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THE RUSSIAN FRONT BASIC GAME RULES FOLDER

READ THIS FIRST! THE BASIC GAME RULES

INTRODUCTION TO THE GAME

GENERAL INTRODUCTION: THE RUSSIAN FRONT recreates, in game form, the largest and most decisive land campaign of World War II, that in the Soviet Union from mid 1941 until the end of 1944. **THE RUSSIAN FRONT** is a game for two players, one controlling the Soviet forces and the other controlling the Axis forces. Although based on history, the side that wins a game is not predetermined, and games do not necessarily follow the historical course of events. The *players* are in command, and their actions and decisions determine the results of each game.

RULES INTRODUCTION: The rules are divided into major sections which can be learned one at a time; first the Basic Game in this folder, then the Advanced Game and the Optional Rules in the **BATTLE MANUAL**. These rules, although quite lengthy as a whole, do not need to be read at one sitting, only carefully and thoroughly read one section at a time after playing games using and understanding the rules in the previous

major section. The most commonly needed information is given on the Basic Game Card, Game Card, and mapboard. While reading the rules, when reference is made to something on one of the cards or on the mapboard, find the section and familiarize yourself with its location and uses while reading the rule. After the first reading, the rules should be used as reference for questions that arise during play – a Table of Contents is included in the BATTLE MANUAL for ease in locating needed rules (NOTE: The Table of Contents is located in the first pages of this digital edition. Also, the Basic Game Rules Folder and the Battle Manual have been combined in to one rulebook. Games can and should be played using only the Basic Game Rules, which cover the play of *THE RUSSIAN FRONT* in its simplest form, concentrating on the basic concepts of the game. The rules in the BATTLE MANUAL add additional topics and detail to concepts first introduced in the Basic Game. NOTE: The Avalon Hill errata has been incorporated in to this copy of the rulebook. These entries are differentiated with a deep red font.

SCALE: A hexagon is approximately 25 miles across. A defense factor represents 150-250 planes, 10-50 ships, or 8,000-25,000 men, depending on the type unit, equipment, nationality, etc.

1.0 THE GAME COMPONENTS

The following components are used for play of the game. Please inspect these carefully, and become familiar with them while reading through this section. Components marked with an asterisk (*) are not needed for play of the Basic Game, but are explained in later sections of the rules.

1.1 THE MAPBOARD:

The mapboard shows the area in which the actual campaign was fought. A hexagonal grid on the map regulates movement and permits the precise positioning of the playing pieces. Individual hexagons are called “hexes”, and contain individual letter/number codes for identification. Terrain is simplified and adapted to conform to the hex grid. The mapboard is divided into four lettered panels (“A” through “D”), look for the large letters near one of the short sides of each of the panels, place together so that the partial

hexes on the long sides match up, with the panel letters oriented as shown:



Mapboard features not part of the map are as follows:

1.1.1 CURRENT DATE CHART: Used to record the current Turn.

1.1.2 TERRAIN KEY: This identifies major mapboard terrain.

1.1.3 UNIT STORAGE: Used to hold commonly used units while they are off the mapboard.

1.1.4* OTHER: Other mapboard features are not needed for the Basic Game and are explained in the BATTLE MANUAL.

1.2 THE UNIT COUNTERS:

Die-cut counters of contrasting colors, which must be punched out are, provided for the play of the game. These are the game’s playing pieces and are called “units”. Each displays information needed to play the game, as shown in THE UNIT COUNTERS section of the Basic Game Card.

1.3 THE BASIC GAME RULES FOLDER:

This folder contains the rules required to play the Basic Game version of *THE RUSSIAN FRONT*.

1.4 THE BATTLE LOCATION CARD:

This is used to place units for combat. It is divided into numbered “battle boxes”.

1.5 THE BASIC GAME CARD:

There are two copies of this card, one per player. Each card contains information and charts needed to play the Basic Game.

1.6 DIE:

One die is included. It is used to resolve combats and has nothing to do with movement.

1.7 ORDER OF BATTLE CARDS:

These cards (one Axis and one Soviet) display when and where all combat units are available.

1.8* THE GAME CARD:

There are two copies of this card included, one per player. Each card contains the most frequently used and needed game information and charts and tables.

1.9* THE BATTLE MANUAL:

This contains all the rules and information needed to play the more complex versions of the game.

2.0 BASIC GAME SETUP AND PREPARATION FOR PLAY

2.1 SIDE SELECTION:

Decide by mutual agreement or competitive die rolls which player takes the Soviets and which takes the Axis.

2.2 BASIC GAME ORDER OF BATTLE CARDS SETUP:

These cards contain pictures of every combat unit used in the game. Organize the combat units on top of their pictures, and keep the cards convenient to that side’s player. For the Basic Game, these cards are setup only through Turn 3, and no naval units should be placed on the cards as these are not needed for the Basic Game.

2.3 THE BASIC GAME GENERAL MAPBOARD SETUP:

Place the turn units on the TURN RECORD CHART with the arrow of the year unit pointing to “1941”, and the arrow of the month unit pointing to “June”. Place the Axis and Soviet City control units, the out of supply units, and the do not use units in the UNIT STORAGE area. Axis and Soviet combat units are setup as explained in the COMBAT UNIT SETUP section of the Basic Game Card.

2.4 BATTLE LOCATION CARD SETUP:

Place convenient to the mapboard with the battle location units placed in the correspondingly numbered battle boxes.

2.5 OTHER UNITS:

Sort out the rail and hit units and place in any convenient off-board location.

3.0 THE BASIC GAME SEQUENCE OF PLAY

The game starts when all setup is complete. The game is played in “Turns”, each representing the passage of one month’s time, and a Basic Game lasts three Turns, representing the months of June, July, and August 1941. Each Turn is

divided into “phases”, “steps”, and “segments” which must be performed (skip any that do not apply during a Turn) in the order outlined in the BASIC GAME SEQUENCE OF PLAY section of the Basic Game Card and explained in detail later in the rules.

4.0 BASIC GAME GENERAL PROCEDURES AND SPECIAL RULES

The following rules all play a part in several different Phases and or Steps of a Turn and are grouped together to avoid repetition.

4.1 PLAYER/SIDE DEFINITIONS:

4.1.1 CONTROLLING PLAYER / ENEMY: A player *always* moves the units of his side, and is, therefore, the “controlling player” for his own units and territory. Whenever the rules refer to units moving, this means that the controlling player is the one moving them. What a player does not control is defined as “enemy”.

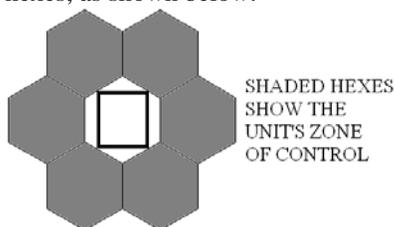
4.1.2 PHASING / NON - PHASING PLAYERS: The “phasing player” is the player currently performing the phases (Axis or Soviet Phases) for his side. Thus, the Axis player is the phasing player during the Axis Phases, and the Soviet player is the phasing player during the Soviet Phases. The player who is not the phasing player is the “non-phasing” player. Unless specifically stated otherwise, *all* die rolls are performed by the phasing player.

4.2 ZONES OF CONTROL:

All ground units have a “zone of control”. Air and naval units have no zone of control. Zones of control represent a degree of control of adjacent hexes by a ground unit.

4.2.1 NORMAL ZONE OF CONTROL:

A ground unit’s zone of control normally consists of all six surrounding adjacent hexes, as shown below:



4.2.2 NO ZONES OF CONTROL: As soon as a battle location unit is placed, all

ground units in that hex *immediately* lose their zones of control. Also, a ground unit’s zone of control does *not* extend across deep-water hexsides or the Kerch Strait (hexsides between hexes D17, D18, E18, and E19) or into all-water lake, sea, or water portions of coastal hexes.

4.2.3 EFFECTS OF ZONES OF CONTROL: Zones of control effect supply routes (see 4.6.2), reinforcements (see 5.2.1.3), and ground movement (see 6.2.1). They do *not* hinder or prevent retreats.

4.3 STACKING, MORE THAN ONE UNIT PER HEX:

There are no limits on the number of ground or naval units that may be placed in the same hex. However, no more than two air units may use the same fortress, major, or minor city hex as an *airbase hex* (see 6.3.1), although any number of air units may be placed in the same hex for combat purposes.

4.4 BASIC GAME SPECIAL UNIT RULES:

In the Basic Game, Axis forces consist of Germany and four Axis ally nationalities (Finland, Hungary, Italy, and Romania). Soviet forces have no differentiations that apply in the Basic Game.

