each turn as though it were based in Vyazma. The air sector may be placed at distances of Short (0-4 hexes), Normal (5-16 hexes), and Long (17-32 hexes) from Vyazma. The strength of all air-to-ground missions before the final air mission die-roll has been made is 4 if the air mission range is Short, 3 if it is Normal, and 2 if it is Long. Note that this strength may change due to the final air mission die-roll. These air missions may be flown at any time during the game turn.

c. The Soviet player may also place one Air Sector Marker per game turn. The same procedure that is used by the German player for his air sector is also used by the Soviet player. The Soviet player counts his air sector range as though the Air H.Q. were based at Moscow. The strength of all air-to-ground missions before the final air mission die-roll has been made is 3 if the air mission range is Short, 2 if it is Normal, and 1 if it is Long. Note that this strength may change due to the final air mission die-roll. During the course of the game, the Soviet player may designate a new "base" for his air sector at any city that is still friendly to him. On the

turn that this is done, the Soviet player may not fly his air sector. He may also not fly it on the turn after.

- d. The Soviet air sector never has an air sector rating higher than "C." The German air sector rating may never be higher than "B."
- If a situation arises in which air superiority combat would have to be resolved when using the *Series Air* rules, substitute the following, instead:
- Both players roll a ten-sided die. If the Soviet die-roll is higher, the German air sector rating is "C" and the Soviet rating is "C." If the die-rolls are equal, the Soviet rating is "D" and the German rating is "C." If the German die-roll is higher, the German rating is "B" and the Soviet rating is "E."
- e. Air H.Q. Supply (B&P Rules): When using the simplified version of the air system, players only have to trace a general supply line from an Army Group or Front H.Q. to the location that the air sector is considered to be based at. This supply line cannot be longer than 20 hexes in length.
- f. Weather and Air: On any overcast turn, the number of available missions is reduced by one for each side. No missions may be flown during arctic weather.

9. Weather: Use the Weather rules listed in Scenario A, Group II.

11. Victory: In this scenario, the Germans will try to amass victory points by seizing and controlling (at the end of the scenario) victory point locations. The Germans should use the *Master Victory Point Location Chart* to tally the total at the end of the scenario. Use the following schedule to determine the winner at the end of the scenario.

German VPs	Winner and Level of Victory
8-10	German Incredible
5-7	German Decisive
4	German Marginal
3	Draw
2	Soviet Decisive
1 or less	Soviet Incredible

20.43 SCENARIO C

All Quiet On the Nara

The 4th German Army under Guenther von Kluge had reached the Nara river positions in early November. It was on this line that Kluge had initially believed the German army would dig in and await the coming of spring before pushing on to Moscow. The continuance of Typhoon changed all this. Kluge felt that operations toward Moscow could not begin in earnest until Guderian's 2Pz Group had made real headway against Tula in the south. Also, the fact that most of 4th Army's divisions were worn out did not make for a persuasive case to continue the offensive to the east. But as 3rd and 4th Pz Groups began to make headway toward the north of Moscow, Bock and Kluge finally felt compelled to start pushing some units east from 4th army on a limited basis. Much to their surprise, some divisions actually achieved minor breakthroughs. The 258th infantry division managed to pry open a hole in the Moscow defenses around Narofominsk. Eventually, however, losses and fatigue, in conjunction with increasing Soviet resistance, conspired to end all hopes of 4th Army's entrance into Moscow from the center.

1. Duration: November 15/16 to December 3/4(10 turns)

2. Map Area: 2 Maps (A & B): Map A-south of Moscow river; Map B-north of 2500 hexrow.

3. Units

German: All units of 4th Army. VIII FK and one Air Sector Marker (one fighter air point operational, and one ground attack air point operational with VIII F.K). XLVII PzKorps H.Q. is also present in hex 1221B at full strength.

Soviet: 33rd Army, 43rd Army, 5th Army (minus the 144th XX & 50thXX and units listed in Scenario B, Group II. The West Front H.Q. is present in Moscow, as are the Moscow garrisons (see 2-10-41 setup).

4. Beer & Pretzels RR Movement:

German: No German RR movement. Any reinforcements arrive at Smolensk and then must travel overland to reach the front. Railheads may move one hex every other turn; this is for supply purposes only.

Soviet: The Soviets may move 6 divisional equivalents per turn along friendly RR lines (4 during snow, and 2 during arctic). Do not use RR sectors, etc. The RR capacity of single and double track rail lines is still in effect (two and six divisional equivalents respectively).

► Soviet Off-Map Rail Linkages:

The rail line from hex 4501A is considered linked to the rail line at hex 3301A. The linkage is single tracked with a length of 20 hexes. 3301A is also linked to 1601 A by a single tracked line, whose length is 25 hexes. The Soviet player may treat these lines as though they were on map linked rail lines.

5. Supply:

All units are in general supply for the first two game turns. CSPs are required as per the *Series* rules. The Soviets also have one turn of free supply (both attack and general) on any turn they wish. For this scenario, the West Front H.Q. starts with 12 CSPs, the Kalinin Front starts with 4. See the *Setup Chart* for the number of CSPs that start with each German H.Q.

- If Germans use the Beer & Pretzels RR rules, they should roll on the 7-9 column with a +3 DRM each turn for CSP arrival.

6. Replacements:

Both sides may take replacements that are due them because of returns (these are based on step losses that are tracked during play).

- The German player receives no replacements from the *Replacement Table* during this scenario. For this scenario only, the Soviet player receives two infantry replacement steps per turn, and one armor replacement step every third turn. These steps are received in lieu of the *Replacement Tables*.

7. Reinforcements

Germans: Any that are listed on the *Reinforcement Track* as arriving during the time frame of this scenario.

Soviets: The Soviets may take any units that are available from the reinforcement pool—provided the Soviet player has expended the proper amount of rail capacity to receive them. This rail capacity is taken from

the amount available to RR move units in this scenario (see 4 above).

8. Air: Players may choose to use either the *Series* Air rules for realistic play, or use the Beer & Pretzels Air rules listed below faster and easier play.

A. If the *Series* Air rules are used, the Germans should only use the VIII FK Air H.Q. with one Air Sector Marker for this scenario. It has one operational fighter and one operational ground attack point assigned. Likewise, the Soviets should only use West Front's Air H.Q. and the aircraft that are listed in the *Setup Charts* as attached to that Air H.Q. The Soviet player may also use 5 fighter aircraft from the Moscow PVO (Air Defense) within 10 hexes of Moscow.

B. Beer & Pretzels Rules

a. The German player may utilize a total of two air missions each game turn. The Soviet player may utilize a total of three air missions per turn.

b. The German player may place one air sector each turn as though it were based in Vyazma. The air sector may be placed at distances of Short (0-4 hexes), Normal (5-16 hexes), and Long (17-32 hexes) from Vyazma. The strength of all air-to-ground missions before the final air mission die-roll has been made is 4 if the air mission range is Short, 3 if it is Normal, and 2 if it is Long. Note that this strength may change due to the final air mission die-roll. These air missions may be flown at any time during the game turn.

c. The Soviet player may also place one Air Sector Marker per game turn. The same procedure that is used by the German player for his air sector is used by the Soviet player. The Soviet player counts his air sector range as though the Air H.Q. were based at Moscow. The strength of all air-to-ground missions before the final air mission die-roll has been made is 3 if the air mission range is Short, 2 if it is Normal, and 1 if it is Long. Note that this strength may change due to the final air mission die-roll. During the course of the game, the Soviet player may designate a new "base" for his air sector at any city that is still friendly to him. On the

turn that this is done, the Soviet player may not fly his air sector. He may also not fly it on the turn after.

d. The Soviet air sector never has an air sector rating higher than "C." The German air sector rating may never be higher than "B."

► If a situation arises in which air superiority combat would have to be resolved when using the *Series* Air rules, substitute the following, instead:

► Both players roll a ten-sided die. If the Soviet die-roll is higher, the German air sector rating is "C" and the Soviet rating is "C." If the die-rolls are equal, the Soviet rating is "D" and the German rating is "C." If the German die-roll is higher, the German rating is "B" and the Soviet rating is "E."

e. Air H.Q. Supply (Beer & Pretzels): When using the simplified version of the air system, players only have to trace a general supply line from an Army Group or Front H.Q. to the location that the air sector is considered to be based at. This supply line cannot be longer than 20 hexes.

f. Weather and Air: On any overcast turn, the number of available missions is reduced by one for each side. No missions may be flown during arctic weather.

9. Weather: Use the Weather rules listed in Scenario A, Group II.

11. Victory:

In this scenario, the Germans will try to amass victory points by seizing and controlling (at the end of the scenario) victory point locations. The Germans should use the *Master Victory Point Location Chart* to tally the total at the end of the scenario. Use the following schedule to determine the winner at the end of the scenario.

German VPs	Winner and Level of Victory
8-10	German Incredible
5-7	German Decisive
4	German Marginal
3	Draw
2	Soviet Decisive
1 or less	Soviet Incredible

20.44 SCENARIO D

There Will Not Be Another Marne!

This scenario puts together all of the elements that made up the final German drive for Moscow in mid-November. It is not an easy scenario to use when learning how to play the game. Practically all of the *Series* rules should be used.

The title of this scenario gets its name from the comment Halder made in late November, regarding whether the Germans should halt or keep going on. His great fear was that victory was only a matter of who had the last battalions left going, as at the Marne in World War I. He believed that the Soviets had reached the end of their tether and did not want the responsibility of having called off a battle that the Germans might have won. History showed him to be wrong.

1. Duration: November 15/16 to December 3/4 (10 turns).

2. Map Area: 3 maps (A & B): All of the playing area on all three maps (except for that area that is still within Army Group North's responsibility; see scenario Exclusive rules).

3. Units:

Both sides set up their entire November 15, 1941 setups (yeah, this is going to take a long time!).

4. Beer & Pretzels RR Movement:

There are none, although players are free to devise their own based on the rules for scenarios B & C in this Group. Otherwise, use the *Series* rules in all of its grand form.

► Soviet Off-Map Rail Linkages:

The rail line from hex 4501A is considered linked to the rail line at hex 3301A. The linkage is single tracked with a length of 20 hexes. 3301A is also linked to 1601A by a single tracked line whose length is 25 hexes. The Soviet player may treat these lines as though they were on map linked rail lines.

5. Supply: All units are in general supply for the first game turn. CSPs are required as per the *Series* rules. The Soviets also have one turn of free supply (both attack and general) on any turn they wish. For this scenario, all Fronts and German Army H.Q.s start with the listed number of CSPs for this month.

6. Replacements:

Use the *Series* rules and Exclusive game rules. Any replacements that have been accumulated (as shown on the *Setup Chart* for November) are available as listed.

7. Reinforcements: per the *Series* and Exclusive game rules.

8. Air: In this scenario, there are no Beer & Pretzels Air rules provided. Use the *Series* rules and Exclusive rules for Air. Players may devise their own simplified system based on the Beer & Pretzels rules in the previous two scenarios.

9. Weather: Use the Weather rules listed in Scenarios A, B, and C of Scenario Group II.

► The First turn is frost and clear.

11. Victory:

In this scenario, the Germans will try to amass victory points by seizing and controlling (at the end of the scenario) victory point Locations. The Germans should use the *Master Victory Point Location Chart* to tally the total at the end of the scenario. Use the following schedule to determine the winner at the end of the scenario.

German VPs	Winner and Level of Victory
29 or more	German Incredible
22-28	German Decisive
10-16	German Marginal
8-10	Draw
6-7	Soviet Marginal
4-5	Soviet Decisive
3 or less	Soviet Incredible

20.5 SCENARIO GROUP III

Soviet Counteroffensive, Phase One

In this group of scenarios, the shoe is finally on the other foot. The German drive has shot its bolt and the Wehrmacht now sits in precariously overextended positions in the midst of one of the worst Russian winters ever recorded. The Soviets and Stalin have carefully husbanded enough reserves to gain local superiority on several breakthrough axes. Zhukov has ten Soviet armies divided into three wings stretched before the German armies in front of Moscow. Historically, West Front alone contained about 60 di-

visions with 558,000 men, 4,348 guns, 624 tanks, and 200 aircraft. The three Fronts along this western axis numbered about 800,000 troops, 8000 guns, 700 tanks against 801,000 German troops, 14,000 guns, and 1000 tanks. This did not take into account further reserves that Stalin was still forming up deeper in Russia. On the Soviet axes of advance they were able to achieve local numerical superiority, but the margin for error was perilously slim.

20.51 SCENARIO A

Retreat or Die!

Guderian's Pz Group 2 had already been in the process of retreating when the Soviets launched their attacks to destroy him. Group Belov and 10th army pursued the retreating Germans in towards Stalinogorsk and Yepifan. Weather was horribly cold and in deep snow drifts both sides fought innumerable life and death struggles. Boldin's 50th army launched attacks from Tula to cut Guderian's path of retreat, and Bryansk Front's 3rd and 13th army joined in the attacks a few days later and dashed the German hopes of setting up a reasonable defensive line for the winter.

1. Duration: December 5/6 to December 15/16 (6 turns).

2. Map Area:

Maps B & C: Map B south of 2600 hexrow and Map C.

► The Germans deploy first.

3. Units

German: All units of PzGp 2, and 2nd army. 1 truck at Mtsensk, XXIV, XLVII, and XLVIII PzKorps H.Q., VIII FK (at Orel) and one Air Sector Marker with one operational fighter air point assigned, and one ground attack air point that is non-operational.

Soviet: 49th Army, 50th Army, 10th Army, 3rd Army, pt of 43 Army, 13th Army, 40th Army, 10th Army, 61st Army, Bryansk Front and West Front. Bryansk Front Air H.Q. with one Air Sector Marker and assigned aircraft (see setups), and the West Front Air Sector Marker (based out of Moscow) with one fighter operational, one ground attack operational, and one bomber operational.

Only those 43rd Army units that are south of 2600 hexrow are set up.

4. Beer & Pretzels RR Movement:

German: No German RR movement. Railheads may not be moved; rail is used for supply purposes only.

Soviets: The Soviets may move 2 divisional equivalents per turn along friendly RR lines. Do not use RR sectors, etc. The RR capacity of single and double track rail lines is still in effect (two and six divisional equivalents respectively).

5. Supply: All units are in supply on the first game turn. No CSPs are required or necessary during this turn. After turn #1, the Germans must use the normal Supply rules, but they trace to Orel as if the Army Group H.Q. were located there. The Soviet player may trace his supply either to Moscow or to any friendly city connected by double rail lines to the eastern mapedge or Moscow. Both sides start with the number of CSPs listed on the *Setup Chart* for appropriate H.Q.s in December.

► If the Germans use the Beer & Pretzels RR rules, they must modify their CSP arrival die-rolls by +3.

► The Soviets must also use the normal Supply rules for the purposes of general supply, after turn #1.

6. Replacements

Both sides may take replacements that are due them because of returns (these are based on step losses that are tracked during play).

► The German player receives no replacements from the *Replacement Table* during this scenario. For this scenario only, the Soviet player receives 1 infantry replacement step per turn. These steps are received in lieu of those from the *Replacement Tables*.

7. Reinforcements

Germans: None

Soviets: The Soviets may receive one divisional equivalent of reinforcements from the reinforcement pool each turn. If the Soviet player takes a reinforcement, he may not use rail movement to move any other units on the map.

8. Air: Players may choose to use either the *Series* Air rules for realistic play, or use the Beer & Pretzels Air rules below for faster and easier play.

A. If the *Series* Air rules are used, the Germans should only use the VIII FK

Air H.Q. with one Air Sector Marker for this scenario. It has one operational fighter and one Non-operational ground attack point assigned. The Soviets should use Bryansk Front's Air H.Q. and the aircraft that are listed in the *Setup Charts* as attached to that Air H.Q. The Soviet player also gets the use of one Air Sector Marker from Western Front that is based in Moscow. This H.Q. has one fighter, one ground attack, and one bomber point assigned to it; all three are operational.

B. Beer & Pretzels Rules

- The German player may utilize a total of one air mission each game turn. The Soviet player may utilize a total of three air missions per turn.
- The German player may place one air sector each turn as though it were based in Orel. The air sector may be placed at distances of Short (0-4 hexes), Normal (5-16 hexes), and Long (17-32 hexes) from Orel. The strength of all air-to-ground missions before the final air mission die-roll has been made is 3 if the air mission range is Short, 2 if it is Normal, and 1 if it is Long. Note that this strength may change due to the final air mission die-roll. These air missions may be flown at any time during the game turn.
- The Soviet player may place both of his Air Sector Markers each game turn. The same procedure that is used by the German player for his air sector is used by the Soviet player. The Soviet player counts his air sector range as though the Air H.Q. were based at Moscow or with the Bryansk Front's Air H.Q. The strength of all air-to-ground missions before the final air mission die-roll has been made is 4 if the air mission range is Short, 2 if it is Normal, and 1 if it is Long. Note that this strength may change due to the final air mission die-roll. During the course of the game, the Soviet player may designate a new "base" for his air sector at any city that is still friendly to him. On the turn that this is done, the Soviet player may not fly his air sector. He may also not fly it on the turn after.

- The Soviet air sector never has an air sector rating higher than "C." The German air sector rating may never be higher than "C."

- If a situation arises in which air superiority combat would have to be resolved when using the *Series* Air rules, substitute the following, instead:
- Both players roll a ten-sided die. If the Soviet die-roll is higher, the German air sector rating is "D" and the Soviet rating is "C." If the die-rolls are equal, the Soviet rating is "D" and the German rating is "D." If the German die-roll is higher, the German rating is "C" and the Soviet rating is "E."

- Air H.Q. Supply (B&P Rules):

When using the simplified version of the air system, players only have to trace a general supply line from a Front H.Q. to the location that the air sector is considered to be based at (Soviet). If Orel is connected to a supply line leading back off the map along rail, the German air sector is in supply.

- Weather and Air:

On any overcast turn, the number of available missions is reduced by one for each side. No missions may be flown during arctic weather. If using the Beer & Pretzels Air rules listed above, ignore any of the other effects of weather on air missions not listed here (they have been factored into the air strengths and air availability).

9. Weather:

Players may use the *Series* Weather rules or the B & P rules for determining the weather conditions. Nevertheless, there is never any mud, or warm weather in this scenario. The weather on the first game turn is arctic.

- Beer & Pretzels Weather Conditions:

The weather is always cold. After the first game turn a die-roll is made to determine the weather conditions.

Die-Roll	Result
1	frost/clear
2-5	snow/clear
6-8	snow/overcast
9-10	arctic weather

Remember, German proficiencies will tend to fall during arctic weather, and some Soviet units will increase theirs.

- Special:** The Soviet 3rd, 13th, and 10th armies may not move or attack during the first turn of the Scenario. They may defend and retreat, if necessary. The 61st army may not move or attack until the 3rd turn of the scenario.