4.4.1 MARINE AND PARATROOPER UNITS: In the Basic Game, these units are treated exactly like infantry units – they have no special capabilities.

4.4.2 FIRST TURN HUNGARIAN NEUTRALITY:

During Turn 1 (Jun, 41) the Hungarian unit remains in Hungary, and has no zone of control. No other Axis or Soviet units may enter or trace supply into Hungarian hexes during Turn 1. These restrictions end on Turn 2.

4.5 RAILROAD CONVERSIONS:

The Soviet and Axis railroads used different gauges (width of track) so that their trains could not use each other’s rails without convening the gauge.

4.5.1 INITIAL RAILROAD GAUGES:

All railroad and city hexes starting the game on the Axis sides of national boundaries are Axis gauge, and all railroad and city hexes on the Soviet side of national boundaries are Soviet gauge.

4.5.2 CONVERTING RAIL HEXES: A railroad hex (including city hexes) may be “converted” to a friendly gauge by

expending extra movement factors in the hex. Only railroad hexes may be converted; non-railroad hexes may not be converted to railroad hexes.

4.5.2.1: An Axis ground unit may convert a hex by expending *one* extra movement factor in the hex, and a Soviet ground unit may convert a hex by expending *two* extra movement factors in the hex.

4.5.2.2: These conversions may be done only during the Ground Movement Step, and may be performed in any railroad and/or city hex, including hexes in opposing unit’s zones of control and even in battle hexes (place a rail unit in the battle box to show that the hex will be converted if the enemy units retreat or are eliminated – if the converting side retreats from or is eliminated in a battle hex, the hex is not converted, even though the movement factors to do so were expended).

4.5.3 MARKING CONVERTED RAIL HEXES:

The conversion of a hex is shown by placing (to show Axis gauge) or removing (to show Soviet gauge) a rail unit in the hex. Where any confusion may exist, mark every hex, but once an entire section is converted, one rail unit per line marking the limits of conversion is sufficient to show how far the conversion extends. Once converted, a rail hex is “friendly” to the owning side.

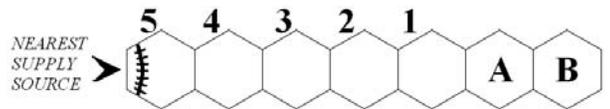
4.6 SUPPLY RULES:

Military forces require vast amounts of supplies – food, ammunition, fuel, etc. – to remain in action at full effectiveness.

4.6.1 OUT OF SUPPLY COMBAT UNITS:

A combat unit that cannot trace a “supply route” from the unit to a source of friendly supply is “out of supply”. A supply route may not exceed five hexes in length from the unit to the supply source.

For example, unit “A” is five hexes from the nearest supply source and is “supplied”. Unit “B” is six hexes from the nearest supply source and is out of supply.



4.6.2 SUPPLY ROUTES: A supply route from a combat unit or hex to a supply source may follow any connected

path of hexes through any *land* terrain, but not through any hex occupied by an opposing ground unit, any hex in an opposing ground unit's zone of control, *unless* that zone of control hex is also occupied by a friendly ground unit (in this case the zone of control is negated *for supply purposes only*), through an enemy controlled city hex, or through any deep-water hexside or all-water hex. A supply route does not have to be straight, but can twist as needed for up to five hexes.

4.6.3 SUPPLY SOURCES: A supply source can be any friendly partial hex on the edge of the mapboard of the appropriate color (red for Soviets, gray for Axis – the black partial hexes cannot be used by either side), any friendly controlled port, or any friendly railroad hex (including those converted during the current Turn) that can be traced in any unblocked (as in 4.6.2, a friendly unit negates a zone of control for supply purposes) and unbroken supply route of friendly railroad hexes of any length to a friendly mapboard edge or other supply source. **A one-hex wide mapboard edge directly between two identically colored partial hexes is considered to be a supply source of the same color as the adjacent partial hexes.**

4.6.4 EFFECTS OF BEING OUT OF SUPPLY: Supplied combat units perform normally, but the following restrictions apply to out of supply combat units:

4.6.4.1: Ground units marked with out of supply units may only be moved in a *direction* or combination of directions that would be allowed if they were retreating (see 7.5.2.2 for allowable directions), into an adjacent hex in any direction containing *only* friendly combat units and/or into an adjacent friendly city (fortress, major or minor). They may not be used to convert railroad hexes and their movement factors are halved (round any fractions down), but their attack and defense factors remain the same. Restrictions allowing, these movements may cause combats and/or be into enemy controlled cities.

4.6.4.2: Out of supply armor units may not make Exploitation Phase movements (see 8.2).

4.6.4.3: Out of supply air units may be used only to make a transfer movement (see 7.7.1) during their side's Return and

Transfer Segment. **Out of supply air units may participate in combat in their base hex if attacked.**

4.6.4.4: Any combat unit marked as out of supply during its side's Out Of Supply Marking Step (see 5.1) that is still not supplied by the Remove Out of Supply Segment is eliminated.

4.7 CITY AND OILFIELD HEX CONTROL:

At the end of the game, the sides automatically control all cities and the oilfield hex in their own territories, and retain this control unless an enemy ground unit enters the city hex.

4.7.1: Once a ground unit enters and/or passes through a city or oilfield hex, that hex is immediately controlled by the side having the *last* ground unit enter and/or pass through the hex.

4.7.2: Normally, front line positions make it easy to determine control, but for more fluid situations, the appropriate Axis or Soviet control units should be placed in city or oilfield hexes to avoid confusion. Remove the control units and replace in the UNIT STORAGE area on the mapboard when no longer needed.

4.8 MARKING BATTLE LOCATIONS: Combat in *THE RUSSIAN FRONT* occurs *within* hexes that contain combat units from both sides. These “battle location hexes” should be immediately marked by placing a battle location unit in the hex, removing the combat units from the hex and placing them in the correspondingly numbered battle box on the Battle Location Card.

5.0 THE BASIC GAME PREPARATION PHASES

The Axis player performs this phase during the Axis Phases and the Soviet player performs it during the Soviet Phases.

5.1 THE OUT OF SUPPLY MARKING STEPS:

The phasing player checks all of *his* combat units to see if any are out of supply (see 4.6) – if so, an out of supply unit is placed on top of the combat unit or units.

5.2 THE BASIC GAME REINFORCEMENT STEPS:

The phasing player checks his Order of Battle Card to see what reinforcements (new units) are due.

5.2.1 REINFORCEMENT ARRIVAL: Reinforcement units are placed on the mapboard as follows:

5.2.1.1 REINFORCEMENTS ARRIVE IN NAMED CITY: If a city name is listed with reinforcing units, they must be placed in or adjacent to that city hex (air units must be placed *in* a city hex).

5.2.1.2 REINFORCEMENTS ARRIVE “ANY”: If the word “any” is listed with reinforcing units they may be placed in and/or adjacent to *any* friendly supplied fortress and/or major city hex or hexes located in the unit's home country (**NOTE:** Treat Romania as the “home country” for Italian units), and/or (for ground units only) in any friendly (gray for Axis, red for Soviet) partial hex on the edge of the mapboard. **To be used, a mapboard edge partial hex must be located in the reinforcing unit's home country.**

5.2.1.3 REINFORCEMENT ARRIVAL RESTRICTIONS: No reinforcements may be placed in a hex that is out of supply (check supply as if the hex were a combat unit) and/or that lies in an enemy zone of control (even if there is also a friendly unit in the hex). Reinforcements *must* be held back (see 5.2.2) if their named city is controlled by the enemy, is out of supply, if the named city and all adjacent hexes lie in enemy zones of control, and/or stacking limits would be exceeded.

5.2.1.3.1: Reinforcements placed in or adjacent to cities may be stacked with each other and/or with units already in the hex with no stacking limits (except air units – two per hex maximum).

5.2.1.3.2: Reinforcements placed in partial edge hexes may be placed only one unit per partial hex. They may not remain in these partial hexes, but must actually enter the full mapboard hexes during the Turn.

5.2.2 HOLDING BACK REINFORCEMENTS: Reinforcements that must be held back or which the player wishes to hold back may be brought onto the mapboard during the side's Reinforcement Step of *any* later Turn after their usual Turn of arrival – keep the units in the ACCUMULATED REPLACEMENTS area until used. All held back reinforcements are placed “any”.

6.0 THE BASIC GAME MOVEMENT PHASES

The Axis player performs this phase during the Axis Phases and the Soviet player performs it during the Soviet Phases.

6.1 GENERAL RULES OF MOVEMENT:

Units may be moved alone or together in stacks that can be broken down at any point during movement. Units are moved by tracing a continuous route of movement through the mapboard's hexgrid. Hexes may not be jumped or skipped. Units may be moved in any desired order, but, since there are such a large number of units on each side, it is suggested that the phasing player generally start moving units at one end of the line, then work to the other end to avoid confusion as to which units have already been moved. *The die has nothing to do with movement.*

6.1.1 NUMBER OF UNITS TO MOVE:

The phasing player may move as many or as few of his units as desired; all, some, or none.

6.1.2 MOVEMENT FACTORS AND MOVEMENT COSTS: Each combat unit has a “movement factor” printed on the counter that determines the *maximum* amount of movement available to the unit each Turn.

6.1.2.1: Regardless of terrain, air and naval units expend one movement factor per hex entered. Ground units expend a number of movement factors per hex entered depending on the terrain, as shown on the BASIC GAME TERRAIN CHART on the Basic Game Card. *For example, a ground unit entering a clear hex expends one movement factor while entering a forest hex expends two movement factors.*

6.1.2.2: No unit may enter a hex for which it lacks enough remaining movement factors. It is possible for an out of supply unit to be unable to enter any new hex if the costs to enter exceed the unit's halved movement factor (see 4.6.4.1).

6.1.2.3: Movement factors not used are lost. They are not transferable from one unit to another, nor may they be accumulated from Turn to Turn.

6.1.3 PASSING THROUGH HEXES – ENTERING ENEMY HEXES: Units may pass through hexes containing other friendly units without penalty, paying the normal movement costs for the terrain.

6.1.3.1: Movement must end when a ground unit enters a hex containing an enemy ground unit or when an air unit enters a hex containing an enemy air unit, and a battle location must be marked (see 4.8), if not already marked.

6.1.3.2: An air unit or units may enter and/or pass through a hex or hexes containing an enemy ground and/or naval unit or units without penalty.

6.1.3.3: A ground unit may enter and/or pass through a hex or hexes containing *only* an enemy air unit or units without penalty, although the air unit must *immediately* make an “evacuation movement” (see 6.2.2).

6.1.4 RESTRICTED HEXES: Ground units may not (although air units may) pass through a deep-water hexside or enter all water hexes. Combat units may enter hexes that are partially land and partially water (called “coastal hexes”) at normal movement costs, but may not move into partial hexes on the mapboard edges.

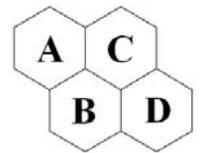
6.1.5 BASIC GAME MOVEMENT ACROSS THE KERCH STRAIT: Moving across the Kerch Strait (hexsides between hexes D17, D18, E18, and E19) costs Axis units three extra movement factors and Soviet units one extra movement factor.

6.2 THE BASIC GAME GROUND MOVEMENT STEPS:

The phasing player moves all of his ground units that he wishes to move during this step. While the phasing player moves, the opposing player may only watch *unless* a “response movement” situation occurs or an air unit must make an “evacuation movement”.

6.2.1 RESPONSE MOVEMENT: The non-phasing player has the option to immediately move a ground unit or units in “response movement” whenever an enemy ground unit or units is moved from one zone of control hex to another zone of control hex of the *same* non-phasing ground unit or units *without* causing a battle. The non-phasing player may, if desired, decline to make a specific response movement. A unit or units moved in response movement enters the hex occupied by the phasing enemy unit or units, and the hex is marked with a battle location unit (see 4.8). A response movement may *not* be made into a city (fortress, major, or minor) hex. The non-

phasing unit or units is still the defender during combat, even though moved. *For example, in the diagram below, the unit in hex “A” is in the zone of control of the enemy units in hex “B”. The phasing player moves the unit from hex “A” into hex “C”, and the nonphasing player may then move any of the units from hex “B” into hex “C”. The unit in hex “D” may not be used for a response movement as the unit originally in hex “A” was not then in that unit's zone of control before entering hex “C”. If the response movement is made, a battle location unit is placed in hex “C”, ending all further movement by all the units in hex “C”. Alternately, if the phasing player first moves the unit in hex “C” into hex “B”, this results in the placement of a battle location unit in hex “B”, negating the “B” hex units zones of control (see 4.2.2). The unit in hex “A” could then enter hex “C” without causing a response movement.*



6.2.2 AIR EVACUATION MOVEMENT: Whenever a ground unit enters an enemy airbase hex containing no enemy ground unit or units, any enemy air unit or units in the hex must immediately perform an “evacuation movement”.

6.2.2.1: In an air evacuation movement, an air unit is moved to any friendly airbase hex (see 6.3.1) that is not a battle location hex and does not already contain two air units within ten hexes of the current location. If no friendly airbase hex is available, the air unit is eliminated.

6.2.2.2: Any air unit that performed an evacuation movement may *not* be moved during the Non-Phasing Air Movement Segment or used to make a transfer movement (see 7.7.1.1). Mark this by placing do not use units on evacuated air units. A unit marked with a do not use unit *may* be used for combat if a battle location unit is placed in its new hex (ie., there is also a ground unit present).

6.2.2.3: Any unit already marked with a do not use unit (ie., having already performed one evacuation movement) is eliminated if forced to perform an evacuation movement.

6.3 THE BASIC GAME AIR MOVEMENT STEPS:

A player may move all of his air units that he wishes to or can move during his segment of this step.

6.3.1 AIRBASE RULES: A friendly airbase hex is any controlled city hex (a fortress, major, or minor city) that could serve as a supply source (see 4.6.3). The city hex may be in enemy zones of control if there is a friendly ground unit in the city hex. **If located in an enemy zone of control with no friendly ground unit in the hex, treat an air unit as out of supply (see 4.6.4.3).** No more than two air units may use the same airbase hex.

6.3.2 THE PHASING AIR MOVEMENT SEGMENTS: The phasing player moves any desired supplied air units to any battle location hexes within ten hexes of their airbase hexes.

6.3.3 THE NON-PHASING AIR MOVEMENT SEGMENTS: The non-phasing player now moves any desired supplied air units to any battle location hexes within ten hexes of their airbase hexes. Air units marked with a do not use unit, which are out of supply, and/or which are already in a battle location hex may not be moved during this step.

7.0 THE BASIC GAME COMBAT PHASES

The Axis player performs this phase during the Axis Phases and the Soviet player performs it during the Soviet Phases.

7.1 THE BASIC GAME COMBAT RESOLUTION STEPS:

Individual combats in various battle location hexes may be performed in any order determined by the phasing player, but all combats between air units must be completely resolved first, one battle location at a time, during the Air Combat Segment, then all ground combats are resolved, one battle location at a time, during the Ground Combat Segment. Completely finish one combat before starting to resolve the next.

7.2 GENERAL RULES OF COMBAT: Combat represents battles between the opposing units in the same battle location hex. The combats in each hex are resolved individually.

7.2.1 COMBAT PROCEDURE FOR A ROUND OF COMBAT: During all combats, the phasing side's units are called

the “attackers” and the non-phasing side's units are called the “defenders”.

7.2.1.1 STEP ONE—UNIT DETERMINATION: If a side has more than one air or one ground unit in a battle box, the controlling player selects which unit will be “engaged” in a round of combat. **If both sides have choices, the defender chooses first.** In the Basic Game, there may never be more than one air and/or ground unit engaged in a round of combat.

7.2.1.2 STEP TWO—COMPARE ATTACK AND DEFENSE FACTORS—FINDING THE COMBAT TABLE NUMBER: For the engaged units, apply any combat modifiers (see 7.2.2), then compare the attacker's modified attack factor with the defender's modified defense factor and find the difference, called the “combat table number”, by subtracting the modified defense factor from the modified attack factor. *For example, if the attacker's modified attack factor is “5” and the defender's modified defense factor is “3”, the combat table number is “5 - 3 = +2”. If the attacker's modified attack factor is “4” and the defender's modified defense factor is “7”, the combat table number is “4-7 = -3”.*

7.2.1.3 STEP THREE—COMBAT RESOLUTION AND USING THE COMBAT RESULTS TABLE: On the COMBAT RESULTS TABLE on the Basic Game Card, find the column matching the combat table number found in Step 2 and have the phasing player roll the die. Crossgrid the die roll with the column to find the results,

7.2.1.3.1 HITS: The number found to the left is the number of hits on the attacker, and the number found to the right is the number of hits on the defender that were caused by the combat. These hits should be marked immediately (see 7.3).

7.2.1.3.2 REQUIRED RETREATS: Any number printed in bold (darker) type indicates a “required retreat” (see 7.5 for handling retreats) for the side taking the hits. A required retreat means that the side *must* retreat, with the following exceptions:

7.2.1.3.2.1: A required retreat result may be ignored by all defending ground units and their supporting units (including any ground or supporting units not engaged in the current round of combat) During a Ground Combat Segment if the battle location hex is a fortress or major city hex.