11. Victory:

There are few geographical victory conditions for this scenario: the name of the game is kill or be killed. Count the number of steps lost by each side and compare the totals in order to arrive at ratio of Soviet losses to German losses. All motor/mech steps are counted as two losses for victory purposes. Use the following schedule to determine the winner at the end of the scenario.

Loss Ratio Soviet:German	Winner and Level of Victory
4 to 1	German Incredible
3 to 1	German Decisive
2 to 1	German Marginal
3 to 2	Draw
1 to 1	Soviet Marginal
2 to 3	Soviet Decisive
1 to 2	Soviet Incredible

If the Soviets hold Orel, and Kursk at the end of the Scenario they gain Decisive Victory. If the Soviet player controls one of these locations, the level of Victory is shifted in his favor by one column. At least one side must lose no fewer than 10 steps or the result is a draw. The rule concerning control of Orel and Kursk is cumulative with the 10 step loss rule. If there was a draw owing to there being fewer than 10 step losses on one side, and the Soviets held Orel, the result would be a Soviet marginal victory.

20.52 SCENARIO B

Disaster on the Volga

The right wing of Zhukov's West Front was poised to counterattack the German Spearheads northeast of Moscow. Stalin and Zhukov's first goal was to relieve the pressure on the Soviet Capital and de-

stroy the armored spearheads that had so nearly succeeded in entering the northern suburbs of the city or surrounding Moscow itself. Major General Vlasov's 20th Army, along with Kuznetsov's 1st Shock and Rokossovskiy's 16th Armies were assigned the task of driving to Solnechnogorsk and Klin, with the aim of destroying and surrounding 3rd and 4th PzGroups. This was the first German disaster on the Volga.

1. Duration: December 5/6 to December 15/16 (6 turns)

2. Map Area: 1 Map: Map A south of 3300 hexrow and north of Moscow river/4800 hexrow.

► The Germans deploy first.

3. Units

German: All units of PzGp 3 and PzGp 4, XLPzK, XLI PzK, XLVI PzK, and LVI PzKorps H.Q.s. VIII FK (at Vyazma), 1 Air Sector Marker with 1 operational fighter air point assigned, 1 ground attack air point that is non-operational, and 1 truck in Klin.

Soviet: 1 Sh army, 20th army, and 16th army. Include the 2nd Gdcav corps within one hex of the 16th army H.Q. (4702A). Do not use units in 4800 hexrow setups. Also include the 30th army units that are south of the 3300 hexrow (attach these units to 1 shock for the purposes of this scenario).

West Front Air H.Q. with one Air Sector Marker and 3 operational fighters and 2 operational ground attack air point.

4. Beer & Pretzels RR Movement:

German: No German RR movement. Railheads may not be moved; the rail is used for supply purposes only.

Soviets: The Soviets may move 2 divisional equivalents per turn along friendly RR lines. Do not use RR sectors, etc. The RR capacity of single and double track rail lines is still in effect (two and six divisional equivalents respectively).

5. Supply: All units are in supply on the first game turn. No CSPs are required or necessary during this turn. After turn #1, the Germans must use the normal Supply rules, but they trace to Smolensk as if the Army Group H.Q. were located there. The Soviet player may trace his supply either to Moscow or to any friendly city connected by double rail lines to the eastern

mapedge or Moscow. Both sides start with the number of CPSs listed on the *Setup Chart* for appropriate H.Q.s in December. The Soviets must use the normal Supply rules for the purposes of general supply after turn #1.

► If the Germans use the Beer & Pretzels RR rules, they must modify their CSP arrival die-rolls by +3.

6. Replacements:

Both sides may take replacements that are due them because of returns (these are based on step losses that are tracked during play).

► The German player receives no replacements from the *Replacement Table* during this scenario. For this scenario only, the Soviet player receives one infantry replacement step per turn and one armor step every other turn. These steps are received in lieu of those from the *Replacement Tables*.

7. Reinforcements

Germans: None

Soviets: The Soviets may receive two divisional equivalents of reinforcements from the reinforcement pool each turn. If the Soviet player takes a reinforcement, he may not use rail movement to move any other units on the map.

8. Air: Players may choose either to use the *Series* Air rules for realistic play, or use the Beer & Pretzels Air rules below for faster and easier play.

A. If the *Series* Air rules are used, the Germans should only use the VIII FK Air H.Q. with one Air Sector Marker for this scenario. It has 1 operational fighter and 1 non-operational ground attack point assigned. The Soviets should use West Front's Air H.Q. and the aircraft that are listed in the *Setup Charts* as attached to that Air H.Q.

B. Beer & Pretzels Rules

a. The German player gets two air missions each game turn. The Soviet player gets a total of four air missions per turn.

b. The German player may place one air sector each turn as though it were based in Vyazma. The air sector may be placed at distances of Short (0-4 hexes), Normal (5-16 hexes), and Long (17-32 hexes) from Orel. The strength of all air-to-ground missions before the final air

mission die-roll has been made is 3 if the air mission range is Short, 2 if it is Normal, and 1 if it is Long. Note that this strength may change due to the final air mission die-roll. These air missions may be flown at any time during the game turn.

c. The Soviet player may place both of his Air Sector Markers each game turn. The same procedure that is used by the German player for his air sector is used by the Soviet player. The Soviet player counts his air sector range as though the Air H.Q. were based at Moscow or with the West Front's Air H.Q. The strength of all air-to-ground missions before the final air mission die-roll has been made is 4 if the air mission range is Short, 2 if it is Normal, and 1 if it is Long. Note that this strength may change due to the final air mission die-roll. During the course of the game, the Soviet player may designate a new "base" for his air sector at any city that is still friendly to him. On the turn that this is done, the Soviet player may not fly his air sector. He may also not fly it on the turn after.

d. The Soviet air sector never has an air sector rating higher than "C." The German air sector rating may never be higher than "C."

► If a situation arises in which air superiority combat would have to be resolved when using the *Series* Air rules, substitute the following, instead:

► Both players roll a ten-sided die. If the Soviet die-roll is higher, then the German air sector rating is "D" and the Soviet rating is "C." If the die-rolls are equal, the Soviet rating is "D" and the German rating is "D." If the German die-roll is higher, the German rating is "C" and the Soviet rating is "E."

e. Air H.Q. Supply (B&P Rules):

When using the simplified version of the air system, players only have to trace a general supply line from a Front H.Q. to the location that the air sector is considered to be based at (Soviet). If Orel is connected to a supply line leading back off the map along rail, the German air sector is in supply.

f. Weather and Air:

On any overcast turn, the number of available missions is reduced by one for each side. No missions may be flown during arctic weather. If using the Beer & Pretzels Air rules listed above, ignore any of the other effects of weather on air missions not listed here (they have been factored into the air strengths and air availability).

9. Weather:

Players may use the *Series* Weather rules or the B & P rules for determining the weather conditions. Nevertheless, there is never any mud, or warm weather, in this scenario. The weather on the first game turn is arctic.

A. Beer & Pretzels Weather Conditions:

The weather is always cold. After the first game turn a die-roll is made to determine the weather conditions.

Die-Roll	Result
1	frost/clear
2-5	snow/clear
6-8	snow/overcast
9-10	arctic weather

Remember, German proficiencies will tend to fall during arctic weather, and some Soviet units will increase theirs.

10. Special

Remember that there are off-map RR linkages on the eastern map edge that are all connected to Moscow.

11. Victory

There are few geographical victory conditions for this scenario: the name of the game is kill or be killed. Count the number of steps lost by each side and compare the totals, to arrive at a ratio of Soviet losses to German losses. All motor/mech steps are counted as two losses for victory purposes. Use the following schedule to determine the winner at the end of the scenario.

Loss Ratio Soviet:German	Winner and Level of Victory
4 to 1	German Incredible
3 to 1	German Decisive
2 to 1	German Marginal
3 to 2	Draw

1 to 1	Soviet Marginal
2 to 3	Soviet Decisive
1 to 2	Soviet Incredible

If the Soviet player holds both Klin and Volokolamsk at the end of the scenario, he receives two shifts in his favor on the level of victory. If the Soviet player controls one of these locations, the level of Victory is shifted in his favor by one column. At least one side must lose no fewer than 10 steps or the result is a draw. The rule concerning control of Klin and Volokolamsk is cumulative with the 10 step loss rule. For example: if there were a draw owing to fewer than 10 steps being lost by one side, and the Soviets held Klin, the result would be a Soviet marginal victory.

20.53 SCENARIO C

Kalinin Lost!

At the start of the Soviet counterattack in December, one of the first objectives was to protect the shoulders of West Front's (Zhukov's) assault on the main German spearheads near Moscow. This would involve the recapture of Kalinin and the approaches to Tula. Koniev's Kalinin Front was entrusted with the task of driving back the German 9th Army and advancing toward Rzhev from Torzhok and the Volga Reservoir.

Kalinin Front's offensive began on December 5th, before any of the other Fronts launched their own attacks. The Soviets met fierce resistance everywhere, as the Germans fell back slowly. In the sector of 31st Army the advance met surprisingly light opposition and the Soviets penetrated up to 20 miles into the German rear areas by the end of the first few days! Maslennikov's 29th Army supported the attack of the 31st Army and also advanced. Kalinin eventually fell on December 16th, unhinging the rest of 9th Army's line in front of Rzhev. After the introduction of the 39th Army in late December, Stalin would expand the goals of Kalinin Front and attempt to retake Smolensk, also.

1. Duration: December 13/14 to December 25/26 (7 turns)

2. Map Area:

1 Map: Map A north of 3400 hexrow.

► The Germans deploy first.

► The area that was designated as being in AGN's area of responsibility is still out of play.

3. Units

German: All units of the 9th army, and 403 Sicherungs division (2340A). There is no German Air!

Soviet: 22nd Army, 29th Army, 31st Army, and 30th Army units that are north of the 3400 hexrow (attach these units to 31st Army for the purposes of this scenario. There is no Soviet Air in this scenario.

4. Beer & Pretzels RR Movement

German: No German RR movement. Railheads may not be moved; the rail is used for supply purposes only.

Soviets: The Soviets may move 2 divisional equivalents per turn along friendly RR lines. Do not use RR sectors, etc. The RR capacity of single and double track rail lines is still in effect (two and six divisional equivalents respectively).

5. Supply: All units are in supply on the first game turn. No CSPs are required or necessary during this turn. After turn #1, the Germans must use the normal Supply rules, but they trace to Smolensk as if the Army Group H.Q. were located there. The Soviet player may trace his supply either to Moscow or to any friendly city connected by double rail lines to the eastern or Northern mapedge. Vishny Volochek may also be considered a general supply source. Both sides start with the number of CPSs listed on the *Setup Chart* for appropriate H.Q.s in December. The Kalinin Front may trace off the map edge by rail north of Vishny Volochek. There is a supply source for CSPs considered to be 45 hexes from the mapedge at 1018A. 1018A is connected to 1010A by a single rail line with an off-map length of 15 hexes. 1601A is connected to 4501A by a single rail line that is 50 hexes in length. These linkages apply to all scenarios.

► If the Germans use the Beer & Pretzels RR rules, they must modify their CSP arrival die-rolls by +3.

► The Soviets too must use the normal Supply rules for the purposes of general supply after turn #1. The Soviets are considered to possess 10 CSPs with Kalinin Front at Vishny Volochek.

6. Replacements

Both sides may take replacements that are due them because of returns (these are based on step losses that are tracked during play).

- The German player receives no replacements from the *Replacement Table* during this scenario. For this scenario only, the Soviet player receives 1 infantry replacement step per turn and one armor step every other turn. These steps are received in lieu of those from the *Replacement Tables*.

7. Reinforcements

Germans: December 15/16: 1st Pz division from hex 3315A and 14th motorized division.

- The 1st Pz division has suffered five step losses (one of the motorized regiments should be eliminated) and the 14th motorized division has suffered 3 step losses.

Soviets: The Soviets may receive one divisional equivalent of reinforcements from the reinforcement pool each turn. If the Soviet player takes a reinforcement, he may not use rail movement to move any other units on the map.

- 8. **Air:** There is no air power in this scenario.

- 9. **Weather:** Players may use the *Series* Weather rules or the Beer & Pretzels rules below for determining the weather conditions. Nevertheless, there is never any mud, nor warm weather, in this scenario. The weather on the first game turn is snow and overcast.

A. Beer & Pretzels Weather Conditions:

The weather is always cold. After the first game turn a die-roll is made to determine the weather conditions.

Die-Roll	Result
1	frost/clear
2-5	snow/clear
6-8	snow/overcast
9-10	arctic weather

Remember, German proficiencies will tend to fall during arctic weather, and some Soviet units will increase theirs.

10. Special:

Remember that there are off map RR linkages on the eastern map-edge that are all connected to Moscow.

11. Victory:

Victory in this scenario is pretty straightforward: the Soviets must either take Rzhev or cut it off from supply. Kalinin is worthless to the German player because there was no way the Germans were going to hold it, given what was happening to 3rd and 4th Pz Groups a little to the south. If the Germans hold Rzhev at the end of the scenario and a supply line can be traced from there to Smolensk, the Germans win a Marginal Victory. If the Soviets hold Rzhev, and can trace a general supply line, they are awarded a decisive victory. If they hold Rzhev but cannot trace a general supply line from it, they receive a marginal victory. Any other result is a draw.

20.54 SCENARIO D

The Counterstroke

This scenario combines the previous three scenarios in this group, to give players the entire scope of the first phase of the Soviet counterstroke around Moscow. Be forewarned, it's a big one. Ideally, this scenario should be played with all of the *Series* rules and Exclusive rules. The Beer & Pretzels rules really don't allow the situation to develop with the same excitement or desperation.

The immediate goal of the West Front forces was the destruction of German armored Spearheads. About halfway to seeing this goal realized, Stalin started to develop an even more grandiose plan—the destruction of all of Army Group Center, with the eventual liberation of Smolensk. Time would show that Stalin's intentions were premature and that he had overreached the more limited goals that Zhukov had in mind for this December attack.

- 1. **Duration:** December 5/6 to December 21/22 (9 turns) The weather on the first turn is arctic.

- 2. **Map Area:** All Maps; use the entire playing area on all three maps.

- The Germans deploy first.

3. Units

German: Set up all units that are listed for the 5-12-41 Setup. All listed CSPs and RREPs and EPs (engineer points) are also taken.

Soviet: Same as the Germans above.

4. Beer & Pretzels RR Movement

German: Railheads may not be moved. The Germans may move one divisional equivalent per turn. This unit may not move on any rails east of a line formed by Vyazma-Bryansk.

Soviet: The Soviets may move 4 divisional equivalents per turn along friendly RR lines. Do not use RR sectors, etc. The RR capacity of single and double track rail lines is still in effect (two and six divisional equivalents respectively).

5. Supply:

All units are in supply on the first game turn. No CSPs are required or necessary during this turn. After turn #1, the Germans must use the normal Supply rules, but they trace to Smolensk as if the Army Group H.Q. were located there. The Soviet player may trace his supply either to Moscow or to any friendly city connected by double rail lines to the eastern map-edge or Moscow. Both sides start with the number of CPSs listed on the *Setup Chart* for appropriate H.Q.s in December. The Soviets too must use the normal Supply rules for the purposes of general supply after turn #1.

- 6. **Replacements:** Both sides may take replacements that are due them because of returns (these are based on step losses that are tracked during play).

- Replacements are received as explained in the *Series* and Exclusive rules, using the *Replacement Tables*.

7. Reinforcements:

Take all reinforcements, using the rules listed in the Exclusive booklet and the *Series* rules. If the Soviet player is using the Beer & Pretzels RR rules, he may take two divisional equivalents out of the reinforcement pool for every one divisional equivalent he does not RR move during his turn.

- 8. **Air:** Players must use the *Series* Air rules in this scenario. Take the Air H.Q.s that are listed in the December *Setup Charts*.

- 9. **Weather:** Players may use the *Series* Weather rules or the Beer & Pretzels rules below for determining the weather conditions. There is never any mud, nor warm weather in December. Weather on the first turn is Arctic.

► **Beer & Pretzels Weather Conditions:**

The weather is always cold. After the first game turn a die-roll is made to determine the weather conditions.

Die-Roll	Result
1	frost/clear
2-5	snow/clear
6-8	snow/overcast
9-10	arctic weather

Remember, German proficiencies will tend to fall during arctic weather, and some Soviet units will increase theirs.

10. Special: Remember that there are off map RR linkages on the eastern map edge that are all connected to Moscow.

11. Victory:

There are some geographical victory conditions for this scenario; but the name of the game is mainly kill or be killed. Count the number of steps lost by each side and compare the totals so as to arrive at a ratio of Soviet losses to German losses. All motor/mech steps are counted as two losses for victory purposes. Use the following schedule to determine the winner at the end of the scenario.

Loss Ratio Soviet:German	Winner and Level of Victory
4 to 1	German Incredible
3 to 1	German Decisive
2 to 1	German Marginal
3 to 2	Draw
1 to 1	Soviet Marginal
2 to 3	Soviet Decisive
1 to 2	Soviet Incredible

► The possession of any of the following locations shifts the level of victory the indicated number of levels.*

One Level:

Zitshevka (3729A)

Volokolamsk (3915A)

Staryza (2920A)

Solnechnogorsk (4108A)

Ruza (4616A)

Vereya (1223B)

Dorokhvo (1030B)

Tyoploye (4320B)

Yefremov (5219B)

Belev (3531B)

Plavskoye (4123B)

Kaluga (2526B)

Yelets (6118C)

Livny (6127C)

Maloyaroslavets (1822B)

Mtsensk (4530B)

Two Levels

Rzhev (3026A)

Vyazma (4633A)

Orel (4703C)

Kalinin (2711A)

Kursk

* All of the shifts for these locations are cumulative.

20.6 SCENARIO GROUP IV

The Fanatical Resistance

By the end of December, new opportunities and dangers were apparent for both the Germans and the Soviets. After nearly a month of wild fighting, the Germans everywhere were desperately attempting to adhere to Hitler's no retreat orders, while Soviet spearheads continued to enlarge the holes in the German lines for further exploitation. At this point Stalin became overambitious and intervened to redirect Zhukov's attacks. Rather than concentrate the Soviet armies in the area of Vyazma to destroy 4th Army, 4th Pz Army, and 3rd Pz Army, as Zhukov wanted, Stalin set his sights on nothing less than the destruction of both Army Group North and Army Group Center; Smolensk, Vyazma, Bryansk, and Veliki Luki were all to be retaken. The net effect of this goal was to push the dwindling Soviet attack echelons into wider expanding circles that only served to diminish their striking power at a time when German strength and combat readiness was starting to recover.

20.61 SCENARIO A

Take Toropets and You May Eat!