7.2.1.3.2.2: A required retreat result may be ignored during any combat segment if the enemy *engaged* unit (but not if only the enemy *support* unit) is eliminated during the same round of combat as the required retreat result is rolled.

7.2.1.3.3 END OF ROUND OF COMBAT: This concludes a round of combat. Additional rounds may still be fought (see 7.4).

7.2.2 TERRAIN COMBAT MODIFIERS: In the Basic Game, the terrain in a battle location hex modifies only the values of *ground* unit attack and/or defense factors by adding to or subtracting from them, as shown on the TERRAIN CHART on the Basic Game Card, and explained below:

7.2.2.1 FORTRESS CITY MODIFIERS: All armor units in these hexes have *both* their attack and defense factors reduced by “-2”. All other units have their *defense* factors increased by “+3”.

7.2.2.2 MAJOR CITY MODIFIERS: The same as fortress city modifiers, except that all non-armor units have their defense factors increased by “+2” instead of by “+3”.

7.2.2.3 CLEAR MODIFIER: There are no modifiers in clear hexes.

7.2.2.4 FOREST MODIFIERS: All armor units in these hexes have *both* their attack and defense factors reduced by “-1”. All other units have their *defense* factors increased by “+1”.

7.2.2.5 MOUNTAIN MODIFIERS: All armor units in these hexes have *both* their attack and defense factors reduced by “-2”. For other units, the *defense* factors are increased by varying amounts: “+1” for cavalry units, “+3” for mountain units, and “+2” for all other non-armor units.

7.2.2.6 MARSH MODIFIERS: All armor units in these hexes have *both* their attack and defense factors reduced by “-3”. All other units have their *defense* factors increased by “+1”.

7.2.2.7 RAILROAD/OILFIELD AND MINOR CITY MODIFIERS: These hexes cause no modifiers. The *other* terrain in their hex causes modifiers depending on what is there. *For example, a railroad hex that was also a mountain hex would cause modifiers the same as a mountain hex.*

7.2.2.8 RIVER HEXES: All units in these hexes have their *defense* factors increased by “+1”.

7.2.2.9 HEX H16: All units in this hex have their *defense* factors increased by “+4”, *not including* the river (which increases the defense factor by an additional “+1”) also in the hex.

7.2.2.10 CUMULATIVE MODIFIERS: All modifiers are cumulative. *For example, an infantry unit defending in a forest hex (“+1”) that is also a river hex (“+1”) has its defense factor increased by “+1 +1 = +2”. An armor unit defending in a city hex (“-2”) that is also a river hex (“+1”) has its defense factor reduced by “-2 +1 = -1”* Regardless of any negative modifiers, no unit's modified attack or defense factor is ever considered to be reduced to less than “1”.

7.2.3 AIR SUPPORT: Air units may never directly combat ground units. The only way that an air unit may participate in combat with an enemy ground unit is by “supporting” a friendly ground unit during a Ground Combat Segment.

7.2.3.1: One air unit may “support” the one engaged ground unit during a round of ground combat. A supporting air unit adds its factors to the engaged ground unit's factors.

7.2.3.2: If the ground unit is attacking, add the air unit's attack factor to the ground unit's modified attack factor.

7.2.3.3: If the ground unit is defending, add the air unit's defense factor to the ground unit's modified defense factor.

7.3 MARKING AND EFFECTS OF HITS:

Hits are marked by placing hit units with the appropriate number under the combat unit or by eliminating combat units.

7.3.1 PLACING HIT UNITS: If the combat unit was previously without hits, place a hit unit under it equal to the number of hits caused by combat. If the combat unit already has a hit unit, place a new hit unit that equals the number of hits already marked plus the number of new hits caused by the combat.

7.3.2 SPREADING HITS: Unless there are excess hits (see 7.3.4, below) all hits are placed on the engaged unit and/or supporting unit. If a ground unit is supported, the controlling player may spread the hits over the engaged ground

and/or supporting unit in any desired manner.

7.3.3 ELIMINATING COMBAT UNITS: A combat unit is eliminated and removed from the mapboard when the number of hits on the unit equals or exceeds the unit's *defense* factor.

7.3.4 ALLOCATING EXCESS HITS: If all engaged and/or supporting units are eliminated, and not all hits have been placed, any excess hits are placed on any unengaged units of that side in the hex, spread as desired by the controlling player. Excess hits from an air combat after the elimination of all of that side's air units in the hex are placed on any ground unit or units of that side. If there are no other units of that side in the hex the excess hits are lost.

7.3.5 EFFECTS OF HITS: There are no effects of hits on combat units other than bringing them closer to or causing their elimination. Hits *do not* cause any reduction of a combat unit's attack, defense, or movement factors.

7.3.6 RETREATS DUE TO ELIMINATION: If an engaged *ground* unit is eliminated, even if its supporting air unit is not, *all* other units of that side in the hex *must* retreat. If an engaged or supporting air unit is eliminated, all other *air* units of that side in the hex *must* retreat, although this does not cause the retreat of that side's ground units. See 7.5 for handling retreats.

EXCEPTION: If both side's engaged units are eliminated, but one side has an unengaged unit and the other has none, the side with the surviving unengaged unit remains in the hex. *If both sides' engaged units are eliminated and both sides still have unengaged units in the hex, the attacker must retreat.*

7.4 ADDITIONAL ROUNDS OF COMBAT:

Unless the engaged unit on one or both sides is eliminated or there is a required retreat that cannot be ignored, the players have the option to have an additional round or rounds of combat in the same battle location, if neither player wishes to make a “voluntary retreat”. Later rounds of combat follow the same procedures and rules as the first round of combat.

7.4.1 VOLUNTARY RETREAT CHOICES: *After the completion of a round of combat, the defender has the first choice to retreat out of the battle location*

hex. If the defender does not retreat, then the attacker has the choice to retreat out of the battle location hex.

7.4.1.1: If neither side retreats, there will be another round of combat.

7.4.1.2: If either side voluntarily retreats, see 7.5 for handling retreats.

7.4.1.3: During the Ground Combat Segment, supporting air units may not be voluntarily retreated while the ground units remain. During the Ground Combat Segment, if any unit in the hex voluntarily retreats, all combat units of the side must do so.

7.4.2 CHANGING ENGAGED UNITS: If there are unengaged units in the hex, the players have the choice to change their engaged and/or supporting units for the next round of combat. The attacker announces any changes, *then* the defender announces any changes.

7.5 RETREATS:

Units in a battle location hex may be required to retreat (see 7.2.1.3.2), retreat due to elimination (see 7.3.6), or voluntarily retreat (see 7.4.1). In all these cases the retreat rules are the same.

7.5.1 RETREAT MOVEMENT: The controlling player moves the retreating unit into an adjacent hex. If there are a number of retreating units they may be spread in any manner over a number of adjacent hexes, as long as all these adjacent hexes conform to 7.5.2, below. Such hexes are called “retreat hexes”. No units may retreat into the partial hexes on the edge of the mapboard. Retreat movement is “free” – it costs no movement factors.

7.5.2 RETREAT DIRECTIONS: Units retreat only to certain hexes.

7.5.2.1 AIR UNIT RETREATS: Air units may retreat to any adjacent hex that does not contain an enemy air unit (including enemy air units in battle location hexes). An air unit that retreats into a battle location hex that does not contain an enemy air unit may *not* be used in the combat in the new hex and do not place it in the battle box in that hex.

7.5.2.2 GROUND UNIT RETREATS: For ground units, a retreat hex must be in a direction from the battle location hex where, if the unit continued moving in that direction any distance required, it would finally reach a supply source (see 4.6.3) without passing through an all water hex

or may be into a hex in any direction containing *only* friendly combat units and/or a friendly city (fortress, major, or minor). A retreat hex may not contain an enemy controlled city and/or an enemy ground unit, be an unresolved battle location hex, or be in a direction not leading to a supply source that does not contain only a friendly combat unit and/or city hex.

7.5.3 UNITS INVOLVED IN RETREATS: Any type of retreat during an Air Combat Segment effects *only* air units – the ground units in the hex must remain for the Ground Combat Segment. Any type of retreat during a Ground Combat Segment effects *all* units of the retreating side in the hex.

7.5.4 UNITS UNABLE TO RETREAT: Any unit that must retreat and is unable to do so is eliminated.

7.6 END OF BATTLE–RETURN TO MAPBOARD:

As the combat in each battle location is completed, the battle location unit is immediately removed from the mapboard and replaced in its battle box on the Battle Location Card. Surviving combat units (if any) are placed back on the mapboard in the appropriate hex. **NOTE:** See the COMBAT EXAMPLE on the Basic Game Card.