On the Northern Front of Army Group Center stood the 9th Army. Since the December attacks against it by Kalinin Front, the army had been forced to fall back on Rzhev as Soviet assault armies drove it and its neighbors backwards. Koniev maneuvered his 39th and 29th

armies west of Rzhev to effect a breakthrough that might reach Vyazma. If Vyazma fell, then most of the armies of Army Group Center would be bagged by the Soviet hook and without supply. But Stalin had an even bigger surprise waiting for the Germans: the 3rd and 4th Shock armies were waiting to erupt from the area of Lake Seliger (hex 1230A) to push against Veliki Luki and Smolensk itself. In General Yermolenko's 4th Shock Army, the situation was not completely ideal. The supplies for his army were perilously low—even before the attack began. When his was mentioned by him to his superiors he was told that his men would be supplied by the huge German supply dumps at Toropets, after they took it! This is what he told the commanders of his first assault echelons.

1. Duration: January 6/7 to January 24/25 (10 turns).

2. Map Area: 1 Map: Map A west of hexrow xx22 and north of hexrow 4700; the area north of the Volga (2821A-2716A) and west of the map crease at 2313A is also in play.

► The Germans deploy first. After the German player has set up his units according to the hex numbers provided, he may break units down into Kampfgruppen to fill the holes in his lines. The Soviet player sets up after this is done.

► The area that was designated as being in Army Group North's area of responsibility is out of play until 3rd and 4th Shock armies are activated. This area is comprised of all hexes north of the 1500 hexrow and west of the xx33 hexrow.

3. Units

German: All units of the 9th Army except for the 86th, 162nd, 129th, 161st, and 110th Infantry divisions, and the 561st AtBn. The Germans also place the VIII FK Air H.Q. at Vyazma with one Air Sector Marker available to it. Assigned to the VIII FK is one fighter, one ground attack, one bomber and one transport—all operational; additionally, one more bomber and one more ground attack type aircraft are assigned but are non-operational.

Soviet: 22nd Army, 29th Army, 39th Army, 3rd Shock Army, and 4th Shock Army. The Kalinin Front H.Q. is placed in Torzhok (2117A) at full strength. The Kalinin Front Air H.Q.

is placed at Vishny Volochek (1218A). It has two fighter aircraft, two ground attack aircraft, one bomber aircraft, and two transport aircraft assigned to it that are operational. There are also one additional fighter and bomber assigned that are non-operational.

4. Beer & Pretzels RR Movement:

German: The Germans may move up to one divisional equivalent between hex 4253A and 4633A, or between 1453A and 1738A. Railheads may not be moved.

Soviet: The Soviets may move two divisional equivalents per turn along friendly RR lines. Do not use RR sectors, etc. The RR capacity of single and double track rail lines is still in effect (two and six divisional equivalents respectively). The Soviets may not use rail lines that did not begin the scenario under their control.

5. Supply:

All units are in supply on the first game turn. CSPs are not required or necessary during this turn. Soviet artillery may barrage without expending CSPs on any two turns of the Soviet player's choice. These turns do not have to be consecutive. Both sides start with the number of CSPs listed on the Setup Chart for appropriate H.Q.s in January.

German: After turn one, the Germans must use the normal Supply rules, and they trace to Smolensk as if the Army Group H.Q. were located there. The rail line at hex 1453A is considered linked by double track lines to the rail line at hex 4352A. The distance between these two hexes is 35 hexes.

► For this scenario only:

Any German unit within three hexes of Rzhev is always in general supply for defensive purposes. This does not include supply for barraging artillery units. Additionally, the towns of Veliki Luki (1453A), Velizh (2853A), and Demidov (3453A) can be used as sources of general supply by any German units that are able to trace a path using roads or railroads that is free of enemy units and/or ZOCs. This path may not be longer than five hexes.

Soviet: The Soviet player may trace his supply to Vishny Volochek or any friendly city connected by double rail

lines to the northern map edge. The 3rd and 4th Shock armies are considered under the command of Northwest Front. The Northwest Front's H.Q. is considered to be off-map just above the north map edge of Map A. The distance to the H.Q. from hex 1023A is 20 hexes. Soviet players may use the double track rail line that leaves from hex 1023A to connect with the off-map H.Q. Northwest Front will generate two CSPs per turn that can only be used by either 3rd or 4th Shock Army. The rail line at 1023A is also considered to be connected by double track rail line to the rail in hex 1018A. the distance between the two lines is 15 hexes.

► The Kalinin Front may trace off the map edge by rail north of Vishny Volochek. There is a supply source for CSPs considered to be 45 hexes from the map edge at 1018A. 1018A is connected to 1010A by a single rail line with an off-map length of 15 hexes. 1601A is connected to 4501A by a single rail line that is 50 hexes in length. These linkages apply to all scenarios.

► The Soviets may also capture supply from the German dumps that were historically located at Toropets (1745A). If, by the end of turn #5, the Soviets have occupied Toropets, they may place 6 CSPs in that hex for later use by Soviet H.Q.s. If the Soviets take Toropets after turn #5, they receive 3 CSPs (the Germans have managed to move or destroy some of the dumps there).

6. Replacements: Both sides may take replacements that are due them because of returns (these are based on step losses that are tracked during play).

► The German player may receive replacements from the *Replacement Table* during this scenario. For this scenario only, the Soviet player receives 1 infantry replacement step per turn and one armor step every other turn. These steps are received in lieu of those from the *Replacement Tables*.

7. Reinforcements

German: The Germans receive Infantry Kampfgruppen A, B, C, D and E. They enter from any hexes on the xx53 row. A, B, and C enter play on their 2-3-5 sides, D and E enter as 1-2-5s. KG

E enter on turn #4 (January 12/13); KG D and A enter on turn #5; KG B, C, and D enter on turn #6. On turn #4, the Germans receive the remnants of 1st Pz Division that enter at hex 3522A. The Pz regiment is not received, and the other two regiments have each lost one step.

► The Germans also get the 12th Pz Division, any one Pz Korps H.Q. at half strength, and 36th Mot Division from hex 1049A if the Soviets do not exit at least 6 non-artillery units from 3rd Shock Army off the north edge of the map between hex 1034A and 1047A inclusive. The Soviet units must exit by the end of turn #6 (January 16/17. If the Germans receive these units, they may trace supply throughout the scenario from hex 1049A or 1453A. One CSP per turn is available to the Pz Korps H.Q. if it can trace a path of hexes no longer than 6 hexes to either hex 1049A or 1453A. The 12th Pz Division is considered to have lost four steps (German choice) and the 36th Motorized two step losses.

► The Germans also receive the 330th Infantry Division (minus one step) on January 20/21 from the west edge (KG D is part of this division). On January 18/19, the DR SS Mot Division (two regiments with one step loss each) is received 3522A. On January 20/21 the 306th Infantry Division (minus one step, KG E is part of this division) enters play from the west edge of the map.

Soviet: There are no Soviet reinforcements in this scenario. The Soviets should try to exit units from the 3rd Shock Army off the northern map edge (see above.)

8. Beer & Pretzels Air: The Soviets receive three air missions per turn. The missions may be either air-to-ground support or air transport of supply. The air mission strength for the Soviet is 6. The Germans receive two air missions per turn until turn #5 (January 14/15) when they start to receive three. The German air mission strength is 4. Do not use the Air Sector Markers. The missions may be flown anywhere in the playing area. The German air missions are resolved using the "C" rating, Soviets use "D."

9. Weather: Players may use the *Series Weather* rules or the Beer & Pretzels

rules for determining the weather conditions. Nevertheless, there is never any mud, nor warm weather in this scenario. The weather on the first game turn is snow and clear.

A. Beer & Pretzels Weather Conditions

The weather is always cold. After the first game turn a die-roll is made to determine the weather conditions.

Die-Roll	Result
1-5	snow/clear
6-9	snow/overcast
10	arctic weather

Remember, German proficiencies will tend to fall during arctic weather, and some Soviet units will increase theirs.

10. Special:

The hedgehog rules are in effect for the purposes of German defenders in towns. There are no attack penalties due to this rule for the Germans. Note: the time period for the usual penalty elapsed in December.

- The 3rd and 4th Shock armies are inactive until turn #2 of this scenario. While inactive, they may not move, attack, or barrage. These units may defend normally. If the German player attacks any unit of these armies, both armies are immediately activated, freeing them from the restrictions of being inactive.

11. Victory:

Victory in this scenario is largely based upon control of geographic locations that are in supply at the end of the scenario. Victory points are awarded only to the Soviet player according to the VP schedule listed for towns and cities on the *Master Victory Point Location Table*. Only those locations that are within the area of play can be counted for victory points, and only if those locations start within German control. To receive the victory points associated with a town or city, the Soviets must have been the last to either occupy or move through the hex containing that town or city with units friendly to his side. In addition, he must be able to trace a general supply path from that hex.

- At the end of the scenario, the Soviet player compares his victory point total with those listed below to determine who won.

Soviet VP Total	Winner and Level of Victory
15-19	Soviet Incredible
11-14	Soviet Decisive
6-10	Soviet Marginal
4-5	Draw
3	German Marginal
2	German Decisive
1	German Incredible (How in the world????!)

20.62 SCENARIO B

Sukinichi Must Be Held!

By the beginning of January, most of the southern flank of Army Group Center had been stabilized. The Soviet 3rd, 13th, 40th, and 61st armies of Bryansk and Southwest Front had burned themselves out in an attempt to retake Orel and Kursk. The thin German line in this area would be able to hold out. Further north, however, the story was different. Here, the Axis line had been rent open with almost no German units in the area strong enough to form a cohesive line. 2nd Pz Army could barely hold on to Orel and Bryansk. With this sector of the front acting as the right bulwark to AGC's inwards, it was crucial to the Germans that the Soviet Offensive be halted. Newly arrived from France was part of the 216th Infantry Division under General Von Gilsa. Positioned in the town of Sukinichi it had to be a rock upon which the 49th, 50th, and 61st Soviet armies would dash themselves. If it fell, the center of AGC's precarious line would give way to the units of Zhukov's West Front.

1. Duration: Exactly the same as Scenario A, Group IV

2. Map Area: 2 Maps: Map B & C; south of row 1600B and west of row xx21B; all of Map C.

3. Units

German: All units of the 4th Army, 2nd Pz Army, and 2nd Army. Army Group Center H.Q. is considered in Smolensk, which is 8 hexes by single track rail line from hex 1018C. The Germans also get the VIII FK H.Q. which is considered to be located at Vyazma (3 hexes from 1003C off of the north map edge of Map C). For this scenario, the VIII FK is consid-

ered to possess one operational fighter, one operational bomber, and two operational ground attack. There are also two operational transports.

Soviet: 43rd Army, 49th Army 50th Army, 33rd Army, 13th Army, 3rd Army, 61st Army, and 10th Army. The Bryansk Front H.Q. is placed at Yefremov (5219B) at full strength. The Bryansk Front Air H.Q. is placed at Yelets (6118B). It has one fighter aircraft, one ground attack aircraft, one bomber aircraft, and one transport aircraft assigned to it that are operational. The Western Front H.Q. is placed in any hex of Moscow with two fighter aircraft, three ground attack aircraft, two bomber aircraft, and two transport aircraft assigned to it that are operational. All of the Bryansk Front Reserves are placed on the map. West Front place the 6th Armored Train, 533rd AT regiment, 540/551 AT regiments, 528th Artillery regiment, and 35th Tank Bn units from the West Front Reserves on the map. The 1st Gd Cavalry Corps is also in play (2432B).

4. Beer & Pretzels RR Movement

German: The Germans may move up to one divisional equivalent from any hex on the west edge of the map to or between Kirov (2411C), Bryansk (3715C), or Kursk (6608C).

Soviets: The Soviets may move two divisional equivalents along any rail lines that started the scenario under their control and that were not converted by German rail repairheads. The Soviets may advance their own Railhead Markers one hex per turn.

5. Supply: All units are in supply on the first game turn. CSPs are not required or necessary during this turn. Soviet artillery may barrage without expending CSPs on any one turn of the Soviet player's choice. Both sides start with the number of CSPs listed on the *Setup Chart* for appropriate H.Q.s in January.

German: after turn #1, the Germans must use the normal Supply rules, and the trace to Roslaul (2023C) or Unetska (3631C) as if the Army Group H.Q. were located there.

- For this scenario only: Any German unit within three hexes of Bryansk (3715C) is always in general supply for defensive purposes. This does not

include supply for barraging artillery units.

Soviet: The Soviet player may trace his supply to Moscow or any friendly city connected by double rail lines to the eastern map edge. 40th Army is considered under the command of Southwest Front. This Front's H.Q. is considered to be off-map just below the south map edge of Maps B & C, east of any German unit within one hex of the South map edge that is in general supply. The distance to the H.Q. from an edge is 15 hexes.

6. Replacements: Both sides may take replacements that are due them because of returns (these are based on step losses that are tracked during play).

- The German player may receive replacements from the *Replacement Table* during this scenario.
- For this scenario only—the Soviet player receives one infantry replacement step per turn and one armor step every other turn. These steps are received in lieu of those from the *Replacement Tables*.

7. Reinforcements

German: The Germans receive 2 Infantry Kampfgruppen labeled A. Both come in as 2-3-5s. One is received at 1933C entrained on turn #7 (January 18/19), and the other arrives at the same location on turn #9 (January 22/23). Both are originally part of the 208th Infantry Division arriving from France.

Soviet: There are no Soviet reinforcements in this scenario.

8. Beer & Pretzels Air

The Soviets receive four air missions per turn. The missions may be air-to-ground support or air transport of supply. The air mission strength for the Soviets is 6. The Germans receive two air missions per turn until turn #4 (January 12/13) when they start to receive four. The German air mission strength is 4. Do not use the Air Sector Markers. The missions may be flown anywhere in the playing area. The German air missions are resolved using the "C" rating, the Soviets use "D."

9. Weather: Players may use the *Series Weather* rules or the Beer & Pretzels rules for determining the weather con-

ditions. Nevertheless, there is never any mud, nor war weather in this scenario. The weather on the first game turn is snow and clear.

A. Beer & Pretzels Weather Conditions

The weather is always cold. After the first game turn a die-roll is made to determine the weather conditions.

Die-Roll	Result
1-5	snow/clear
6-9	snow/overcast
10	arctic weather

Remember, German proficiencies will tend to fall during arctic weather, and some Soviet units will increase theirs.

10. Special: The hedgehog rules are in effect for the purposes of German defenders in towns. There are no attack penalties due to this rule for the Germans. Note: the time period for the usual penalty elapsed in December.

- The 43rd, 49th, and 50th armies are inactive until turn #2 of this scenario. While inactive, they may not move, attack or barrage. These units may defend normally. If the German player attacks any unit of these armies, both armies are immediately activated, freeing them from the restrictions of being inactive.

11. Victory:

Victory in this scenario is largely based upon control of geographic locations that are in supply at the end of the scenario. Victory points are awarded only to the Soviet player according to the VP schedule listed for towns and cities on the *Master Victory Point Location Table*. Additionally, the towns listed below are also worth victory points to the Soviet player. Only those locations that are within the area of play can be counted for victory points, and only if those locations started within German control. To receive the VPs associated with a town or city, the Soviets must have been the last to either occupy or move through the hex containing that town or city with units friendly to his side. In addition, he must be able to trace a general supply path from that hex.

- At the end of the scenario, the Soviet player compares his victory point total with those listed below to determine who won.

Soviet VP Total	Winner and Level of Victory
14-17	Soviet Incredible
9-13	Soviet Decisive
6-8	Soviet Marginal
4-5	Draw
2-3	German Marginal
1	German Decisive
0	German Incredible (How in the world????!)

Additional Soviet VP Towns:

Sukinichi (2703C)	1
Kirov (2411C)	1
Yelnia (1217C)	1
Lgov (6317C)	1
Vorozha (6629C)	2
SpasDemensk (1811C)	1

20.63 SCENARIO C

The Hitler Line

Even as he concentrated on stoving in the flanks of Army Group Center near Toropets and Sukinichi, Stalin did not ignore its center. Indeed, without a breakthrough by the central armies of Western Front towards Vyazma, around which the interior of AGC was to be destroyed, the advances on the flank would eventually be superfluous. To this end, he ordered Zhukov to throw his 1st Shock, 16th, 20th, 5th, 31st, and 30th armies directly at the line that the German 3rd Pz, 4th Pz, and 9th armies had retreated to on the line Nara R.-Ruza-Lama R. The goal was to continue pushing these armies back until another hole could be blasted through in directly towards Vyazma. But the Germans were regaining their strength at the same time that Soviet offensive power was starting to slip away. The German positions along these river lines became veritable fortresses in which only overwhelming strength could dislodge the defender—and this strength the Soviets were losing. German supplies began to reach the forward positions with more regularity, while those of the ever-advancing Soviets became scarcer and scarcer. Still, the catastrophes of December left enough opportunities for the Soviets to try to crack the German center one more time.

1. Duration: Exactly the same as Scenario B, Group IV.

2. Map Area: Map A: North of 4800A, south and/or east of the line of hexes 3021A-3322A-3327A-4533A-4835A (inclusive). Units that are retreated outside of this area are not considered destroyed, but may not reenter the area of play. German reinforcements that enter on the west map edge out of the area of play may move until they reach it, at which time they may function like any other active unit.

3. Units

German: All units of the 4th Pz Army with these assets: 133 Flak (-1), 788 Artillery Regiment, 513 MotEng Regiment (-1), H.Q. (-1) at Gzhatsk (4426A). All units of the 3rd Pz Army. H.Q. (-1) at 3522A.

9th Army: 86th, 162nd, 129th, 161st, 110th, and the 6th Infantry divisions. Place the divisions in hexes according to the January setups, except for the 6th Infantry Division. Place this unit in hex 3121A for this scenario. The 561 AT Bn may be placed with any division.

► For this scenario, the VIII FK is considered to possess one operational fighter, two operational bombers, and two operational ground attack. There are also two operational transports.

Soviet: 5th Army, 16th Army, 20th Army, 1 Shock Army, 30th Army, and 31st armies. All are considered attached to West Front, whose H.Q. is located in Klin (3809A). All of the units that are listed as West Front Reserves in January are placed in Moscow. The Soviet player may activate any two units per turn and use them normally.

4. Beer & Pretzels RR Movement

German: The Germans may move up to one divisional equivalent from any hex on the west edge of the map to or between Gzhatsk (4426A) per turn.

Soviet: The Soviets may move two divisional equivalents along any rail lines that started the scenario under their control and that were not converted by German rail repairheads. The Soviets may advance their own Railhead Markers one hex per turn.

5. Supply: All units are in supply on the first game turn. CSPs are not required or necessary during this turn. Soviet artillery may barrage without expend-

ing CSPs on any two turns of the Soviet player's choice. These turns do not have to occur back-to-back. Both sides start with the number of CSPs listed on the *Setup Chart* for appropriate H.Q.s in January.

German: After turn one, the Germans must use the normal Supply rules, and they trace to Smolensk as if the Army Group H.Q. were located there.

► For this scenario only: Any German unit within three hexes of Vyazma (4633A) is always in general supply for defensive purposes. This does not include supply for barraging artillery units. The Germans may use the RR line from Subzov to 3126A to Vyazma for supply purposes—even though part of this area is out of play.

Soviet: The Soviet player may trace his supply to Moscow or to any friendly city connected by double rail lines to the eastern map edge.

6. Replacements: Both sides may take replacements that are due them because of returns (these are based on step losses that are tracked during play).

► The German player may receive replacements from the *Replacement Table* during this scenario. For this scenario only, the Soviet player receives 1 infantry replacement step per turn and one armor step every other turn. These steps are received in lieu of those from the *Replacement Tables*.

7. Reinforcements

German: The Germans receive 1 Infantry Kampfgruppe labeled A. It arrives as a 2-3-5 at 4253A entrained on turn #6 (January 16/17). It is originally part of the 328th Infantry Division arriving from France. On turn #4 (January 12/13 the 2+3 Ski unit arrives at full strength at hex 4253A.

Soviet: There are no Soviet reinforcements in this scenario. On turn #7 the Soviet player must check to see if 1st Shock Army is withdrawn. Roll one die; if the result is 1-5, it leaves. Keep rolling until the end of the scenario, but add +2 to the die-roll for each turn after turn #7—the modifiers are cumulative. If 1st Shock leaves, the H.Q. is removed, along with at least 3 rifle divisions containing at least four steps (they must be within six hexes of the H.Q. if possible) and 3 rifle brigades.

8. Beer & Pretzels Air: The Soviets receive five air missions per turn. The missions may be either air-to-ground support or air transport of supply. The air mission strength for the Soviets is 6. The Germans receive two air missions per turn until turn #4 (January 12/13) when they start to receive six. The German air mission strength is four. Do not use the Air Sector Markers. The missions may be flown anywhere in the playing area. The German air missions are resolved using the "C" rating, the Soviets use "D."

► If players wish to use the regular Air rules, set up the West Front Air H.Q. and the VIII FK Air H.Q. Each gets one Air Sector Marker and the number of airplanes shown on the *Setup Chart*.

9. Weather: Players may use the *Series Weather* rules or the Beer & Pretzels rules for determining the weather conditions. Nevertheless, there is never any mud, nor warm weather in this scenario. The weather on the first game turn is snow and clear.

A. Beer & Pretzels Weather Conditions:

The weather is always cold. After the first game turn a die-roll is made to determine the weather conditions.

Die-Roll	Result
1-5	snow/clear
6-9	snow/overcast
10	arctic weather

Remember, German proficiencies will tend to fall during arctic weather, and some Soviet units will increase theirs.

10. Special: The hedgehog rules are in effect for the purposes of German defenders in towns. There are no attack penalties due to this rule for the Germans. Note: the time period for the usual penalty elapsed in December.

► The Soviets may perform air drops in this scenario. The Soviet player sets up the 8th, 204th, and 250th Airborne Brigades in Moscow (actually, they flew out of Kaluga!). If using the normal Air rules, use the Air Drop rules included in that section. If using the Beer & Pretzels Air rules use the following:

► The Soviets must fly one mission each time they wish to drop an airborne

brigade. No more than one unit may be dropped per turn. The target hex must be clear terrain without any towns or cities, and it must be within five hexes of 4825A. Roll one die for each drop.

DR	Result
1-3	the unit lands successfully
4-7	the unit is returned to base and may drop in a later turn
8-10	the unit is destroyed

- If the unit lands safely, roll to check for scatter:

1-4	the unit lands in the target hex
5	the unit lands in the hex immediately to the east of the target hex
6	the unit lands in the hex to the southeast of the target hex

... and so on until 10.

The unit may not move the turn it lands. If the unit lands in a non-clear hex, it may not move for two turns. If the unit lands in a hex containing an enemy unit, it must immediately attack that unit. If it cannot retreat the enemy unit, it is itself destroyed. Airborne units can never exert any kind of ZOC after they have landed, until they can trace general supply again through normal overland supply. Until they trace such a path, they are always in general supply for defensive purposes. They are also in supply on the turn that they drop.

11. Victory

The determination of the winner in this scenario centers around the control of five particular hexes within the scenario playing area. The tricky thing in this scenario is that players won't know the actual value of each hex in terms of victory until after the last game turn. This represents the shifting objectives given to commanders by both Stalin and Hitler, and the varying fortunes of other forces on the flanks. A player can only hope to take or hold as many of these locations as possible and pray for the best.

Each hex is assigned a base value, which may be modified at the end of the scenario. The base values are:

Subzov (3325A)	1
Zitshevka (3729A)	1
Novoduginskaya (4031A)	1
Gzhatsk (4426A)	2
Vyazma (4633A)	3

When the final game turn of the scenario is completed, a single ten-sided die is rolled (it doesn't matter who rolls).

DR	Result
1-3	use the values listed with each objective
4-4	the values for Zitshevka and Subzov are doubled
6-7	double Gzhatsk and Novoduginskaya
8-9	Zitshevka and Novoduginskaya are doubled and Vyazma is worth 4 instead of 3
10	Vyazma and Gzhatsk are both reduced by 1 point

In addition, if a player cannot demonstrate that he has a line of unbroken ZOCs or units (based upon clear weather) from the north edge of the playing area to the south edge, then his opponent is awarded 1 point. Note that both players could fail to have such a line, cancelling out each other's benefit.

- The player with the most points after the die-roll has been made wins.

20.64 SCENARIO D

In the Footsteps of Napoleon the Shadow Figures Falter ...

This scenario, like Scenario D in the other three scenario groups, combines the previous three scenarios in Group IV into one large scenario. It is suggested that players use the *Series* rules even if there are Beer & Pretzels rules listed for this scenario.

It was at this juncture that Stalin altered the original goals of Zhukov's plan to destroy the forward armies of Army Group Center. In retrospect, it is easy to see that the new objectives of the first Soviet counteroffensive were too ambitious. Stalin simply did not have enough

fresh formations, nor the supply they required, to destroy the whole of AGC. As he decided on emphasizing new sectors to attack from, Stalin was forced to redistribute existing armies, instead of deploying new ones during mid-January. Practically every rational dictum of warfare was ignored by the supreme Soviet military commander, as he grasped at a fleeting decisive victory made more real by the intoxication of the Red Army's December successes.

- 1. Duration:** Exactly the same as Scenario A, Group IV.

- 2. Map Area:** 3 Maps: all maps are used and every hex on them is in play.

- 3. Units:** All units listed for the January scenarios on both sides are used.

4. Beer & Pretzels RR Movement

German: The Germans may move up to two divisional equivalents from any hex on the west edge of the map to or between Kirov (2411C), Bryansk (3715C), Kursk (6608C), Andreapol (1738A) or Vyazma (4633A). No more than one divisional equivalent may be moved on the same map.

Soviets: The Soviets may move six divisional equivalents along any rail lines that started the scenario under their control and that were not converted by German rail repairheads. The Soviets may advance their own Railhead Markers one hex per turn. The Soviets may not move more than four divisional equivalents on the same map.

- 5. Supply:** All units are in supply on the first game turn. CSPs are not required or necessary during this turn. Soviet artillery may barrage without expending CSPs on any one turn of the Soviet player's choice. Both sides start with the number of CSPs listed on the *Setup Chart* for appropriate H.Q.s in January.

After turn #1, both sides must use the normal Supply rules.

- 6. Replacements:** Both sides may take replacements that are due them because of returns (these are based on step losses that are tracked during play). Both sides use the normal rules for taking replacements from the *Replacement Table*.

- 7. Reinforcements:** Both sides use the normal rules listed in the Scenario Exclusive rules and the Basic rules.

Reinforcements that are received may be committed in any manner that the owning player wishes.

8. Beer & Pretzels Air: There are no Beer & Pretzels Air rules for this scenario, per se. If players wish, they may combine the B&P rules from the previous three scenarios in this group to arrive at some approximation for this scenario. Otherwise, use the *Series* rules.

9. Weather: Players may use the *Series* Weather rules or the Beer & Pretzels rules for determining the weather conditions. Nevertheless, there is never any mud, nor warm weather in this scenario. The weather on the first game turn is snow and clear. Players should use the Weather Line rules and determine weather for each of the two weather sectors (North and South).

A. Beer & Pretzels Weather Conditions:

The weather is always cold. After the first game turn a die-roll is made to determine the weather conditions.

Die-Roll	Result
1-5	snow/clear
6-9	snow/overcast
10	arctic weather

Remember, German proficiencies will tend to fall during arctic weather, and some Soviet units will increase theirs.

10. Special

- The hedgehog rules are in effect for the purposes of German defenders in towns. There are no attack penalties due to this rule for the Germans. Note: the time period for the usual penalty elapsed in December.
- The 43rd, 49th, and 50th armies are inactive until turn #2 of this scenario. While inactive, they may not move, attack, or barrage. These units may defend normally. The same applies to the 3rd and 4th Shock armies. If the German player attacks any unit of these armies, both armies are immediately activated, freeing them from the restrictions of being inactive.
- Air Drop:** Use the rules from Scenario C, Group IV if also using some form of B&P Air rules for this scenario.
- Optional Deployment of 3rd and 4th Shock Armies:** The Soviet player may

choose to commit one or both of these armies in a location different from the historical setup. There is no reason why Stalin or Zhukov could not have deployed them elsewhere secretly. However, if at least one of these armies does not exit off the north edge per the rules of Scenario A in this grouping, the Germans may bring in the listed variable reinforcements.

- At the start of the scenario, before the German player sets up, the Soviet player writes down the location of the Army's H.Q. The attached units may then be placed on the map anywhere within two hexes during the Soviet player-turn on turn #1. The Soviet player may keep the army in STAVKA Reserve and not be forced to show the German player where it has been deployed.

11. Victory

Victory in this scenario is largely based upon control of geographic locations that are in supply at the end of the scenario. Victory points are awarded to the Soviet player according to the VP schedule listed for towns and cities on the *Master Victory Point Location Table*. Only those locations that are within the area of play can be counted for victory points, and only if those locations started within German control. To receive the victory points associated with a town or city, the Soviets must have been the last to either occupy or move through the hex containing that town or city with units friendly to his side. In addition, he must be able to trace a general supply path from that hex.

At the end of the scenario, the Soviet player compares his VP total with those listed below to determine who won.

Soviet VP Total	Winner and Level of Victory
30+	Soviet Incredible
20-29	Soviet Decisive
12-19	Soviet Marginal
6-11	Draw
4-5	German Marginal
1-3	German Decisive
0	German Incredible (How in the world????!)

Additional Soviet VP Towns:

Sukinichi (2703C)	1
Kirov (2411C)	1
Yelnia (1217C)	1
Lgov (6317C)	1
Vorozha (6629C)	2
SpasDemensk (1811C)	1

21.0 PLAYERS' NOTES

Notes on a game this big would take forever. Instead of something approaching the length of the Bible, I'll just throw out a few quick comments and allow players to discover most of the wicked surprises in this game themselves.

EARLY PERIOD OF TYPHOON

- Start of October to November 1 (or the onset of mud)

Germans

The German player must attack, move, attack, move, and keep doing so while the weather is still good. This is the best time to put yourself in position to cut off Moscow or even take part of it. Soviet reserves are only just arriving and the Axis Pz/mech formations will never be stronger. The German player will constantly be forced to face the dilemma of moving two panzer divisions together for a more effective overrun, or moving them singly to allow faster movement. Another problem for the German player is what to do with surrounded pockets of Soviets. They will have to be dealt with sooner or later.

Guderian's thrust in the South can move the fastest, but it also has the longest distance to go to any real strategic locations. And supplying him way out there will be a German nightmare. The northern shoulder does have to be secured, and capturing Kalinin is one of the best ways to do it, but a good Soviet player may not let this happen. The key to real success is to drive relentlessly along the motor highway in the center of operations. This will force the Soviet player to keep committing units in the center to save Moscow from direct attack. Soviet units will be easier to kill in the center than on the flanks, due to the German supply situation and the relative strengths of the forces there. And Soviet units sent to the center will not be available to bolster the flanks, enabling the Germans there to move quicker.

German air power must be applied in support of the spearheads. Use it to enhance overruns and remove stubborn roadblocks. It should not be used in a siege-like fashion to liquidate pockets, at least not while the spearheads are still maneuvering forward. Get used to the fact that the German player will not be able to attain air superiority on all parts of the front.

The tricky part of the campaign game is knowing whether to halt for the winter on a defensible line or keep pushing forward in the hopes of a breakthrough. If pressure is not continuously applied early and throughout most of November, the Soviets may grow so strong as to be able to penetrate any winter line, no matter how strong and no matter its location. Remember, the weather will greatly favor the enemy in December and January.

Soviets

The Soviet player must hold on for dear life in this period. Things will go from bad to worse. You can expect to lose at least 40 divisions! But the Soviets must delay and inflict losses upon the German mechanized spearheads. Running away most of the time will not do. Holding key crossroads and intersections is vital. Do not be too alarmed about the Vyazma and Bryansk pockets that will almost always be formed. It will take time for the German player to reduce them! The Soviets should try to preserve their good armor units and specialists—especially the heavy artillery units. Do not worry too much about the regular artillery regiments—you will receive a ton of them later. Try to use your cavalry units as screens when they are in woods, forest and swamp. Never leave them in clear terrain, vulnerable to enemy armor!

On the flanks, the Soviets should content themselves with keeping the German advance from being too spectacular. The Germans will make progress however. In the Center, it is a different story. Give ground up as though you were a Tasmanian Devil. Germans must die in reasonable numbers before you can give up too much ground here. The last thing you want is for frost to hit with the Germans only three or four hexes away from Moscow!

The Soviets will have the opportunity in places to achieve some degree of air superiority. Don't do it early! It can only

be done by not going up against the Luftwaffe, and this means a Luftwaffe that will always operate with an A rating! That will be deadly when the panzers start their romp.

The Soviets must try to build up reserves *immediately behind* the threatened sectors of the line, for if you place reserves too deeply behind the lines you won't be able to stop sudden German breakthroughs.

Soviets should form hunter-killer groups out of their few good divisions, attaching good tank brigades to them, and giving them good artillery support. If these units can locate German spearheads of armor and attain reasonable odds (at least 2 to 1) then they should attack! Use infantry with AT units in woods hexes that are along the axis of advance.

The Soviet player is trying to buy time until the mud hits in the last half of October. After that, it becomes a whole new ballgame.

SECOND PERIOD OF TYPHOON AND INITIAL SOVIET COUNTER-OFFENSIVE

► Mid-November to Mid-January

How far the Germans got in October will determine how threatened Moscow will be in November. This, in turn, may determine when and where the Soviet Winter Offensive will be launched.

Germans

OK, so you haven't got Moscow yet. Now what? Well, the Germans should have been spending the first half of November trying to rebuild depleted units and preparing the supply infrastructure for either active defense or all-out attack. This having been done, the Germans should push out from their most advanced positions (if they choose to continue the drive). While frost is in effect, the Germans will still be able to kick some ass! But there is not a lot of time, and the space for maneuver is limited. Blow a few well defined holes in the line and try to disrupt the formation of Soviet defensive lines in the rear. Then crowbar your way further if possible.

The Germans won't have much air to speak of, so it is really useless giving you tips on how to use it in this period. I guess you should just protect your advance with it.

Once the German player has determined that he won't take Moscow, and he usually won't, it is time to defend and try to keep Axis units alive. The hard question is how far forward should the Germans try to maintain their line? Holding Vyazma, Rzhev, and Orel are almost imperative—given the Fuhrer's desire for a jump-off point for 1942 against Moscow. But holding this line won't be easy.

Once the German knows he is on the defensive he should declare the use of hedgehogs. While impairing the ability of Axis units on the attack, it is the only way to ensure the survival of the many far-flung units of AGC.

Soviets

The first part of November should also have been spent by the Soviets in preparing for any German last-gasp offensive toward Moscow. Reserves should be in existence somewhere near Moscow, and the armies that will eventually counterattack should also be forming up. Use the same tactics used during October to blunt any German attacks. At this point, the Soviets should try to not allow any German penetrations of the line. Such German successes may serve to attenuate the effect of any Soviet attacks later on.

The Soviets will not have the kind of supply necessary to keep firing off their abundant artillery. Therefore, the supply that is available should be used initially to blast holes in the German line to make possible encirclements and breakthroughs by the attacking Soviet armies. Utilize your winterized and Guard units to spearhead your counterattacks. Ski and cavalry units should be used to wreak havoc behind the German lines.

The bigger question that looms for the Soviets is how far should they try to penetrate with their breakthrough forces? Stalin historically overreached with his General Offensive, aiming at capturing Smolensk, Vyazma, and Bryansk. The state of Soviet supply and relative strength of forces precluded the attainment of such goals. Zhukov later said that only the destruction of the immediate German forces near the front line should have been attempted, letting the rest of the situation sort itself out after most of Army Group Center had been destroyed. □

SPIRES OF THE KREMLIN: CLARIFICATIONS & ERRATA

Soviet Set-Up

(clarification) The 2 armored trains listed under West front for November 15th, *do* set up in Moscow.

(addition) In the October Phase II of the Reinforcement Pool Schedule (page 6), add the 533 AT Regt.

(deletion) In the Army Arrivals and Conversion Dates box (page 7), delete the 20th Army HQ.

German Set-Up

(correction) page 4: the number of units in 20th Army is 23, not 20.

Series Rules: Clarifications

1.1 "Low" and "Poor" proficiency are the same thing; the terms are interchangeable.

2.0 The fortification symbol was left off the Description Chart. it is a circle with studs sticking out.

6.2 German flak units are considered to be motorized, even though they have a blue unit box.

6.52 Strategic ground movement. Ignore this rule and use only 6.9.

8.5 Note that the second paragraph refers to tank *divisions*, the third paragraph to tank/mech *corps*.

9.3 The attacker rolls a 10-sided die once or twice.

9.4d, 9.5a Armor units are those on the Description Chart that are called Tank, Panzer, or Assault Gun.

9.8d Infantry-type units in this context are any units other than Mot/Mech Infantry that have the crossed lines infantry symbol, plus parachute/airborne units and all types of ski units.

10.22 Each artillery unit defends with a strength of 1(one) if unaccompanied by other non-artillery, non-HQ type units.

11.0 The bottom-leftmost value on an HQ (to the left of the movement allowance) is its strength (not its "defense" strength). Use this strength when calculating artillery support values for the HQ.

11.4 Air Recon Missions are carried out at the end of the Air Ops Phase.

20.1 On the set-up charts, a dot to the left of the unit strength is a proficiency dot. A parenthesized (w) means the unit is winterized.