7.7 THE POST COMBAT STEPS:

When all combats are resolved, the following moves may be performed:

7.7.1 THE RETURN AND TRANSFER SEGMENTS: These segments return all air units to base hexes.

7.7.1.1: The non-phasing player goes first, moving all surviving air units that were involved in battles to any friendly airbase hexes within ten hexes of their current locations (“return movement”). The phasing player then does the same for his air units. If desired, the players may also employ “transfer movement” to move air units that were not involved in battles during the side s phases or marked with do not use units to new friendly airbases within *twenty* hexes of their current locations.

7.7.1.2: During these movements, hexes containing enemy combat units *may* be passed through.

7.7.1.3: When complete, there should be no airbase hex containing more than two air units – if this proves to be impossible,

the controlling player must eliminate any excess air units.

7.7.1.4: When all return and transfer movements are complete, remove all do not use units, and replace in the UNIT STORAGE area on the mapboard.

7.7.2 THE REMOVE OUT OF SUPPLY SEGMENTS: Any out of supply units that were placed during the Out of Supply Marking Step should be checked. If the combat unit is now supplied, remove the out of supply unit. If the combat unit is still unsupplied, the combat unit is eliminated, and removed from the mapboard with the out of supply unit. Replace the out of supply units in the UNIT STORAGE area on the mapboard.

8.0 THE BASIC GAME EXPLOITATION PHASES

The exploitation phase consists of moving the phasing side's *armor* units a second time during the Turn.

8.1: No other units but the phasing player's armor units may be moved during this phase.

8.2: A unit must be in supply at the *start* of the Exploitation Phase in order to be moved (the unit may be out of supply during or after the conclusion of an Exploitation Phase, but not at the start). Check supply normally (see 4.6), but do *not* mark with out of supply units – simply do not move, if not supplied.

8.3: The units move normally, exactly as during the Ground Movement Step, using their full movement factors except that they may not convert railroad hexes or have combats. They may not enter a hex containing an enemy ground unit, and may not make any move that *could* cause a response movement (EXCEPTION: A unit making no other movements may always advance into *one* new hex containing no enemy ground unit and then stop, even if this move could normally cause a response movement – in this case, it does not cause a response movement).

9.0 THE BASIC GAME TURN RECORD AND VICTORY LEVEL PHASES

9.1 THE TURN RECORD PHASE:

At the end of every Turn, advance the turn units on the CURRENT DATE CHART

on the mapboard so the arrows point to the proper month and year for the next Turn.

9.2 THE VICTORY LEVEL PHASE:

This phase is performed only at the end of the game (Turn 3 – Aug, 1941). Count the number of fortress city, major city and oilfield hexes controlled by the Axis side. This total number determines the level of victory, as follows:

NUMBER	VICTORY LEVEL
1-16	Soviet Decisive Victory (a clear Soviet win)
17-19	Soviet Marginal Victory (Soviets are ahead)
20-22	Tie (No Winner)
23-24	Axis Marginal Victory (Axis are ahead)
25+	Axis Decisive Victory (a clear Axis win)

THE RUSSIAN FRONT BATTLE MANUAL

Stop! Do not read this until after reading the Basic Game Rules Folder. Become thoroughly familiar with the Basic Game before moving on to the more complicated versions of the game found in this BATTLE MANUAL.

THE ADVANCED GAME RULES

INTRODUCTION TO THE ADVANCED GAME

The Advanced Game Rules introduce new concepts and procedures that are absent in the Basic Game, giving a more complex and detailed game that is much easier to learn if the Basic Game Rules are already well understood. The Advanced Game, in most cases, simply adds to the Basic Game or supplements certain sections. The expanded SEQUENCE OF PLAY WITH ALL OPTIONS for using Advanced Game and Optional Rules is printed on the Game Card, and should be checked to spot the new phases, steps, and segments added for the Advanced Game (those used only with the Optional Rules have “Op.” and the rule reference number listed—these are not needed for the Advanced Game). In the Advanced Game, the Game Card replaces the Basic Game Card as the source of needed charts and tables (use the COMBAT RESULTS TABLE and TERRAIN CHART on the Game Card instead of the ones on the Basic Game Card), although the unit counter and setup (for 1941 scenarios) information on the Basic Game Card is still used. ALL BASIC GAME RULES STILL APPLY, UNLESS OTHERWISE STATED.

HISTORICAL DESIGN NOTES: The major ground units used *THE RUSSIAN FRONT* represent large forces. Of themselves, corps and armies consist primarily of a headquarters and various support troops. Their real strength comes from the smaller combat formations that

they command. In any campaign, the smaller combat units are constantly being shuffled from corps to corps or army to army, and coming and going from the front. All the units portrayed in the game changed strengths as the campaign progressed, getting larger or smaller as combat units were attached and detached, so that only in the *aggregate* do they reflect the overall strengths of the forces involved. Reinforcements and removed or withdrawn units reenact major additions, subtractions, and/or regroupings of smaller combat units than they do the *exact* times of arrival or departure of particular corps or army headquarters – often a corps or army headquarters was created, withdrawn, or redesignated some time before or after its major combat elements had already arrived or departed. This means that some *averaging* was required for a game of this scale, so some units arrive or leave at slightly different times than the historical corps or army headquarters did.

10.0 THE ADVANCED GAME SETUP AND PREPARATION FOR PLAY

This is handled similarly to rule 2.0 in the Basic Game, with the following changes:

10.1 SCENARIO SELECTION:

The Advanced Game uses a number of different “scenarios” which are, in effect different games that can be played using this same set of rules. Look over the scenarios included in the Scenario section of this BATTLE MANUAL. The scenario to use for a specific game must be decided before anything else, and can be done by mutual agreement or competitive die rolls.

10.1.1 SCENARIO SETUP INFORMATION: Additional setup information not found here is found in the individual scenarios.

10.1.2 THE “2” AND “3” START LINES: The “1942” and “1943” scenarios use different setup areas than those covered in the Basic Game, using hexsides marked “2” as “start lines” for the “1942” scenario and hexsides marked “3” (often the same hexsides as are marked “2”) as start lines for the “1943” scenario.

10.2 THE ADVANCED GAME ORDER OF BATTLE CARDS SETUP:

The combat units, including naval units, should be organized on these cards. The Turns to setup depend on the scenario and the length of game decided on by the players. Note that some unit pictures appear more than once – the ones to leave blank are noted in section “F” of each scenario. Also, all withdraw and remove (surrounded by dashed lines) unit locations are left blank.

10.3 THE ADVANCED GAME MAPBOARD SETUP:

The turn units are setup on the TURN RECORD CHART with the arrows pointing to the scenario’s starting date (see “A.” in each scenario). Set the victory level unit with the arrow pointing to the number given in “C.” in each scenario on the CURRENT VICTORY LEVEL CHART. Place the three weather units (“Arctic”, “Central”, and “South”) anywhere on the CURRENT WEATHER CHART. Place a rail unit in the “0” box of the RAIL MOVE REDUCTION area. Place the city control, out of supply, do not use, blitz, refit, reserve, and any unused minefield units in the UNIT STORAGE area.

10.3.1: When the naval units are setup, the naval units must be placed *in* their specified port city hexes or in port cities in their specified setup areas. All other combat unit setups must conform to the normal restrictions (ie., air units must be setup no more than two per airbase hex, etc., – also see 11.2).

10.3.2: Factory units are placed as given in the scenario and may be in named city hexes, the OFF BOARD FACTORIES area on the mapboard, and/or in the “F” box of the CURRENT VICTORY LEVEL CHART (see “E.” in each scenario).

10.3.3: Place a hit unit (unless a “0”) in the AVAILABLE PARTISANS area on the mapboard to show the number of partisan factors available (see “D.” in each scenario).

10.3.4: Soviet and Axis minefield units are placed as given in “G.” in each scenario.

10.4 RAILROAD GAUGES:

All railroad hexes are considered to be converted to the appropriate gauge for their side of the start line.

11.0 THE ADVANCED GAME GENERAL PROCEDURES AND SPECIAL RULES

11.1 AXIS ALLY SURRENDERS:

Axis Allies may be forced to surrender. Any Axis ally surrenders *immediately* when its surrender conditions are met.

11.1.1 ITALIAN SURRENDER: Italy surrenders in September, 1943 (Turn 28) regardless of the situation. During the Axis Reinforcement Step of Turn 28, remove all Italian combat units from the mapboard.

11.1.2 HUNGARIAN OR ROMANIAN SURRENDERS: Romania surrenders if the Soviet side controls the city of Bucharest and Hungary surrenders if the Soviet side controls the city of Szeben anytime from 1942 on.