Series Rules: Addenda

5.23 German Panzer Regt Stacking

(Add) A Panzer Regiment can be "split" between the two other units of the division, as long as the regiment has more than one step remaining. Use the generic Pz Div holding boxes on the Axis Record Tracks. If a player wishes to split the steps of the panzer regiment equally between the other regiments, place the panzer regiment counter in the box in the middle. At this point each of the other regiments is considered to have one step of the panzer regiment stacked with it. For combat purposes, each step's combat value is determined by the terrain in the hex it is located in (round any fractions down). If the panzer regiment currently has three steps, whichever box the panzer regiment counter is placed in, that regiment (motorized or mechanized) is considered to have two steps of the panzer regiment stacked with it.

The German player may also use these holding boxes to limit the Soviet player's knowledge of the whereabouts of the German regiments. If any regiment of a panzer division is placed in the box of any other regiment of the division (other than to split the panzers - see above), it is considered to be stacked with that regiment. The German player does not have to reveal these stacking arrangements to the Soviet player, unless the units concerned are engaged in combat.

If the panzer regiment steps are equally divide between the other two regiments, and one of the stacks engages in combat and the panzer regiment suffers a step loss, subtract that step from the panzer regiment counter and move the counter from the central box to that of the other regiment (i.e. the one that was engaged in combat).

8.6 Coordinating Artillery

Normally each side may have a maximum of two artillery units participating in a single combat. HQ's contributing their strengths as artillery support are considered artillery in this context. Command points may be used to increase this limit to four. Defending artillery units in the hex do count against these limits.

9.6d Step Losses

Units with zero steps showing (assault gun battalions, ski units, etc.) are immediately eliminated if their stack is forced to take any kind of step loss in combat. Their elimination does *not* fulfill and combat obligation required by that combat.

13.13 German Army Group HQ's and General Supply

These HQ's may trace a supply path of unlimited length to a general supply source, provided the path is traced along friendly 2XRR hexes that are operable. These HQ's may not utilize special supply sources to provide general supply to Army HQ's.

Series Rules: Errata

1.1 Naval infantry should have an anchor in the unit box - not an "h" as shown on the Unit description Chart.

9.5e No Combat Supply: change the penalty from four columns to two (the CRT listing is correct).

9.6h The heading should be "Step Loss Priority".

13.24 German HQ's: Each PzKorps supplied by a non-PzArmy HQ counts as five divisional equivalents against the Army HQ's capacity, not four.

13.26 Army Group HQ's may not provide emergency supply to Army HQ's.

13.26b and 9.4b The penalty for attacking without general supply should read one column shift against the attacker. The CRT modifier is correct.

14.41 RR Engineer Points. The second way in which RREP's move is when the HQ they are assigned to moves.

15.32 Combat and Weather. The weather penalty against the attacker during Snow, Mud, or Arctic conditions is one column. The CRT modifier is correct.

15.32b and 15.32c Armor units never have a strength multiplier greater than one-half during Mud or Arctic conditions, not one as stated in these paragraphs.

15.32d Frozen lakes, rivers, or other bodies of water stay frozen until the Thaw.

15.32f Add +2 to CSP die-roll during Thaw, not +3.

16.52 third paragraph, line two: insert the word "not" in front of the word operate.

16.61 paragraph one, line seven: for "+2" read "+1".

16.64 The DRM for interdiction should be +3 (the table is correct), not +2.

17.14 Aircraft replacements are received according to a set rate given in the Exclusive Rules for each game, not by any listing on the Replacement Table.

Exclusive Rules: Errata, Addenda, and Clarifications

3.4.2 add (f) Soviet Tank Brigades with a proficiency dot.

16.22 Air HQ Basing (addenda). Each German Air HQ may have up to a total of 20 aircraft points assigned to it. After the II FK HQ is withdrawn (the counter actually remains), the German player can still use the II FK HQ counter, but it now represents only a detachment of the VIII FK. At this point the number of aircraft points that can base at each HQ is reduced to 10 each.

The Soviets may base no more than 8 aircraft points with an Air HQ, although the Moscow Air Defense fighters can combine operations with one other front HQ within 10 hexes of Moscow.

20.1h/AGerman Air HQ Chart

The Chart reads as follows (ignore any references to German aircraft assignments on the Master Set-Up Chart):
The first number refers to operational aircraft, the second to non-operational.

Fighters	VIIIFK	IIFK	Ground Attack	VIIIFK	IIFK
10-2-41	3/0	2/0	10-2-41	3/0	2/0
11-15-41	1/1	1/1	11-15-41	1/0	0/1
12-5-41	1/0	0/1	12-5-41	0/1	0/0
01-6-42	1/1	0/1	01-6-42	1/1	0/1

Bombers	VIIIFK	IIFK	Transport	VIIIFK	IIFK
10-2-41	6/1	4/2	10-2-41	2/1	1/1
11-15-41	1/1	1/1	11-15-41	2/1	1/1
12-5-41	0/1	0/1	12-5-41	0/1	0/0
01-6-42	1/1	1/0	01-6-42	1/1	1/0

17.11 Personnel Return Rates

When players receive returns, the word "elimination" does not mean that steps in play are eliminated. It refers to the permanent elimination of a number of return steps on the casualty record tracks. Example: if the return rate is one replacement step for every two German return steps eliminated, the German player would subtract *three* return steps from the casualty record track. Two would be eliminated and one converted into a replacement step.

18.2 Replacements

Replacement steps that arrive in accordance with the Replacement table are treated differently to return steps. Replacement steps from the Table are actual steps, they do not need to be converted in the manner described above (17.11). Keep a note on a piece of paper of the number of replacement steps currently available, or make some markers to keep record of them on the record tracks until they are used.

20.31.3 Delete all after the word "division". (i.e. only the Kavalry is withheld from play)

German Non-Divisional Set-Up Chart

Ignore all references to EPs and RREPs in this Chart (use those in the German HQ, Supply, Attachments, and replacements Chart).

Terrain Effects Chart

The terrain types numbers at the foot of the chart do not coincide with those on the chart itself. As each type is in any case named, this should cause no confusion. On the third line of the Chart, in the Terrain Type column, delete the word "Swamp". Also, at the foot of the Chart, for "balck" read "black"!

Spires Soviet OB errata addenda:

October 2 Scenario

1. The 296/297 is a MG Regt.
2. 18 RfXX should show a Prof Dot on Setup tables
3. The 146 RfXX is a 5-6-5
4. Use the 5-6-5 201 RfXX, not the 4-4-5 at 4702A.
5. Oct I Reinforcement Pool:

316, 32, 238 RfXXs are winterized(counters are correct). 238 RfXX is 4-5-5. Add 21 Arm Trn.

6. Oct II Reinforcement Pool:

78 RfXX is (w). The 2nd Gd MotXX is deleted. 440 How is a Sup How Regt. 610, 641/689, 598/600, 540/551 AT IIs are (w). The 1st Gd Mortar X enters (-1). Add 21TkX(2-1-6) & 46 MC Rgt(1-2-7).

7. Oct III Reinforcement Pool:

58Tk & 82nd MotXX are (w), as is 38MC III. Add 33 TkX.

8. Nov I Rein Pool:

Ignore one of the 130XXs(use the 4-5-5); 112Tk XX is (w); 17,18, 20, 24 Cav XXs are all (w). 293RfXX enters S. edge(-1). Add 6GdRfXX(R) & 1Gd Mot XX(R&-1)

21 Arm Trn to Oct I Rein Pool; 21TkX(2-1-6) & 46 MC Rgt(1-2-7) to Oct II Rein Pool. Add 2 & 3 Gd Mort Xs to Nov II Rein Pool-avail # of Gd Mort steps from 16 to 6. Add 1 & 2 Ski Xs frm Dec I, each w/ 1 step. Add 1Gc CavXXX (1 & 2GdCavXXs to Pool)

10. Nov 15 Scenario: 138 Hvy Cannon is a Sup How; 58TkX is 58TkXX(-2); the 33TkX & 6Gd MortX(-2) to Oct III Rein Pool. The 112Tk XX is (-1); 524 SHow is a 3-3-4; Add 8TkX to 30 A; Add 20 Mtn CavXX(-1) to 16 A; Add 55 CavXX to 40A;

Nov 15 Scenario Dead Pile:

Rif XXs 5-6-5s: 38, 214, 89, 162, 2, 154, 91, 166, 73, 129, 103, 134, 149.

4-5-5s: 135, 112, 242, 106, 247, 29, 287, 303, 280, 282, 298, 278, 244, 229, 170, 152, 251, 211, 262.

4-4-5s: 139, 8, 279, 309. 101stMotXX

AT Rgts: 5, 641/, 610, 753, 268, 395/, 871, 880, 766, 533, 694/, 699, 39/, 878, 18, 877, 876, 700, 504, 874, 872, 868/, 992, 758, 875.

Gd Mortar Rgts: 9, 10, 6

NKVD units: 252, 38, 132, 31, 16, 88.

Motorcycle Units: 8, 9, 11

Cav XXs: 54, 21.

Tk Bgds: 127, 126, 128, 143, 145, 148, 147, 141, 23, 17, 18, 19, 25, 31, 43, 42, 5,

Tk Bns: 114, 113, 115.

Artillery Units:

2-2-5s: 375, 120, 399, 57, 302, 103, 105, 104, 387, 204, 517, 528, 979.

1-3-5s: 311, 592, 305, 573, 995, 552.

3-2-4s: 544, 590.

Dec 5 Scenarios:

1. The 82Cxx is shown as the 82Cx, use it anyway.

2. The 5 & 6th GdRfXXs are deleted from Set-Up.

There is no 201RfXX in Moscow Garrison anymore.

4. the 60RfXX in 49A is actually the 260RfXX.
5. 38RfX & 34 RfX are (w).
6. The 33A Assets without a setup use shaded setup for the other 33A assets.
7. 868/969At is (-1).
8. 557 How is in 33A, not 5A.
9. Add 1Gd Tk X to 16A.
10. 138 Cannon Rgt is 138 Su How Rgt.
11. Remove the 60RfXX from 49A-only in 40A.
12. 58TkX is actually the 58TkXX(w) with (-2).

December I Reinforcement Pool:

Add the 365RfXX(R); Add 32CavXX(R); delete 46MCRgt
The 504TkX is actually the 144TkBgde-use that counter.

December II Reinforcement Pool:

Add 5 & 6th Gd XXs South edge-remove from Dec5 set-up. Delete 34MotRfX; Add 146 Tk X(m); Change # of Gd Mort Steps from 3 to 6;

Dec 5th Scenario Dead Pool:

All units that were in Nov15 Dead Pool plus:

379RfXX(4-4-5), 160RfXX(5-6-5); 4, 62, 29 Cav XXs; 2MotCycRgt;

AT: 525/, 316/, 701, 758.

TkXs: 2-1-6s: 33, 11, 133, 28, 27, 121.

Art: 3-2-4s: 108, 524(3-3-3) 2-2-5s: 50, 168.

Any units that start the scenario on the map are not in the Dead Pool-even if they were for the Nov 15 scenario.

The following units have attained Gd status and are not available for rebuild as regular units: 78RfXX, 316RfXX, 50CavXX, 53CavXX, 4TkX.

Jan 6 Scenario:

1. 82CavXX is 82CavX

2. 43RfX is in 3ShA, not 5A.

3. 18RfXX(16A) is now the 11thGdRfXX(-2).

4. 9TkX is now 2GdTkX

5. Delete 4CavXX from WestFront Reserves on Set up.

6. 160RfXX is actually the 60RfXX in 40A.

7. 135RfXX should be the 374RfXX(-1)

8. 2GdMotXX should be the 2GdRfXX(-2).

9. 149RfXX should be the 140RfXX in the Jan I Reinforcement Pool.

10. 483AT is a 1-1-5.

11. the term artillery was substituted for the name type of artillery units. These units are still howitzers, cannons, and Super Howitzers-depending on their unit symbols.

12. All two-step AT Rgts are reduced to one step, none are at full strength.

13. the 610 AT should be dleted from 16A setup.

14. Use the unit ?123?Bg for the 123 TkBn.

15. Delete the 2McycRgt from 30A.

16. Delete 528Artillery from WF Reserve.

17. 22 Arm Trn should be the 73 Arm Trn. Delete 296/297MG from 43A.

Jan 6th Dead Pool:

Out of Dead Pool: 251RfXX and all units that start on the map.

In Dead Pool: All other units in Nov, Dec Dead Pools plus units below:

RfXXs(4-5-5)s: 201, 260, 385, 391, 356, 344, 379. 5-6-5s: 126.

GdRfXXs: 7th & 8th GdRfXXs.

RfXs: 38w, 39w, 45w, 48, 51, 4, TulaRgt, 74Nw, 74Nw.

Gd Mortar: 1Gd(9-1-6)

Cav: 82Cx, 11CavXX

MotCycle: 38 McRgt

AT: 610w, NWgp

Tk Bgs: 129, 144, 150. Tk Bns: 134, 135.

Art: Sup How: 191, 515, 527, 486, 403. Tula How.

Also note: Reinforcements marked "m" cost only half the regular mobilization cost.

German Reinforcement & Withdrawal Table

GAME TURN	UNIT	LOCATION	STRENGTH
1 (Sep 30/Oct 1) Exp	XLVIII PzKorps H.Q. 9th Pz Div (3 units) 16th Mot Div (2 units)	6634C 6634C 6933C	Full 33/9 (-1); 11/9 P 9-1 full
2 (Oct 2/3)	(9-10-5) 134th Inf Div (1 unit) (9-10-5) 45th Inf Div (1 unit)	5834C 5834C	full (-1)
3 (Oct 4/5)	(8-9-5) 95th Inf Div (1 unit)	5834C	full
4 (Oct 6/7)	(8-9-5) 296th Inf Div (1 unit)	5834C	(-1)
14 (Oct 16/17)	(3-3-4) 403rd Sich Div (1 unit)	West Edge	full
15 (Oct 18/19)	(3-3-4) 454th Sich Div (1 unit)	West Edge	full
5 (Oct 8/9)	(9-10-5) 56th Inf Div (1 unit) (8-9-5) 262 Inf Div (1 unit)	3533C 1933C	(-1) full
9 (Oct 16/17)	(2-2-6) Feglenn SS Cav x (1 unit)	1453A	full
14 (Oct 26/27)	(8-9-5) 253rd Inf Div (1 unit)	1037A	(-1)
18 (Nov 3/4)	(8-9-5) 123rd Inf Div (1 unit) (3-3-4) 221st Sich Div (1 unit)	1534A West Edge	(-1) full
19 (Nov 5/6)	(2-3-5) 638th SS Fr Rgt (1 unit)	4351A	full
25 (Nov 17/18)	(3-3-4) 339th Sich Div (1 unit) (1-2-5) 4 SS Inf Rgt (1 unit) (1-2-5) 5 SS Inf Rgt (1 unit)	West Edge 3723C 3723C	full full full
34 (Dec 7/8)	(1-2-5) 8 SS Inf Rgt (1 unit) (1-2-5) 10 SS Inf Rgt (1 unit)	West Edge West Edge	full full
44 (Dec 27/28)	(2-2-5) Sturm Det (1 unit)	4353A	full
46 (Dec 31/Jan1)	(8-10-5) 216th Inf Div (1 unit) @	West Edge	(-2)
47 (Jan 2/3)	Kampfgruppe (2 steps) from 81st Inf Div (1unit) 2 Ground Attack Aircraft 4 Transport Aircraft 2 Fighter Aircraft 2 Bomber Aircraft	West Edge — — — —	full — — — —
48 (Jan 4/5)	(8-9-5) 208th Inf Div (1 unit) @	West Edge	full
50 (Jan 8/9)	(2-2-6) 2 + 3 Ski Brig (1 unit)	West Edge	full
52 (Jan 12/13)	(2-2-6) 8 + 9 Ski Brig (1 unit) (8-9-5) 81st Inf Div	West Edge West Edge	full (-3)
54 (Jan 16/17)	(7-8-5) 83rd Inf Div (1 unit) @	West Edge	full
55 (Jan 18/20)	(6-7-5) 330th Inf Div (1 unit) @	West Edge	(-1)
56 (Jan 20/21)	(6-7-5) 329th Inf Div (1 unit)* @ (7-8-5) 306th Inf Div (1 unit) @	West Edge West Edge	(-1) full
57 (Jan 22/23)	(6-7-5) 328th Inf Div (1 unit)* @	West Edge	(-2)
WITHDRAWALS:			
18 (Nov 3/4)	(8-9-6) 1st Kav Div (1 unit) II Fk Air H.Q.***	— —	— —
19 (Nov 5/6)	(9-10-5) 5th Inf Div (1 unit)**	—	—
21 (Nov 9/10)	(9-10-5) 28th Inf Div (1 unit)**	—	—
25 (Nov 17/18)	(9-10-5) 8th Inf Div (1 unit)**	—	—

Notes:

* These units are not the historically correct divisional IDs. Due to a last minute error, the proper unit IDs were missed. The 329th Infantry Division should be the 205th, and the 328th Division should be the 246th. Use the 328 and 329 in place of these divisions. Later games will provide the proper counters.

** The German player must try to withdraw at least one division on each of these dates. This division should have no fewer than 2 steps and no more than 3. The divisions should be (9-10-5s). Remember, refitted divisions can return from France.

*** When this Air H.Q. is withdrawn, it is simply taken off the map. At the same time, the German player must lose 50% of each type of aircraft (both operational and non-operational). Although historically the II Fk Air H.Q. had been withdrawn, but there needs to be some sort of Air H.Q. detachment in November, December, and January. So in the game, the German player should use the II Fk Air H.Q. as though it were a detachment from VIII Fk H.Q. The German player may attach some of VIII Fk's aircraft to the "detachment" H.Q.

@ Any of these units may send on Kampfgruppe three game turns earlier than the rest of the division. To do this players detach one KG unit (record on a piece of paper who it belongs to) and subtract one step from the parent division. The unit is not obliged to rejoin its parent division.

Master Victory Point Location Table

NORTHERN GROUP					
TORZHOK	(2117A): 1	KALININ	(2711A): 2	RZHEV	(3026A): 2
KLIN	(3809A): 1	VISHNIYEVOLO	(1218A): 2	BEZHETSK	(1601A): 1
OLENINO	(2833A): 1	BELIYE	(3240A): 1	ZEMSI	(2340A): 1
TALDOM	(3203A): 1	NOJINSK	(1204B): 1	DEMIDOV	(3453A): 1
VELIZH	(2853A): 1	VELIKIYELUKI	(1453A): 1	TOROPETS	(1743A): 1
STARYZA	(2920A): 1	NELIDOVO	(2537A): 1	ANDREAPOL	(1738A): 1
OSHTSHKOV	(2117A): 1				
CENTRAL GROUP					
MOZHAISK	(4818A): 1	GZHATSK	(4426A): 1	VOLOKOLAMSK	(3915A): 1
VYAZMA	(4633A): 2	RUZA	(4616A): 1	SOLN'GORSK	(4108A): 1
MOSCOW	(for each hex): 3	DMITROV	(4003A): 1	ISTRA	(4510A): 1
YAKROMA	(4104A): 1	PUZHKINO	(4702A): 1	NAROFOMINSK	(1418A): 1
LENINO	(1310B): 1	KALUGA	(2526B): 1	SMOLENSK	(4452A): 2
VERBILKI	(3802A): 1	KUBINKA	(1117B): 1	SMOLENSK	(4351A): 3
BESKUD'O	(4705A): 1	TEKSTIZHIK	(4703A): 1	POTZHEP	(3723C): 1
MALOYARO'TS	(1822B): 1	ROSLAVL	(2023C): 1	UNETSKA	(3631C): 1
SOUTHERN GROUP					
KOLOMNA	(2505B): 2	MTSENSK	(4530B): 1	SERPUKHOV	(2315B): 2
KASHIRA	(2710B): 2	RYAZHK	(5001B): 1	KURSK	(6608C): 2
YEFREMOV	(5219B): 1	PODOLYSK	(1610B): 1	YELETS	(6118B): 1
LIVNY	(6127B): 1	OREL	(4703C): 2	MITZHURINSK	(6301B): 1
TULA	(3418B): 2	BRYANSK	(3715C): 2	YUKNOV	(1801C): 1

German Non-Divisional Setup Chart

	OCTOBER 2, 1941	NOVEMBER 15, 1941*	DECEMBER 5, 1941*
9th Army and 3rd Panzer Gruppe	Art Regts: 69, 613	—	—
	Mortars: (733 & 808 & 816)	—	—
	Sturm Geschutz: 184, 189, 210, 600	189 AG Bn: (-1);	All Assault Gun Bns: (-1) 189 Assault Gun Bn: Dead
	AT Bns: 561, 643	—	—
	Flapz: 101	—	Flampz 101: Dead
	Flak Regts: 10, 49, 125	49 Fk Reg: (-1)	Flak Regts: (-1)
	Engs: 3 pts reg, RR 3	—	All Eng Regts: (-1)
	Nebelwerfer: 1 Reg, 51 Reg	—	—
4th Army and 4th Panzer Gruppe	Trucks: 1	—	—
	Art Regts: 623, 788	—	—
	Nebel: 2,52,54	—	—
	Flak: 71, 133,35	—	All Flak Regts: (-1)
	Morter: 637/736/893/604/735/858	—	—
	SturmGeschutz: 177, 191,192 (use extra 203), 201, 203, 209	177, 201 AG Bns: (-1)	177, 201 AG Bns: dead; all others AG Bns: (-1)
	AT: 559, 616, 611	—	—
	Eng: 512, 513, 516, 614, Eng Pts 5, RR 8	516 Eng: (-1)	516 Eng: dead; all other Eng Regts (-1)
2nd Army and 2nd Panzer Gruppe	Trucks: 1	—	—
	Art: 622, 786, 792	—	—
	Nebelwerfers: 4, 53	—	—
	Morter: (616 & 635 & 817)	—	—
	Flak: 101, 104, 136, 153	136 Flak: (-1)	All Flak Regts: (-1)
	Eng: 413, 515, RR 6, Eng Pt 2	—	All Eng Regts: (-1)
	Sturm Geschutz: 202, 226, 243	226 AG BN (-1)	226 AG Bn: dead; all other AG Bns: (-1)
	AT: 521,529, 611, 654	—	—
	Flam Pz: 100	—	Flam Pz 100: dead
	Trucks: 2	—	—
	MG: 5	—	—

* These are shown as adjustments to the Oct. unit list (see rule 20.1f). Start with Oct. 2, 1941; modify according to column instructions.
Note: For January see the Marker Setup Chart

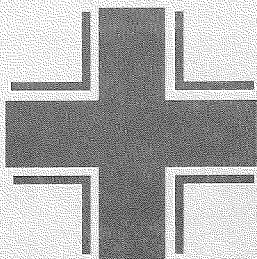
German H.Q. Attachments, Supply, and Replacements

Third Pz Army H.Q.	2/10/41	15/11/41	5/12/41	6/1/42
Combat Supply Points	16	10	6	7
Sub. Army H.Q. AA Value	2	2	1	0
Combat Engineer Pts	3	2	1	1
RR Engineer Pts	2	2	2	2
Infantry Replacements	1	1	1	2
Armor Replacements	1	1	0	1
Ninth Army H.Q.	2/10/41	15/11/41	5/12/41	6/1/42
Combat Supply Points	6	4	3	3
Sub. Army H.Q. AA Value	1	1	1	0
Combat Engineer Pts	1	1	1	0
RR Engineer Pts	1	1	1	1
Infantry Replacements	1	0	1	2
Armor Replacements	0	0	0	0
Fourth Pz Army H.Q.	2/10/41	15/11/41	5/12/41	6/1/42
Combat Supply Points	18	12	8	6
Sub. Army H.Q. AA Value	2	2	1	1
Combat Engineer Pts	2	1	1	0
RR Engineer Pts	3	3	2	1
Infantry Replacements	1	0	0	1
Armor Replacements	1	1	0	1
Fourth Army H.Q.	2/10/41	15/11/41	5/12/41	6/1/42
Combat Supply Points	12	8	5	5
Sub. Army H.Q. AA Value	2	2	1	1
Combat Engineer Pts	4	2	2	1
RR Engineer Pts	5	4	3	2
Infantry Replacements	2	1	0	2
Armor Replacements	0	0	0	0
Second Pz Army H.Q.	2/10/41	15/11/41	5/12/41	6/1/42
Combat Supply Points	11	8	4	5
Sub. Army H.Q. AA Value	2	2	1	0
Combat Engineer Pts	2	1	1	0
RR Engineer Pts	2	2	1	1
Infantry Replacements	0	0	0	1
Armor Replacements	1	1	0	1
Second Army H.Q.	2/10/41	15/11/41	5/12/41	6/1/42
Combat Supply Points	6	4	3	3
Sub. Army H.Q. AA Value	1	1	1	1
Combat Engineer Pts	2	1	1	0
RR Engineer Pts	3	3	1	1
Infantry Replacements	2	1	0	1
Armor Replacements	0	1	0	0

NOTE: The German player may use replacement points to bring back units which have been killed, or to strengthen units which have taken step losses.

ARMY GROUP CENTER RR STATUS TABLE

RR	2/10/41 Nevel(off map) C ratingw/2 repair steps, 30 hexes from 1453A(Single Track)	15/11/41 Nevel(off map) B ratingw/0 repair steps, 30 hexes from 1453A(Single Track)	5/12/41 Nevel(off map) B ratingw/2 repair steps, 30 hexes from 1453A(Single Track)	6/1/42 Nevel(off map) B ratingw/3 repair steps, 30 hexes from 1453A(Single Track)
Reguaging				
Sector				
Sources	Minsk(off map): B ratingw/2 repair steps, 35 hexes from 4253A(Double Track) 14 hexes from3533C, 8 from 5834C, & 5 from 6333C. AGC hasSecondary Rail- head at 1733C. Starodub: C rating w/0 step of repair. Gomel(off map):C rating. 8 hexes from 6333 C and 7 from 5834.	Minsk(off map):A rating w/2 repair. Smolensk: C rating w/3 steps of repair. Bryansk: C rating w/zero repair Starodub: B rating w/zero step of repair. Kursk: C rating w/ zero steps of repair. Gomel(off map):B rating w/1 repair steps. 8 hexes from 6333 C and 7 from 5834.	Minsk(off map): Normal A rating. Smolensk: B rating w/2 repair. Vyazma:C rating w/1 repair step Bryansk: C rating w/3 steps of repair Starodub: B rating w/zero step of repair. Kursk: C rating w/ 3 steps of repair. Gomel(off map):B rating w/2 repair steps.	Minsk(off map): Normal A rating. Smolensk: B rating w/3 repair. Vyazma:C rating w/3 repair steps. Bryansk: B rating w/1 step of repair Starodub: B rating w/2 steps of repair. Kursk: B rating w/ 1 step of repair. Gomel(off map):B rating w/3 repair steps.
RR	5838 C 6531 C 3631 C 1922 C	1713 to1743 A	Add to previous column:	Add to previous column:
Railhead		3026 A to 4632 A	2411C to2023 C	3209C to Bryansk
Repair	4649 A 4348 A	4426 A to 4632 A to 4348A	2009 C to Smolensk.	2703C(Sukinitchi) to 2411 C(Kirov) to 2023 C to Smolensk.
Marker	1743 A 6333 C	1811 C to 4649 C	4531 B to Orel	
Locations		2317 C to 2122 C to 1922 C. 4703 C RR line from Orel, to 3815 C to 3631 C. 6606 C to 6608 C to 6418 C to 6727C to 6333 C and 5834 C	Orel to Bryansk Kursk to Orel 4703 C RR line from Orel, to 3815 C to 3631 C. 6602 C to6606 C to 6608 C to 6418 C to 6727C to 6333 C and 5834 C 4820 to Vyazma Rzhev to Vyazma 3522 A to Rzhev 2822 to Rzhev	



EAST FRONT BATTLES II
Spires of the Kremlin
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 Fresno, CA

Axis Record Tracks and Game-Turn Record



H.Q. Pair No. 1

0	1	2	3	4	5	6	7	8	9
0	1	2	3	4	5	6	7	8	9

H.Q. Pair No.2

0	1	2	3	4	5	6	7	8	9
0	1	2	3	4	5	6	7	8	9

H.Q. Pair No3

0	1	2	3	4	5	6	7	8	9
0	1	2	3	4	5	6	7	8	9

Air H.Q. Aircraft Attachment Tracks

0 Operational	1	2	3	4	5	6	7	8	9
0 Non-Operat	1	2	3	4	5	6	7	8	9

Game-Turn
Record Track

1	2	3	4	5	6	7	8	9	10	11	12
14	15	16	17	18	19	20	21	22	23	24	25
26	27	28	29	30	31	32	33	34	35	36	37

Weather Track 1

Warm	Cold
------	------

Clear	Ppt.
-------	------

Ground Condition

Normal	Mud	Frost
Snow	Thaw	Arctic

put Pz Rgt	put Pz Rgt	put Pz Rgt	put Pz Rgt	put Pz Rgt	put Pz Rgt	put Pz Rgt	put Pz Rgt	put Pz Rgt	put Pz Rgt
if evenly split	if evenly split	if evenly split	if evenly split	if evenly split	if evenly split	if evenly split	if evenly split	if evenly split	if evenly split

Front and Air H.Q. & Record Track No# 1



0 Operational	1	2	3	4	5	6	7	8	9
0 Non-Oper	1	2	3	4	5	6	7	8	9
0 Front H.Q.	1	2	3	4	5	6	7	8	9

Front and Air H.Q. & Record Track No# 2

0 Operational	1	2	3	4	5	6	7	8	9
0 Non-Oper	1	2	3	4	5	6	7	8	9
0 Front H.Q.	1	2	3	4	5	6	7	8	9

Front and Air H.Q. & Record Track No# 3

0 Operational	1	2	3	4	5	6	7	8	9
0 Non-Oper	1	2	3	4	5	6	7	8	9
0 Front H.Q.	1	2	3	4	5	6	7	8	9

Game-Turn Record Track

Weather Track 2





















Warm	Cold
------	------





















Clear	Ppt.
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
















Ground
Condition





















38	39	40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59	60	61
62	63	64	65	66	67	68	69	70	71	72	73
Normal	Mud	Frost	Snow	Thaw	Arctic						

SPIRES OF THE KREMLIN SHEET 1 FRONT





















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100 1 1/2  1 2-1-8	40 / 17P 3  2 4-3-8	10 / 9P 3  2 4-3-8	52 / 18P 3  2 4-3-8	4 / 6P 3  2 4-3-8	12 / 4P 3  2 4-3-8	1 / 1P 3  2 4-3-8	3 / 3P 3  2 4-3-8	59 / 20P 3  2 4-3-8	6 / 7P 3  2 4-3-8





















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69 / 10P 3  2 4-3-8	110 / 11P 3  2 4-3-8	5 / 12P 3  2 4-3-8	15 / 11P 3  2 6-3-8	29 / 12P 3  2 6-3-8	3 / 2P 3  2 6-3-8	31 / 5P 3  2 6-3-8	7 / 10P 3  2 7-4-8	184 1  1 2-1-8	203 1  1 2-1-8





















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112 / 20P 3  2 3-3-8	394 / 3P 3  2 3-3-8	33 / 4P 3  2 3-3-8	63 / 17P 3  2 3-3-8	101 / 18P 3  2 3-3-8	15 / 29M 3  2 5-4-8	71 / 29P 3  2 4-4-8	11 / 9P 3  2 3-3-8	GD 3  2 5-5-8	41 / 10M 3  2 5-4-8





















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226 1  1 2-1-8	202 1  1 2-1-8	243 1  1 2-1-8	191 1  1 2-1-8	177 1  1 2-1-8	189 1  1 2-1-8	210 1  1 2-1-8	600 1  1 2-1-8	209 1  1 2-1-8	AGC 1  1 2-R





















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FK II 4  2 0-6	FK VIII 4  2 0-6	FK IIa 2  2 SECTOR	FK IIb 2  2 SECTOR	FK VIIIa 2  2 SECTOR	FK VIIIb 2  2 SECTOR	2 A 2  12 4-5	2PZ GP 2  10 4-6	3PZ GP 2  10 4-6	4PZ GP 2  10 4-6

268 5  5 8-9-5	15 5  5 9-10-5	78 5  5 9-10-5	137 5  5 8-9-5	263 5  5 8-9-5	183 5  5 8-9-5	292 5  5 7-8-5	34 5  5 9-10-5	98 5  5 8-9-5	258 5  5 8-9-5
81 5  5 8-9-5	328 5  4 6-7-5	8 5  5 9-10-5	26 5  5 9-10-5	28 5  5 9-10-5	35 5  5 9-10-5	86 5  5 9-10-5	87 5  5 9-10-5	102 5  5 8-9-5	106 5  5 8-9-5

306 5  4 7-8-5	206 5  5 8-9-5	256 5  5 8-9-5	251 5  5 8-9-5	161 5  5 8-9-5	255 5  5 8-9-5	162 5  5 7-8-5	252 5  5 8-9-5	110 5  5 8-9-5	129 5  5 8-9-5
267 5  5 8-9-5	23 5  5 9-10-5	7 5  5 9-10-5	197 5  5 8-9-5	293 5  5 7-8-5	262 5  5 8-9-5	296 5  5 7-8-5	95 5  5 8-9-5	134 5  5 8-9-5	45 5  5 9-10-5











112 5  5 8-9-5	131 5  5 8-9-5	52 5  5 9-10-5	17 5  5 9-10-5	260 5  5 8-9-5	167 5  5 8-9-5	31 5  5 9-10-5	56 5  5 9-10-5	208 5  5 8-9-5	216 5  5 8-10-5
10 2  2 1-2-6	49 2  2 1-2-6	125 2  2 1-2-6	71 2  2 1-2-6	133 2  2 1-2-6	101 2  2 1-2-6	104 2  2 1-2-6	136 2  2 1-2-6	153 2  2 1-2-6	35 2  2 1-2-6











521 1 1/2  1 1-1-6	529 1 1/2  1 1-1-6	559 1 1/2  1 1-1-6	561 1 1/2  1 1-1-6	611 1 1/2  1 1-1-6	616 1 1/2  1 1-1-6	643 1 1/2  1 1-1-6	654 1 1/2  1 1-1-6	5 5  5 9-10-5	6 5  5 9-10-5
69 2  1 5-3-5	613 2  1 5-3-5	788 2  1 5-3-5	623 2  1 5-3-5	792 2  1 5-3-5	622 2  1 3-3-6	786 2  1 3-3-6	733 808 816 2  1 2-2-3	637 736 893 2  1 2-2-3	604 735 858 2  1 2-2-3











54 1  1 3-1-6	52 1  1 3-1-6	51 1  1 3-1-6	1 1  1 3-1-6	2 1  1 3-1-6	51 / 18M 3  2 4-4-8	76 / 20M 3  2 4-4-8	80 / 20M 3  2 4-4-8	5MG 1 1/2  1 1-2-7	616 817 2  1 2-2-3
83 5  5 7-8-5	330 5  4 6-7-5	329 5  4 6-7-5	1K 5  5 8-9-6	339 3  2 3-3-4	221 3  2 3-3-4	403 3  2 3-3-4	286 3  2 3-3-4	454 3  2 3-3-4	A 2  2 2-2-4











Counter Graphics by JEFFRY TIBBETTS











SPIRES OF THE KREMLIN SHEET 1 BACK

258 xx 4  3	98 xx 4  3	34 xx 4  3	292 xx 4  3	183 xx 4  3	263 xx 4  3	137 xx 4  3	78 xx 4  3	15 xx 4  3	268 xx 4  3
4-5-5	4-5-5	5-6-5	3-4-5	4-5-5	4-5-5	4-5-5	5-6-5	5-6-5	4-5-5











129 xx 4  3	110 xx 4  3	252 xx 4  3	162 xx 4  3	255 xx 4  3	161 xx 4  3	251 xx 4  3	256 xx 4  3	206 xx 4  3	306 xx 4  2
4-5-5	4-5-5	4-5-5	3-4-5	4-5-5	4-5-5	4-5-5	4-5-5	4-5-5	3-4-5











45 xx 4  3	134 xx 4  3	95 xx 4  3	296 xx 4  3	262 xx 4  3	293 xx 4  3	197 xx 4  3	7 xx 4  3	23 xx 4  3	267 xx 4  3
5-6-5	4-5-5	4-5-5	4-4-5	4-5-5	4-4-5	4-5-5	5-6-5	5-6-5	4-5-5











216 xx 4  3	208 xx 4  3	56 xx 4  3	31 xx 4  3	167 xx 4  3	260 xx 4  3	17 xx 4  3	52 xx 4  3	131 xx 4  3	112 xx 4  3
4-6-5	4-5-5	5-6-5	5-6-5	4-5-5	4-5-5	5-6-5	5-6-5	4-5-5	4-5-5











35 xx 1  1	153 xx 1  1	136 xx 1  1	104 xx 1  1	101 xx 1  1	133 xx 1  1	71 xx 1  1	125 xx 1  1	49 xx 1  1	10 xx 1  1
0-1-6	0-1-6	0-1-6	0-1-6	0-1-6	0-1-6	0-1-6	0-1-6	0-1-6	0-1-6

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101 xx 1/2  0	33 / 9P xx 2  2	18 / 18P xx 2  2	39 / 17P xx 2  2	35 / 4P xx 2  2	6 / 3P xx 2  2	21 / 20P xx 2  2	25 / 7P xx 2  2	11 / 6P xx 2  2	1 / 1P xx 2  2
1-0-8	4-2-8	5-2-8	4-2-8	4-2-8	5-2-8	5-2-8	5-2-8	5-2-8	4-2-8