11.1.2.1: When one of these Axis allies surrenders, all units of that nationality are removed from the mapboard and remain off for the remainder of the game.

11.1.2.2: Units of both sides may continue to operate in the nation's territory for the rest of the game.

11.1.3 FINNISH SURRENDERS: The Finnish rail capacity (see 13.4.3.2) ends with any type of Finnish surrender. Finland may be forced to surrender in one of two ways:

11.1.3.1 NORMAL FINNISH SURRENDER: Finland surrenders if the Soviet side controls the city of Helsinki at any time.

11.1.3.1.1: When surrendered in this manner, all Finnish units are removed from the mapboard and remain off for the remainder of the game.

11.1.3.1.2: Units of both sides may continue to operate in Finnish territory for the rest of the game.

11.1.3.2 ALTERNATE FINNISH SURRENDER: Even if Helsinki is still in Axis control, Finland must surrender if Leningrad is Soviet controlled on September, 1944 (Turn 40)

11.1.3.2.1: During the Axis Reinforcement Step of Turn 40, if Helsinki is Axis controlled and Leningrad is Soviet controlled, all German units in Finland and all Finnish units anywhere are removed from the mapboard, and all Soviet units in Finland (including Hango) are moved to their *nearest* (Soviet choice for equidistant hexes – the route traced

may be all or partially water hexes and air and naval units go to the nearest possible base cities) hexes in Soviet territory.

11.1.3.2.2: When Finland surrenders in this manner but not for a surrender forced by the Soviet control of Helsinki), no units of either side may enter, pass through, or trace supply through hexes in Finland for the remainder of the game, and no Finnish cities count as controlled by the Axis side.

11.2 AXIS ALLY MOVEMENT AND SETUP RESTRICTIONS:

Axis ally units are restricted as to where they may be moved. If forced by a required retreat or evacuation to enter a hex on a forbidden mapboard panel, these units must leave or attempt to leave as soon as possible, even if this requires combat. These restrictions apply to all types of movement, including rail movement.

11.2.1 ITALIAN, HUNGARIAN, AND ROMANIAN RESTRICTIONS: No units of these nationalities may enter hexes completely on mapboard panels “A” or “B.”

11.2.2 FINNISH RESTRICTIONS: Finnish ground units may not enter hexes completely on mapboard panels “B”, “C”, or “D”. This applies once Leningrad is Axis controlled, or anytime after that (even if Leningrad later passes back to Soviet control). However, until that time, Finnish ground units are funkier restricted to entering only hexes in Finland, Hango, and areas of the Soviet Union bounded by the first “2, 3” start lines near Finland or no more than one hex beyond these start lines. Finnish air and naval units may enter other areas, but must be based in hexes falling within these restrictions.

11.3 SOVIET NON-REPLACEABLE UNITS:

Replacement factors may be used in these units during Soviet Replacement Steps, but, once eliminated, these units may never be rebuilt to be used as reinforcements.

11.4 ADVANCED GAME SUPPLY RULES:

The Advanced Game requires some supplemental supply rules.

11.4.1 BODY OF WATER

DEFINITION: The Gulf of Finland and the Baltic Sea are considered to be the same body of water, as are the Sea of Azov and the Black Sea Lakes are each

considered to be individual bodies of water.

11.4.2 SUPPLY SOURCE PORTS: *Extending* the definition in 4.6.3, to be used as a supply source port, a port city which otherwise does not qualify as a supply source may be used as one if within a five hex long supply route (by land or sea – sea routes cannot pass through enemy minefield hexes) to a partial mapboard hex of that side’s color.

11.4.2.1: A port may also be considered as a supply source if there is at least one friendly naval unit and one other controlled and supplied (under 4.6.3 or 11.4.2) port located on the same body of water. By sea, the side must be able to trace a continuous path of hexes from port-to-port of any length without going through an enemy minefield hex.

11.4.2.2: Unless these conditions are met, a port city may not be used as a supply source.

11.4.2.3: “Ice” does not effect a port’s status as a supply source.

11.4.3 COASTAL HEX SUPPLIES: Units may be supplied in coastal hexes.

11.4.3.1 COASTAL HEX SUPPLY CONDITIONS: Any unit or units actually *in* a coastal hex or hexes is always in supply if there is a friendly naval unit and a friendly controlled port city in the body of water including that coastal hex or hexes and a path of hexes of any length free of enemy minefield units can be traced from the port city to the coastal hex. **The friendly controlled port must also be a supply source.**

11.4.3.2 RETREAT TO A COASTAL HEX: In addition to retreats covered in 7.5.2.2, a ground unit may also retreat directly *into* such a supplied coastal hex, if unoccupied by an enemy ground unit, an enemy air unit on an interdiction mission, or containing an enemy controlled city.

11.4.4 NAVAL SUPPLY: **As long as there is at least one friendly controlled supply source port city on a body of water, a naval unit on that body of water is supplied.**

11.5 RESERVE UNITS:

Reserve units are *placed* by the phasing side during *his* Ground Movement Step or Exploitation Phase, and may be *used* during *his* Exploitation Phase or during the Non-Phasing Reserve Ground Movement Step of the other side’s phases.

When moved, units marked by reserve units do so at normal movement rates and costs. Any number of ground units in a hex may be marked by a single reserve unit.

11.5.1 PLACING RESERVE UNITS IN THE GROUND MOVEMENT STEP:

During a side's Ground Movement Step, a reserve unit may be placed on top of any supplied ground unit or units in the same hex if those ground units are not moved during the Ground Movement Step *and* if they are not adjacent to any enemy ground unit or units (they may not be adjacent even if the enemy ground unit's zones of control do not effect the hex). **Any ground units marked by a reserve unit may not have expended any movement factors during the Ground Movement Step.**

11.5.1.1: The number of reserve units that may be placed is limited by the countermix (three Axis, two Soviet).

11.5.1.2: An armor unit marked with a reserve unit may not also be marked with a refit unit.

11.5.2 PLACING RESERVE UNITS IN THE EXPLOITATION PHASE:

The same rules and conditions as during a Ground Movement Step apply, except that reserve units may be placed only on supplied armor units that are not moved during the *Exploitation Phase* (they may have been moved earlier during the Ground Movement Step). Reserve units placed during a side's Ground Movement Step and then removed during the *Exploitation Phase* may not be placed again during the same *Exploitation Phase*.

11.5.3 USING RESERVE UNITS:

Combat units marked with reserve units may be moved at one of two different times (see 11.5.3.1 and 11.5.3.2, below). If not removed earlier due to the movement of *all* of the marked combat units, the reserve units are removed during the side's next Remove Reserve and Refit Units Step.

11.5.3.1 RESERVE UNIT EXPLOITATION:

Any ground units that were marked with a reserve unit may be moved during their own side's *Exploitation Phase* along with the usual armor units.

11.5.3.1.1: The normal *Exploitation Phase* rules (see 8.0) apply to units moved in this manner.

11.5.3.1.2: Remove the reserve unit from any ground unit moved during this phase,

and, if all combat units under the reserve unit have been moved, return to the UNIT STORAGE area on the mapboard.

11.5.3.2 THE NON-PHASING RESERVE GROUND MOVEMENT STEP:

Any ground units marked with a reserve unit may be moved into a battle location hex that contains an enemy ground unit or units in the Non-Phasing Reserve Ground Movement Step of the other side's phases, *if* not already in combat.

11.5.3.2.1: These units may not be moved *through* (although they may enter) any battle location hexes. They may not enter or pass through any air interdiction hexes or into any hexes containing enemy ground units that are not already in a battle location hex. **Their movement may cause response movements.**

11.5.3.2.2: Remove the reserve unit from any ground unit moved during this step, and return to the UNIT STORAGE area on the mapboard, if no units remain in the hex.

11.6 REFIT UNITS:

Refit units are placed to indicate that armor units are undergoing a period of rest and maintenance.

11.6.1 PLACING REFIT UNITS:

During a side's Ground Movement Step, a single refit unit may be placed on top of any one supplied armor unit that is not moved and is located in any city hex not adjacent to any enemy ground unit or units. **Any ground units marked by a refit unit may not have expended any movement factors during the Ground Movement Step.**

11.6.1.1: The number of refit units that may be placed is limited by the countermix (two Axis, one Soviet). Both Axis refit units may be placed in the same hex, if placed on different armor units.

11.6.1.2: An armor unit marked with a refit unit may not also be marked with a reserve unit **and may not be moved during an Exploitation Phase.**

11.6.2 REFIT UNITS IN COMBAT:

Any armor unit marked with a refit unit may not initiate combat as an attacker (it may make response movement) and has its defense factor modified by “-2” if attacked. As soon as such a combat is over, the refit unit is removed from the hex and returned to the UNIT STORAGE area on the mapboard.

11.6.3 REMOVAL OF REFIT UNITS:

Unless removed earlier due to combat, refit units are removed during a side's Remove Reserve and Refit Units Step. When removed, one hit may also be removed from the armor unit without using any replacement factors.

11.7 BLITZ UNITS:

Blitz units are placed to indicate a particular type of attack trying to gain ground.

11.7.1 PLACING BLITZ UNITS: Blitz units must be placed as soon as a battle location unit is placed and the combat units are moved to a battle box on the Battle Location Card. A blitz unit may be placed where a battle is caused by response movement, if desired.

11.7.1.1: For a blitz unit to be placed there must be at least one attacking armor unit in the battle location box.

11.7.1.2: The blitz unit is placed in the battle box with the number on the top (facing the top of the Battle Location Card) of the blitz unit equal to the armor unit's movement factor minus the number of movement factors expended by the armor unit to reach and enter the hex and one additional movement factor (for the round of combat to come). *For example, a German armor unit (“6” movement factors) starting movement from an adjacent hex enters a clear hex in fair weather that contains a Soviet ground unit. A blitz unit is placed with “6” movement factors minus one movement factor to enter the hex minus one additional movement factor equals “4” on top.*

11.7.1.3: If more than one armor unit has entered the hex, the Blitz unit number is set to match the *lowest* number that would be obtained from any of these armor units. The number on the blitz unit shows the number of movement factors remaining to use by the attacking armor units.

11.7.1.4: No more than one blitz unit may be placed in the same hex and the number of blitz units that may be placed is limited by the countermix to three per side per Ground Movement Step.

11.7.1.5: Blitz units may not be placed in battles that occur in fortress or major city hexes.

11.7.2 USING BLITZ UNITS DURING THE GROUND COMBAT SEGMENT:

All Air and Naval Combat Segments are

resolved normally, but, when the Ground Combat Segment is reached, all combats marked with a blitz unit are resolved (including all pursuit and/or blitz movements and additional combats), one at a time, in any order determined by the phasing player, *before* any combats not marked with a blitz unit are resolved. Ground combats marked with a blitz unit are resolved normally, with the following exceptions:

11.7.2.1 BLITZ UNIT ADJUSTMENT FOR ROUNDS OF COMBAT: For each additional round of *ground* combat after the first, the blitz unit is adjusted to show one less number than was previously shown. *For example, if a “3” is currently the top number on a blitz, units and an additional round of ground combat is to be fought, the blitz unit is adjusted so that a “2” is number top number.*

11.7.2.1.1: If “1” is the top number and an adjustment is called for, the blitz unit is removed, and the combat becomes a normal ground combat.

11.7.2.1.2: If the attackers retreat, the blitz unit is removed.

11.7.2.2 BLITZ PURSUIT AND MOVEMENT: The marking of a battle with a blitz unit may permit additional movement and/or battles by the phasing armor units.

11.7.2.2.1: With more than one attacking armor unit in a blitz battle location hex, it is possible for a player to “pursue” with some armor units and “blitz move” with others (any or all may include supporting units, if possible), at the phasing player’s option. With only one phasing armor unit only one or the other may be done.

11.7.2.2.2: Movement factors can be expended to convert railroad hexes during pursuit and/or blitz moves.

11.7.2.2.3: Move the battle location unit on the mapboard to show pursuit moves (the involved combat units remain in the battle location hex). The phasing armor units are placed on the mapboard for blitz moves, although a new battle location unit may be required if there is response movement causing new battles.

11.7.2.2.4: *If, during a combat caused by pursuit or blitz movement, the combat takes place in a hex containing retreated air and/or naval units, these units are not used in the combat.*

11.7.2.3 BLITZ UNIT ADJUSTMENT FOR PURSUIT: If the defenders retreat (this retreat will also include supporting units) after a round of combat, they are immediately retreated into their new hex or hexes following normal retreat rules and the attacker may (at his option) “pursue” into *one* of these new hexes, *if* allowed by the top number currently showing on the blitz unit and if the hex is not a fortress or major city hex.

11.7.2.3.1: Pursuing units may include any or all of the attacking armor units and their supporting units.

11.7.2.3.2: After a pursuit, the blitz unit is adjusted to reflect the number of movement factors expended (depending on weather conditions and terrain) to enter the new hex and by one additional movement factor (for the coming round of combat). Pursuit is impossible if the top number on the blitz unit is too small to permit the move; the new round of combat is then resolved normally in the new hex.

11.7.2.3.3: It is possible to pursue into a hex, have the defender again retreat after a round of combat, and pursue again (and/or opt for blitz moves) with additional blitz unit adjustments.

11.7.2.3.4: Pursuit is allowed even if the defender retreated into a hex already containing other defending units (**which may take part in the combat**).

11.7.2.4 BLITZ MOVES: If all defending ground units in a combat marked with a blitz unit are eliminated or retreat, the attacking armor unit or units may use “blitz moves” and be moved normally (if possible), as in a Ground Movement Step (of which this is actually an extension), expending any remaining movement factors allowed by the top number showing on the blitz unit. **This movement may include supporting units but may not be into hexes occupied by enemy ground units, although it *can* cause normal response movement by enemy ground units (including those retreated from previous blitz battle location hexes and not pursued).** Battles caused by response movement during blitz movement are not marked with a blitz unit.

11.7.3 REMOVAL OF BLITZ UNITS: Blitz units are returned to the UNIT STORAGE area on the mapboard when their use is complete.

11.8 ROMANIAN PLUS HUNGARIAN UNITS:

Romanian and Hungarian units may never end movement or a retreat stacked together, if this can be avoided in any manner short of eliminating a unit.

11.8.1: Unless forced by a required retreat they may never enter each other’s country, and if forced to enter, must attempt to leave as soon as possible, even if this calls for an attack.

11.8.2: Hungarian units may pass through Romania and Romanian units may *pass through* Hungary while using rail movement.

11.9 NATIONAL AIR AND NAVAL UNITS:

11.9.1: Axis air units may *not* be used to support combats involving Axis naval or ground units of a different nationality. *For example, a German air unit may not be used to support a Romanian ground unit.* An Axis air unit may be used for *air combat* in the same hex as Axis ground or naval units of a different nationality, but, if successful, may not be used for support.

11.9.2: Axis naval units may support ground units of *any* Axis nationality, except that the Romanian naval unit may not be used to support a Hungarian ground unit.

11.10 EXAMINING ENEMY UNITS:

While they are on the mapboard, no player may look through the other side’s stacks of combat units and/or check to see the hit units stacked under enemy combat units. Once placed in a battle box, units should be spread out, and opponent’s combat and hit units may be immediately examined.

12.0 THE PRELIMINARY PHASE

This phase is newly introduced in the Advanced Game, and comes prior to the Axis Phases.

12.1 THE WEATHER DETERMINATION STEP–WEATHER EFFECTS:

Weather conditions played a large role in the historical campaign. Unlike the Basic Game, where the weather is always the same (“fair”), weather conditions during an Advanced Game Turn can vary and effect supply and movement.

12.1.1 WEATHER CONDITIONS: Weather conditions can be “fair”, “wet”, “mud”, or “snow”.

12.1.2 WEATHER ZONES: The mapboard is divided into three “weather zones.”

12.1.2.1: The “arctic” weather zone consists of mapboard panel “A”, including the hexes partially on “A” and “B”.

12.1.2.2: The “south” weather zone consists of mapboard panel “D”, including the hexes partially on “D” and “C”.

12.1.2.3: The “central” weather zone consists of mapboard panels “B” and “C”, not including the partial hexes connecting to mapboard panels “A” and “D”.

12.1.3 DETERMINING THE WEATHER: The Axis player rolls the die and consults the WEATHER TABLE on the Game Card, crossgridding the current “month” column with the die roll to find the weather conditions. The weather in the central weather zone is found crossgridded with the actual number rolled, the weather in the arctic weather zone is found crossgridded with the number rolled plus one, and the weather in the south weather zone is found crossgridded with the number rolled minus one. *For example, in November a “4” is rolled on the die. This gives “wet” weather conditions (“4-1=3”) in the South weather zone, “mud” weather conditions (“4” rolled) in the central weather zone, and “snow” weather conditions (“4+1=5”) in the arctic weather zone.*

12.1.4 MARKING THE WEATHER: Place the central, arctic, and south weather units in the appropriate boxes of the CURRENT WEATHER CHART on the mapboard to show the Turn's weather conditions in each weather zone.