6 / 7P xx 2  1	59 / 20P xx 2  1	3 / 3P xx 2  1	1 / 1P xx 2  1	12 / 4P xx 2  1	4 / 6P xx 2  1	52 / 18P xx 2  1	10 / 9P xx 2  1	40 / 17P xx 2  1	100 xx 1/2  0
2-2-8	2-2-8	2-2-8	2-2-8	2-2-8	2-2-8	2-2-8	2-2-8	2-2-8	1-0-8

30 / 18M xx 2  1	2 SS / REICH xx 2  1	D F / REICH xx 2  1	DEU / REICH xx 2  1	29 / 3M xx 2  1	8 / 3M xx 2  1	119 / 25M xx 2  1	35 / 25M xx 2  1	156 / 16M xx 2  1	60 / 16M xx 2  1
2-3-8	2-2-8	2-2-8	2-2-8	2-3-8	2-3-8	2-3-8	2-3-8	2-3-8	2-3-8

203 xx 1/2  0	201 xx 1/2  0	413 xx 1  1	513 xx 1  1	614 xx 1  1	512 xx 1  1	516 xx 1  1	515 xx 1  1	13 / 5P xx 2  1	2 / 2P xx 2  1
1-1-8	1-1-8	0-1-7	0-1-7	0-1-7	0-1-7	0-1-7	0-1-7	2-2-8	2-2-8

41 / 10M xx 2  1	GD xx 2  1	11 / 9P xx 2  1	71 / 29P xx 2  1	15 / 29M xx 2  1	101 / 18P xx 2  1	63 / 17P xx 2  1	33 / 4P xx 2  1	394 / 3P xx 2  1	112 / 20P xx 2  1
3-3-8	3-3-8	1-2-8	2-3-8	3-3-8	1-2-8	1-2-8	1-2-8	1-2-8	1-2-8

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SPIRES OF THE KREMLIN SHEET 2 FRONT

374 xx 4 3 4-4-5	1 Yaro/234 xx 4 3 4-4-5	2MOS xx 4 3 4-5-5	3MOS xx 4 3 4-4-5	38 xx 4 3 5-6-5	214 xx 4 3 5-6-5	108 xx 4 3 4-5-5	112 xx 4 3 4-5-5	50 xx 4 3 5-6-5	89 xx 4 3 5-6-5
179 xx 4 3 4-5-5	186 xx 4 3 5-6-5	256 xx 4 3 4-5-5	178 xx 4 3 5-6-5	243 xx 4 3 4-5-5	246 xx 4 3 4-5-5	252 xx 4 3 4-5-5	162 xx 4 3 5-6-5	242 xx 4 3 4-5-5	250 xx 4 3 4-5-5

106 xx 4 3 4-5-5	139 xx 4 3 4-4-5	5 xx 4 3 6-6-5	110 xx 4 3 4-4-5	119 xx 4 3 5-6-5	247 xx 4 3 4-5-5	249 xx 4 3 5-6-5	2 xx 4 3 4-6-5	8 xx 4 3 4-4-5	29 xx 4 3 4-5-5
217 xx 4 3 5-6-5	290 xx 4 3 4-5-5	299 xx 4 3 4-5-5	160 xx 4 3 5-6-5	283 xx 4 3 4-5-5	154 xx 4 3 5-6-5	287 xx 4 3 4-5-5	201 xx 4 3 4-4-5	332 xx 4 3 4-5-5	183L xx 4 3 4-4-5

194 xx 4 3 4-5-5	220 xx 4 3 5-6-5	248 xx 4 3 4-5-5	303 xx 4 3 4-5-5	137 xx 4 3 5-6-5	146 xx 4 3 5-6-5	269 xx 4 3 4-5-5	280 xx 4 3 4-5-5	282 xx 4 3 4-5-5	6 xx 4 3 6-6-5
121 xx 4 3 5-6-5	132 xx 4 3 5-6-5	143 xx 4 3 5-6-5	155 xx 4 3 5-6-5	298 xx 4 3 4-5-5	307 xx 4 3 4-5-5	258 xx 4 3 5-6-5	260 xx 4 3 4-4-5	278 xx 4 3 4-5-5	279 xx 4 3 4-4-5

357 xx 4 3 4-4-5	359 xx 4 3 4-4-5	361 xx 4 3 4-5-5	363 xx 4 3 4-5-5	369 xx 4 3 4-4-5	373 xx 4 3 4-4-5	375 xx 4 3 4-4-5	381 xx 4 3 4-4-5	385 xx 4 3 4-4-5	387 xx 4 3 4-4-5
391 xx 4 3 4-4-5	23 xx 4 3 5-6-5	33 xx 4 3 4-5-5	130 xx 4 3 4-4-5	240 xx 4 3 4-4-5	257 xx 4 3 4-4-5	334 xx 4 3 4-5-5	358 xx 4 3 4-4-5	360 xx 4 3 4-4-5	55 xx 2 1 2-2-6

29 xx 2 1 2-2-6	31 xx 2 1 3-2-6	4 xx 2 1 2-2-6	21 xx 2 1 3-3-6	62 xx 2 1 2-2-6	45 xx 2 1 2-2-6	50 xx 2 1 2-2-6	53 xx 2 1 2-2-6	44 xx 2 1 3-2-6	41 xx 2 1 2-2-6
46 xx 2 1 2-2-6	54 xx 2 1 2-2-6	57 xx 2 1 2-2-6	75 xx 2 1 2-1-6	11 xx 2 1 2-1-6	32 xx 2 1 2-1-6	83 xx 2 1 2-1-6	91 xx 2 1 2-1-6	1+2F/WG x 1 2 2-2-4	3+4F/WG x 1 2 2-2-4

91 xx 4 3 5-6-5	166 xx 4 3 5-6-5	244 xx 4 3 4-5-5	73 xx 4 3 5-6-5	129 xx 4 3 5-6-5	144 xx 4 3 4-5-5	229 xx 4 3 4-5-5	126 xx 4 3 5-6-5	133 xx 4 3 6-6-5	174 xx 4 3 5-6-5
251 xx 4 3 4-5-5	134 xx 4 3 5-6-5	152 xx 4 3 4-5-5	101 xx 5 3 6-7-5	107 xx 5 3 6-7-5	19 xx 4 3 5-6-5	103 xx 4 3 5-6-5	5/WG 1 1 1-1-4	170 xx 4 3 4-5-5	309 xx 4 3 4-4-5

140 xx 4 3 4-4-5	17 xx 4 3 4-4-5	18 xx 4 3 4-4-5	60 xx 4 3 4-4-5	113 xx 4 3 4-4-5	173 xx 4 3 5-6-5	53 xx 4 3 6-6-5	149 xx 4 3 5-6-5	211 xx 4 3 4-5-5	222 xx 4 3 4-5-5
185 xx 4 3 4-5-5	4 Mos xx 4 3 4-4-5	5 Mos xx 4 3 4-4-5	130 xx 4 3 4-5-5	212 xx 4 3 5-6-5	262 xx 4 3 4-5-5	322 xx 4 3 4-4-5	323 xx 4 3 4-4-5	324 xx 4 3 4-4-5	325 xx 4 3 4-4-5

201 xx 4 3 5-6-5	329 xx 4 3 4-4-5	336 xx 4 3 4-4-5	338 xx 4 3 4-4-5	342 xx 4 3 4-4-5	344 xx 4 3 4-4-5	346 xx 4 3 4-4-5	350 xx 4 3 4-4-5	355 xx 4 3 4-4-5	356 xx 4 3 4-4-5
328 xx 4 3 4-4-5	326 xx 4 3 4-4-5	330 xx 4 3 4-4-5	331 xx 4 3 4-5-5	340 xx 4 3 4-4-5	348 xx 4 3 4-4-5	352 xx 4 3 4-5-5	354 xx 4 3 4-4-5	365 xx 4 3 4-4-5	371 xx 4 3 4-4-5

34 x 2 1 2-5	4 x 2 1 2-6	20 x 2 1 2-6	21 x 2 1 2-6	27 x 2 1 2-6	31 x 2 1 2-6	54 x 2 1 2-6	48 x 2 1 2-6	51 x 2 1 2-6	17 x 2 1 2-6
19 x 2 1 2-6	26 x 2 1 2-6	30 x 2 1 2-6	46 x 2 1 2-6	52 x 2 1 2-6	60 x 2 1 2-6	18 x 2 1 2-6	28 x 2 1 2-6	29 x 2 1 2-6	47 x 2 1 2-6

49 x 2 1 2-6	50 x 2 1 2-6	55 x 2 1 2-6	56 x 2 1 2-6	Tula 1 1 1-2-4	62 x 2 1 2-6	64 x 2 1 2-6	84 x 2 1 2-6	154 x 2 1 2-6	166 x 2 1 2-6
8 x 2 1 1-1-5	204 x 2 1 1-1-5	250 x 2 1 1-2-5	10 x 2 1 1-1-5	201 x 2 1 1-1-5	202 x 2 1 1-1-5	8 1 1 1-2-7	9 1 1 1-2-7	2 1 1 1-2-7	11 1 1 1-2-7

SPIRES OF THE KREMLIN SHEET 2 BACK

174 xx 3 2 3-4-5	133 xx 3 2 4-4-5	126 xx 3 2 3-4-5	229 xx 3 2 3-3-5	144 xx 3 2 3-3-5	129 xx 3 2 3-4-5	73 xx 3 2 3-4-5	244 xx 3 2 3-3-5	166 xx 3 2 3-4-5	91 xx 3 2 3-4-5
309 xx 3 2 3-3-5	170 xx 3 2 3-3-5		103 xx 3 2 3-4-5	19 xx 3 2 3-4-5	107 xx 3 2 4-4-5	101 xx 3 2 4-4-5	152 xx 3 2 3-3-5	134 xx 3 2 3-4-5	251 xx 3 2 3-3-5

222 xx 3 2 3-3-5	211 xx 3 2 3-3-5	149 xx 3 2 3-4-5	53 xx 3 2 4-4-5	173 xx 3 2 3-4-5	113 xx 3 2 3-3-5	60 xx 3 2 3-3-5	18 xx 3 2 3-3-5	17 xx 3 2 3-3-5	140 xx 3 2 3-3-5
325 xx 3 2 3-3-5	324 xx 3 2 3-3-5	323 xx 3 2 3-3-5	322 xx 3 2 3-3-5	262 xx 3 2 3-3-5	212 xx 3 2 3-5-5	130 xx 3 2 3-3-5	5 Mos xx 3 2 3-3-5	4 Mos xx 3 2 3-3-5	185 xx 3 2 3-3-5

356 xx 3 2 3-3-5	355 xx 3 2 3-3-5	350 xx 3 2 3-3-5	346 xx 3 2 3-3-5	344 xx 3 2 3-3-5	342 xx 3 2 3-3-5	338 xx 3 2 3-3-5	336 xx 3 2 3-3-5	329 xx 3 2 3-3-5	201 xx 3 2 3-4-5
371 xx 3 2 3-3-5	365 xx 3 2 3-3-5	354 xx 3 2 3-3-5	352 xx 3 2 3-3-5	348 xx 3 2 3-3-5	340 xx 3 2 3-3-5	331 xx 3 2 3-3-5	330 xx 3 2 3-3-5	326 xx 3 2 3-3-5	328 xx 3 2 3-3-5

89 xx 3 2 3-4-5	50 xx 3 2 3-4-5	112 xx 3 2 3-3-5	108 xx 3 2 3-3-5	214 xx 3 2 3-4-5	38 xx 3 2 3-4-5	3MOS xx 3 2 3-3-5	2MOS xx 3 2 3-3-5	1 Yaro/234 xx 3 2 3-3-5	374 xx 3 2 3-3-5
250 xx 3 2 3-3-5	242 xx 3 2 3-3-5	162 xx 3 2 3-4-5	252 xx 3 2 3-3-5	246 xx 3 2 3-3-5	243 xx 3 2 3-3-5	178 xx 3 2 3-4-5	256 xx 3 2 3-3-5	186 xx 3 2 3-4-5	179 xx 3 2 3-3-5











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183L xx 3 2 3-3-5	332 xx 3 2 3-3-5	201 xx 3 2 3-3-5	287 xx 3 2 3-3-5	154 xx 3 2 3-4-5	283 xx 3 2 3-3-5	160 xx 3 2 3-4-5	299 xx 3 2 3-3-5	290 xx 3 2 3-3-5	217 xx 3 2 3-4-5











6 xx 3 2 4-4-5	282 xx 3 2 3-3-5	280 xx 3 2 3-3-5	269 xx 3 2 3-3-5	146 xx 3 2 3-4-5	137 xx 3 2 3-4-5	303 xx 3 2 3-3-5	248 xx 3 2 3-3-5	220 xx 3 2 3-4-5	194 xx 3 2 3-3-5
279 xx 3 2 3-3-5	278 xx 3 2 3-3-5	260 xx 3 2 3-3-5	258 xx 3 2 3-4-5	307 xx 3 2 3-3-5	298 xx 3 2 3-3-5	155 xx 3 2 3-4-5	143 xx 3 2 3-4-5	132 xx 3 2 3-4-5	121 xx 3 2 3-4-5











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	360 xx 3 2 3-3-5	358 xx 3 2 3-3-5	334 xx 3 2 3-3-5	257 xx 3 2 3-3-5	240 xx 3 2 3-3-5	130 xx 3 2 3-3-5	33 xx 3 2 3-3-5	23 xx 3 2 3-4-5	391 xx 3 2 3-3-5

						21 xx 1 1 2-1-6			
3+4F/WG x 1 1 1-1-4	1+2F/WG x 1 1 1-1-4								











SPIRES OF THE KREMLIN SHEET 3 FRONT



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2-1-6	0-1-6	0-1-6	0-1-6	0-1-6	2-1-6	2-1-6	2-1-6	2-1-6	2-1-6











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2-1-6	0-1-6	2-1-6	2-1-6	0-1-6	1-1-6	1-1-6	0-1-6	1-2-4	2-1-6

126 2  1	128 2  1	143 2  1	144 2  1	146 2  1	145 2  1	148 2  1	147 2  1	141 2  1	23 2  1
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


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25 2  1	26 2  1	27 2  1	28 2  1	32 2  1	133 2  1	21 2  1	31 1/2  1	31 2  1	43 1  1/2
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








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4-4-5	2-1-6	2-1-6	1-1-6	2-1-6	3-4-5	3-3-6	2-1-6	3-3-6	0-1-6

760 1  1	753 1  1	699 1  1	NW GP 2  1	268 1/2  1	39+121 2  2	296+304 2  2	316+367 2  2	395+452 2  2	569 1  1
1-1-5	1-1-5	1-1-5	1-2-5	0-1-4	2-2-5	2-2-5	2-2-5	2-2-5	1-1-5











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504 1  1	874 1  1	872 1  1	871 1  1	879 1  1	880 1  1	766 1  1	873 1  1	533 1  1	694+702 2  2
1-1-5	1-1-5	1-1-5	1-1-5	1-1-5	1-1-5	1-1-5	1-1-5	1-1-5	2-2-5











703+768 2  2	863+869 2  2	868+989 2  2	992 1  1	758 1  1	875 1  1	K9-Mos 0  1	Podolsk (GP) 2  2	296 / 297 1  1	46 1  1
2-2-5	2-2-5	2-2-5	1-1-5	1-1-5	1-2-5	0-1-5	3-3-5	1-2-5	1-2-7

375 1  1	120 1  1	399 1  1	57 1  1	311 1  1	592 1  1	302 1  1	301 1  1	360 1  1	432 1  1
2-2-5	2-2-5	2-2-5	2-2-5	1-3-5	1-3-5	2-2-5	2-2-5	2-2-5	2-2-5

305 1  1	573 1  1	103 1  1	105 1  1	544 1  1	320 1  1	104 1  1	109 1  1	50 1  1	387 1  1
1-3-5	1-3-5	2-2-5	2-2-5	3-2-4	1-3-5	2-2-5	2-2-5	2-2-5	2-2-5

108 1  1	168 1  1	510 1  1	524 1  1	602 1  1	Podolsk 0  1	73 0  1	53 0  1	6 0  1	21 0  1
3-2-4	2-2-5	2-2-5	3-3-3	1-3-5	1-2-R	1-2-R	1-2-R	1-2-R	1-2-R










191 1  1	515 1  1	401 1  1	527 1  1	270 1  1	421 1  1	613 1  1	161 1  1	162 1  1	408 1  1
3-2-4	3-2-4	3-2-4	3-2-4	1-3-5	2-2-5	2-2-5	2-1-6	2-1-6	2-1-6





17 1  1	472 1  1	Tula 1  1	22 0  1	138 1  1	403 1  1	440 1  1	486 1  1	590 1  1	995 1  1
2-2-4	2-2-5	2-2-3	1-2-R	3-2-4	3-2-4	3-2-4	3-2-4	3-2-4	1-3-5

204 1  1	517 1  1	523 1  1	528 1  1	537 1  1	557 1  1	564 1  1	570 1  1	979 1  1	998 1  1
2-1-5	2-2-5	2-2-5	2-2-5	2-2-5	2-2-5	2-2-5	2-2-5	2-2-5	2-2-5

572 1  1	554 1  1	552 1  1	6th PVO 1  1	6th PVO N  1	Bryansk 1  1	Bryansk N  1	Kalinin 1  1	Kalinin N  1	Western 1  1
1-3-5	1-3-5	1-3-5	5/4	SECTOR	5/4	SECTOR	5/4	SECTOR	5/4

Western N  1	West 1  1	Bryansk 1  1	Kalinin 1  1	3 Army 1  1	13 Army 1  1	50 Army 1  1	39 Army 1  1	10 Army 1  1	5 Army 1  1
SECTOR	2-5	2-5	2-5	4-5	4-5	4-5	4-5	4-5	4-5

40 Army 1  1	16 Army 1  1	19 Army 1  1	20 Army 1  1	29 Army 1  1	30 Army 1  1	24 Army 1  1	31 Army 1  1	32 Army 1  1	33 Army 1  1
4-5	4-5	4-5	4-5	4-5	4-5	4-5	4-5	4-5	4-5

43 Army 1  1	49 Army 1  1	61 Army 1  1	22 Army 1  1	1 Shock 1  1	3 Shock 1  1	4 Shock 1  1	71 2  1	74 2  1	75 2  1
4-5	4-5	4-5	4-5	4-5	4-5	4-5	2-6	2-6	2-6

SPIRES OF THE KREMLIN SHEET 3 BACK



58
x
5 2
2-3-5

108
xx
5 2
3-3-5

Western 1 5 SECTOR	Kalinin 1 5 SECTOR	Kalinin 1 5 SECTOR	Bryansk 1 5 SECTOR	Bryansk 1 5 SECTOR	6thPVO 1 5 SECTOR	6thPVO 1 5 SECTOR			
5 Army 2-5	10 Army 2-5	39 Army 2-5	50 Army 2-5	13 Army 2-5	3 Army 2-5	Kalinin	Bryansk	West	Western SECTOR

395+452 (iii) 1 1 1-1-5	316+367 (iii) 1 1 1-1-5	296+304 (iii) 1 1 1-1-5	39+121 (iii) 1 1 1-1-5	NW/GP (ii) 1 1 1-1-5
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33 Army 2-5	32 Army 2-5	31 Army 2-5	24 Army 2-5	30 Army 2-5	29 Army 2-5	20 Army 2-5	19 Army 2-5	16 Army 2-5	40 Army 2-5
			4 Shock 2-5	3 Shock 2-5	1 Shock 2-5	22 Army 2-5	61 Army 2-5	49 Army 2-5	43 Army 2-5

694+702
(iii)
1 1
1-1-5

Podolsk
(GP)
1 1
1-2-5

868+989 (iii) 1 1 1-1-5	863+869 (iii) 1 1 1-1-5	703+768 (iii) 1 1 1-1-5
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SPIRES OF THE KREMLIN SHEET 4 FRONT





















5G XX 4 3 6-7-5	2G XX 4 3 6-7-5	7G XX 4 3 6-7-5	1+4 Kom X 2 1 2-2-4	1G XX 5 3 7-8-7	8G XX 4 3 6-7-5	9G XX 4 3 6-7-5	2G XX 5 3 7-8-7	11G XX 4 3 6-7-5	12G XX 4 3 6-7-5
1Gds ? 2 1 3-3-7	2Gds ? 2 1 3-3-7	1G XX 2 2 3-3-6	2G XX 2 2 3-3-6	3G XX 2 1 3-3-6	4G XX 2 1 3-2-6	5G XX 2 1 3-2-6	6G XX 2 1 3-2-6	16 III 1 NKVD 0-1-4	31 III 1 NKVD 0-1-4















88 III 1 NKVD 1 0-1-4	252 III 1 NKVD 1 0-1-4	38 III 1 NKVD 1 0-1-4	132 III 1 NKVD 1 0-1-4	1 XX 4 NKVD 3 3-4-6	2 XX 4 NKVD 3 3-4-6	69 X 2 NKVD 1 1-1-6	76 III 1 NKVD 1 1-1-6	160 III 1 NKVD 1 1-1-6	207 III 1 NKVD 1 1-1-6
1/10G III 1/2  1 1-0-6	9G III 1  1 3-1-6	10G III 1  1 3-1-6	11G III 1  1 3-1-6	42G III 1/2  1 1-0-6	1G III 1  1 3-1-6	6G III 1  1 3-1-6	1 X 3  3 9-1-6	2 X 3  3 9-1-6	3 X 3  3 9-1-6













4 x 3 9-1-6	5 x 3 9-1-6	6 x 3 9-1-6	1+2 (11) 1 2-1-6	3+4 (11) 1 2-1-6	5+7 (11) 1 2-1-6	12G (11) 1 3-1-6	32 xx 4 6-6-5	78 xx 4 5-5-5	82 xx 5 5-6-6
93 xx 4 4-5-5	238 xx 4 4-5-5	316 xx 4 5-5-5	413 xx 4 4-5-5	239 xx 4 4-5-5	415 xx 4 4-5-5	35 x 2 2-6	36 x 2 2-6	37 x 2 2-6	40 x 2 2-6

[illegible]

23 0  0 1-0-3	38 1  1 1-2-7	20 2  2 3-2-6	24 2  2 3-2-6	17 2  2 3-2-6	18 2  2 3-2-6	82 1  1 2-1-6	73 1  1 2-1-6	485+526 2  2 2-2-5	525+533 2  2 2-2-5
540+551 2  2 2-2-5	598+600 2  2 2-2-5	641+689 2  2 2-2-5	610 1  1 1-1-5	RR  Repair	RR  Repair	RR  Repair	RR  Repair	RR  Repair	RR  Repair

B	C	D	E	F	G	KGA	KGA	KG B	KG B
1  1	1  1	2  2	1  1	1  1	1  1	2  2	2  2	2  2	2  2
1-1-4	1-1-4	2-2-4	1-1-4	1-1-4	1-2-4	3-3-5	3-3-5	3-3-5	3-3-5
2  1	2  1	2  1	2  1	2  1	2  1	2  1	2  1	1  1	1  1
3-3-5	3-3-5	3-3-5	3-3-5	3-3-5	3-3-5	3-3-5	3-3-5	2-2-6	2-2-6

4 SS 1  1 1-2-5	5 SS 1  1 1-2-5	8 SS 1  1 1-2-5	10 SS 1  1 1-2-5	1 CSP	1 CSP	1 CSP	1 CSP	1 CSP	1 CSP
 1	 1	 1	 1	 1	 1	 1	 1	 1	 TURN

<div>WEST</div> <div></div> <div>OP x1</div>								<div>WEST</div> <div></div> <div>NO x1</div>								<div>WEST</div> <div></div> <div>OP x1</div>								<div>WEST</div> <div></div> <div>NO x1</div>								<div>WEST</div> <div></div> <div>OP x1</div>								<div>WEST</div> <div></div> <div>NO x1</div>								<div>WEST</div> <div></div> <div>OP x1</div>								<div>WEST</div> <div></div> <div>NO x1</div>								<div>RR</div> <div></div> <div>Repair</div>				<div>TEMP</div>			
<div>BRYANSK</div> <div></div> <div>OP x1</div>								<div>BRYANSK</div> <div></div> <div>NO x1</div>								<div>BRYANSK</div> <div></div> <div>OP x1</div>								<div>BRYANSK</div> <div></div> <div>NO x1</div>								<div>BRYANSK</div> <div></div> <div>OP x1</div>								<div>BRYANSK</div> <div></div> <div>NO x1</div>								<div>BRYANSK</div> <div></div> <div>OP x1</div>								<div>BRYANSK</div> <div></div> <div>NO x1</div>								<div>RR</div> <div></div> <div>Repair</div>				<div>GRND</div>			

KALININ F OP x1		KALININ F NO x1		KALININ G OP x1		KALININ G NO x1		KALININ B OP x1		KALININ B NO x1		KALININ T OP x1		KALININ T NO x1		RR Repair		ATMOS	
A Primary RR		A 1		B 1		C 1		✉ 1		✉ 1		✉ 1		1 CSP		1 CSP		1 CSP	

A Primary RR	A 2	B 2	C 2	Missions	Missions	Missions			
				Remaining	Remaining	Remaining	1	1	1
A Primary RR	A 3	B 3	C 3	Missions	Missions	Missions	Missions	Missions	Missions
				Remaining	Remaining	Remaining	Remaining	Remaining	Remaining

SPIRES OF THE KREMLIN SHEET 4 BACK

KG B 2 1 1-2-5	KG B 2 1 1-2-5	KG A 2 1 2-2-5	KG A 2 1 2-2-5						
8+9 0 0 1-1-6	2+3 0 0 1-1-6	KG F 2 1 2-2-6	KG F 2 1 2-2-6	KG E 2 1 1-2-5	KG E 2 1 1-2-5	KG D 2 1 2-2-5	KG D 2 1 2-2-5	KG C 2 1 2-2-5	KG C 2 1 2-2-5

10+ CSP +07	10+ CSP +07	10+ CSP +07	10+ CSP +07	10+ CSP +07	10+ CSP +07				
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TURN	+10	+10	+10	+10	+10	+10	+10	+10	+10

ARCTIC BLIZZARD	RR Destroy	WEST T NO x10	WEST T OP x10	WEST B NO x10	WEST B OP x10	WEST G NO x10	WEST G OP x10	WEST F NO x10	WEST F OP x10
	RR Destroy	BRYANSK T NO x10	BRYANSK T OP x10	BRYANSK B NO x10	BRYANSK B OP x10	BRYANSK G NO x10	BRYANSK G OP x10	BRYANSK F NO x10	BRYANSK F OP x10

RR Destroy	KALININ T NO x10	KALININ T OP x10	KALININ B NO x10	KALININ B OP x10	KALININ G NO x10	KALININ G OP x10	KALININ F NO x10	KALININ F OP x10
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10+ CSP +07	10+ CSP +07	10+ CSP +07	8 20 10	8 20 10	8 20 10	Exhausted C 1	Exhausted B 1	Exhausted A 1	B Primary RR
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8 20 10	8 20 10	8 20 10	Missions Expended	Missions Expended	Missions Expended	Exhausted C 2	Exhausted B 2	Exhausted A 2	B Primary RR
Missions Expended	Missions Expended	Missions Expended	Missions Expended	Missions Expended	Missions Expended	Exhausted C 3	Exhausted B 3	Exhausted A 3	B Primary RR

12G 3 2 4-4-5	11G 3 2 4-4-5	2G 4 2 4-5-7	9G 3 2 4-4-5	8G 3 2 4-4-5	1G 4 2 4-5-7	1+4 Kom 1 1 1-1-4	7G 3 2 4-4-5	2G 3 2 4-4-5	5G 3 2 4-4-5
						2G 1 1 2-2-6	1G 1 1 2-2-6		

						2 3 2 2-3-6	1 3 2 2-3-6		
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2 2 6-1-6	2 2 6-1-6	2 2 6-1-6							
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







82 4 2 4-4-6	78 3 2 4-4-5	32 3 2 4-4-5							

















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RR Destroy	RR Destroy	RR Destroy	RR Destroy	RR Destroy	RR Destroy				
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















SPIRES TO THE KREMLIN

Countersheet 5 Front

Missions	Missions	II FK 	II FK 	II FK 	II FK 	II FK 	II FK 	II FK 	II FK 
Expended	Expended	NO  +10	OP  +10	NO  +10	OP  +10	NO  +10	OP  +10	NO  +10	OP  +10

Missions	Missions	VIII FK 	VIII FK 	VIII FK 	VIII FK 	VIII FK 	VIII FK 	VIII FK 	VIII FK 
Expended	Expended	NO  +10	OP  +10	NO  +10	OP  +10	NO  +10	OP  +10	NO  +10	OP  +10

Missions	Missions					STATIC TRUCK	STATIC TRUCK	STATIC TRUCK	STATIC TRUCK
Expended	Expended								











									
									











		CAP EX 5 R 9	CAP EX 5 R 9	CAP EX 5 R 9	CAP EX 5 R 9	ENTRAIN 1/2 MA	ENTRAIN 1/2 MA	ENTRAIN 1/2 MA	ENTRAIN 1/2 MA
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CAP EX 5 R 9	CAP EX 5 R 9	CAP EX 5 R 9	CAP EX 5 R 9	CAP EX 5 R 9	5 7	5 7	5 7	5 7	5 7
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5 7	5 7	5 7	5 7	out of supply emergency supply	out of supply emergency supply	out of supply emergency supply	out of supply emergency supply	out of supply emergency supply	out of supply emergency supply
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out of supply emergency supply	out of supply emergency supply	1 2	1 2	1 2	1 2	1 2	1 2	1 2	1 2
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Countersheet 5 Front

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Spires of the Kremlin Utility Countersheet

Emerg Supp ddns Out of	Emerg Supp ddns Out of	Emerg Supp ddns Out of	Emerg Supp ddns Out of	Emerg Supp ddns Out of	Emerg Supp ddns Out of	Emerg Supp ddns Out of	Emerg Supp ddns Out of	Emerg Supp ddns Out of	Emerg Supp ddns Out of
Emerg Supp ddns Out of	Emerg Supp ddns Out of	Emerg Supp ddns Out of	Emerg Supp ddns Out of	Emerg Supp ddns Out of	Emerg Supp ddns Out of	Emerg Supp ddns Out of	Emerg Supp ddns Out of	Emerg Supp ddns Out of	Emerg Supp ddns Out of

Unit Moved Profic Norm	Unit Moved Profic Norm	Unit Moved Profic Norm	Unit Moved Profic Norm	Unit Moved Profic Norm	Unit Moved Profic Norm	Unit Moved Profic Norm	Unit Moved Profic Norm	Unit Moved Profic Norm	Unit Moved Profic Norm
Unit Moved Profic Norm	Unit Moved Profic Norm	Unit Moved Profic Norm	Unit Moved Profic Norm	Unit Moved Profic Norm	Unit Moved Profic Norm	Unit Moved Profic Norm	Unit Moved Profic Norm	Unit Moved Profic Norm	Unit Moved Profic Norm



















None CP ∞ 2	None CP ∞ 2	None CP ∞ 2	None CP ∞ 2	None CP ∞ 2	None CP ∞ 2	None CP ∞ 2	Unit Moved Profic Norm	Unit Moved Profic Norm	Unit Moved Profic Norm
None CP ∞ 2	None CP ∞ 2	None CP ∞ 2	None CP ∞ 2	None CP ∞ 2	None CP ∞ 2	None CP ∞ 2	Primary RR Sector	Unit Moved Profic Norm	Unit Moved Profic Norm





















→→→→→	→→→→→	→→→→→	→→→→→	→→→→→	→→→→→	→→→→→	→→→→→	→→→→→	→→→→→
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















Bryansk Front	Reserve Front	West Front	S L N	S L N	B VL D	B VL D	B VL D	B VL D	
4PzA 4A	3PzA 9A	2PzA 2A	S L N	S L N	B VL D	B VL D	B VL D	B VL D	

Spires of the Kremlin Utility Countersheet



















[illegible]

Weather Zone Boundary									
Weather Zone Boundary									

638 / French 2  2 2-3-5	14/5P 3  2 3-3-8	86/10P 3  2 3-3-8	111/11P 3  2 3-3-8	53 1  1 3-1-6	4 1  1 3-1-6	KG A 2  1 2-3-5	KG B 2  1 2-3-5	KG C 2  1 2-3-5	Sturm 1  1 2-2-5
Fegln 2  2 2-2-6	304/2P 3  2 3-3-8	112/12P 3  2 3-3-8	73/19P 3  2 4-3-8	27/19P 2  3 6-3-8	123 5  5 8-9-5	253 5  5 8-9-5	KG D 2  1 2-3-5	KG E 2  1 2-3-5	KG F 2  1 2-3-5

2 2  1 1-1-5	472 1  1 2-2-5	483 1  1 1-1-5	5 1  1 1-1-5	148 4  3 4-5-5	135 4  3 4-5-5	3 2  1 1-1-5	Ground North	Temp North	1G 4  3 6-7-5
31 1  1 0-1-6	191 1  1 3-2-4	761 1  1 1-1-5	509 1  1 1-2-5	379 4  3 4-4-5	293 4  3 4-5-5	4 2  1 1-1-5	Atmos North	A Primary RR	6G 4  3 6-7-5

Spires of the Kremlin Front Sheet 6

Sturm  1-1-5	KG C  1-2-5	KG B  1-2-5	KG A  1-2-5		111/11P  1-2-8	86/10P  1-2-8	14/5P  1-2-8	638 / French  1-2-5	
KG F  1-2-5	KG E  1-2-5	KG D  1-2-5	253  4-5-5	123  4-5-5	27/19P  4-2-8	73/19P  2-2-8	112/12P  1-2-8	304/2P  1-2-8	Fegln  1-1-6

1G

 3-4-5-5

Arctic
Blizzard

135

 3-3-5

148

 3-3-5

6G

 3-4-4-5

B
Primary
RR

293

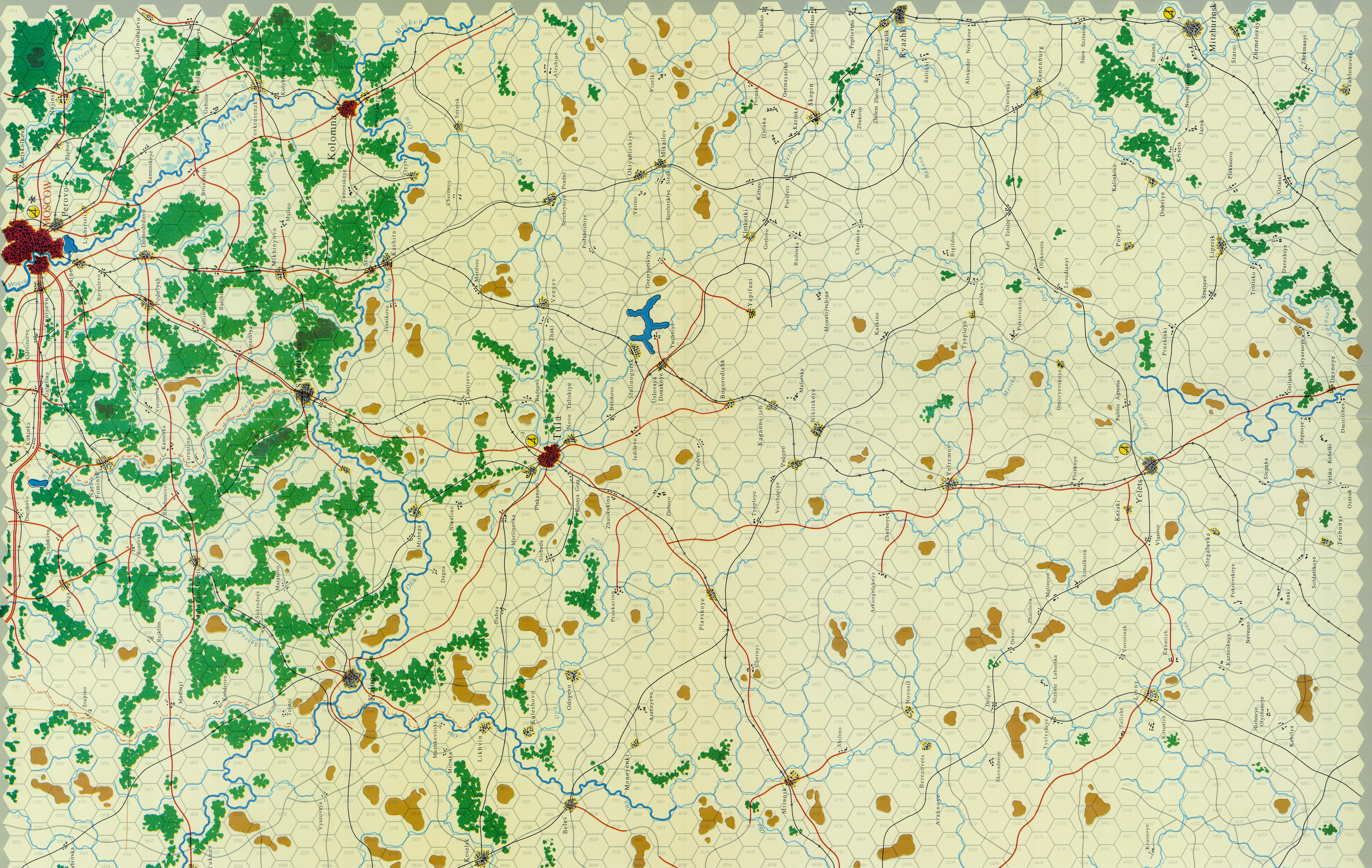
 3-3-5

379

 3-3-5

Spires of the Kremlin Back Sheet 6





Map Graphics and Game Design by Joseph Youst

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