12.1.5 WEATHER EFFECTS ON SUPPLY: Only snow weather conditions effect supply rules.

12.1.5.1: Supply routes may be traced across deep water lake hexsides and lake all water hexes during snow weather conditions, as these are considered to be “frozen over” (NOTE: Movement through these hexes is still forbidden and zones of control still do not apply).

12.1.5.2: “Ice” (in snow weather conditions – see 12.1.6.2, below) does not effect a port city's status as a supply source.

12.1.6 WEATHER EFFECTS ON MOVEMENT: The weather zone and the weather conditions in a hex must be

considered before moving a unit into a hex.

12.1.6.1 EFFECTS ON GROUND MOVEMENT: The TERRAIN CHART on the Game Card shows the movement costs for entering all types of hexes with separate columns for all types of weather. Except for the separate columns for the weather conditions, this works the same as explained in 6.1.2.

12.1.6.2 EFFECTS ON NAVAL MOVEMENT: During snow weather conditions in their weather zones, no naval movement is possible (due to “ice”) in coastal or all-water lake hexes or all coastal or all-water hexes of the Baltic Sea/Gulf of Finland and Sea of Azov (not including the Kerch Strait or Black Sea hexes). Naval units forced to move during “ice” conditions in these areas are eliminated. **Naval units that cannot move due to “ice” may still participate in combats and lay mines in their own naval base hexes.**

12.1.6.3 EFFECTS ON AIR MOVEMENT: Weather conditions do not effect air movement.

12.2 THE PARTISAN ACTIVITY STEP:

If the Soviet player has no partisan factors available or chooses not to use any, this step is skipped.

12.2.1 PARTISAN ACTIVITY PROCEDURE: This procedure simulates the effects of the attacks by Soviet partisan units in Axis rear areas.

12.2.1.1 SELECTING PARTISANS: The Soviet player selects one to three partisan factors from the AVAILABLE PARTISANS area on the mapboard, adjusting the hit unit there to reflect the number of factors chosen for use. The number of partisan factors chosen can never exceed three.

12.2.1.2 USING THE PARTISAN TABLE: The Soviet player then rolls the die and consults the PARTISAN TABLE on the Game Card. Modify the die roll by “+1” if the weather conditions in the central weather zone are mud or snow, and by an additional “+1” per partisan factor used. Find the amount of Axis rail reduction on the line containing the modified die roll.

12.2.2 MARKING RAIL REDUCTION: Move the rail unit in the RAIL MOVE REDUCTION area on the mapboard into the appropriate box to

show the reduction found in 12.2.1.2, above.

12.2.3 EFFECTS OF RAIL REDUCTION: During the Axis Rail Movement Step of the Turn, the Axis rail capacity is reduced by a number of units equal to the reduction shown in the RAIL MOVE REDUCTION area on the mapboard. This reduction is always in the Axis rail capacity for most of the mapboard, not for the rail capacity in Finland.

13.0 THE ADVANCED GAME PREPARATION PHASES

The changes and additions to the Basic Game rule 5.0 are given below:

13.1 THE REMOVE RESERVE AND REFIT UNITS STEPS:

During this new Advanced Game step, the phasing player removes all of his reserve and refit units from their hexes. Any armor unit that had been marked with a refit unit also has one hit removed when the refit unit is removed. Replace the reserve and refit units in the UNIT STORAGE area on the mapboard.

13.2 THE REPLACEMENT STEPS: During this new Advanced Game Step, the phasing player checks the REPLACEMENT CHART on the game card to see how many replacement factors are available and then uses the replacement factors to replace losses.

13.2.1 DETERMINING AVAILABLE REPLACEMENT FACTORS: Check the line on the REPLACEMENT CHART corresponding to the current Turn. *For example, on Turn 2 (Jul, 41) the Axis side gets 8 replacement factors for “Germany”, 1 replacement factor for “Finland”, and 1 replacement factor for the “other” Axis allies (Hungary, Romania, and Italy). On his Replacement Step of the same Turn, the Soviet side will get 2 “off board” and 14 “on board” replacement factors, for a total of 16 Soviet replacement factors.*

13.2.1.1 OTHER AXIS REPLACEMENT FACTORS: The number of Axis replacement factors may vary from the listed numbers, as follows:

13.2.1.1.1 OILFIELDS: Each Axis controlled oilfield hex adds one replacement factor. Oilfield replacement factors may be used or added as excess replacement factors for Germany and/or for any Axis ally.

13.2.1.1.2 RIGA, TALLINN, VILNA: If all three of these cities are Axis controlled, one replacement factor is added which may be used by or added as an excess replacement factor for Germany or Finland (only for Germany if Finland surrenders).

13.2.1.1.3 DNEPROPETROVSK, KIEV, ROSTOV: If all three of these cities are Axis controlled, one replacement factor is added which may be used or added as an excess replacement factor for Germany.

13.2.1.1.4 HUNGARY OR ROMANIA SURRENDER: The “other” replacement factors listed on the REPLACEMENT CHART on the Game Card are reduced by one per Turn if Hungary or Romania surrenders. If both surrender, no “other” replacement factors are available.

13.2.1.2 OTHER SOVIET REPLACEMENT FACTORS: The number of Soviet replacement factors may vary from the listed numbers, as follows:

13.2.1.2.1 OILFIELDS: Each Soviet controlled oilfield hex adds one replacement factor.

13.2.1.2.2 FACTORIES: During Turns when there is a dot in the “on board” column of the REPLACEMENT CHART, the Soviet player adds one replacement factor per four factory units in their mapboard cities and/or in the OFF BOARD FACTORY area on the mapboard. Any extra factory units not divisible by four add no extra replacement factors.

13.2.1.2.3 LEND-LEASE: “Lend-lease” was equipment and supplies shipped to the Soviets from the Western Allies (primarily the United States Great Britain and Canada).

13.2.1.2.3.1: Lend-lease replacement factors are available only during Turns when there is a dot in the “off board” column of the REPLACEMENT CHART.

13.2.1.2.3.2: One lend-lease replacement factor is available if Stalingrad is Soviet controlled, and one lend-lease replacement factor is available if Plesetsk is Soviet controlled.

13.2.1.2.3.3: In addition, during 1944 dot months an additional lend-lease replacement factor is automatically available.

13.2.1.2.4 SOVIET REPLACEMENT CITIES: Soviet replacements from the “on board” column can be reduced by

Axis control of Soviet “replacement cities”.

13.2.1.2.4.1: The Soviet replacement cities have “replacement numbers” printed in them that indicate the number of Soviet replacement factors each is worth every Turn, as follows: *Kharkov-2; Kiev-1; Leningrad-2; Minsk-1; Moscow-3; Rostov-1; Smolensk-1; Stalingrad-2; Voronezh-1.*

13.2.1.2.4.2: Every Turn the number of Soviet “on board” replacement factors available is reduced by the replacement numbers of replacement cities in Axis control and/or which are out of supply (check supply as if the replacement city hex were a combat unit). *For example, there are “14” Soviet “on board” replacement factors available every Turn. During the Soviet Replacement Step of a Turn when Kiev (1), Minsk (1), and Smolensk (1) are Axis-controlled, the “on board” replacements would be reduced from “14” to “11” replacement factors.*

13.2.1.2.5 PARTISAN FACTORS: The numbers in the “Partisan” column in the REPLACEMENT CHART indicate the number of “partisan factors” available.

13.2.1.2.5.1: A hit unit or units indicating the number available (adding new partisan factors to any remaining from earlier Turns) should be placed in the AVAILABLE PARTISANS area on the mapboard.

13.2.1.2.5.2: During Turns when there is a dot in the “Partisan” column, the Soviet player may use any or all of the new partisan factors as normal replacement factors instead of as partisan factors.

13.2.2 USING AXIS REPLACEMENTS: “Germany” replacement factors may be used only for German combat units. “Finland” replacement factors may be used only for Finn combat units, and “other” Axis replacement factors may be used only with Hungarian, Italian and/or Romanian combat units.

13.2.3 REPLACING LOSSES: A combat unit marked with an out of supply unit may not have losses replaced. As the player allocates replacement factors to various units, the combat units hit units should be adjusted to show the reductions in hits. *For example, if a unit with 2 hits marked has 1 hit replaced, the “2” hit unit is replaced by a “1” hit unit. If a unit*

with 2 hits has 2 hits replaced, the “2” hit unit is removed.

13.2.3.1 MAXIMUM REPLACEMENTS PER UNIT: A maximum of two hits per Turn may be replaced in any uneliminated combat unit.

13.2.3.2 INFANTRY, MARINE, MOUNTAIN, AND GERMAN PARATROOPER REPLACEMENTS: One replacement factor may replace one hit on any infantry, marine, mountain, or German paratrooper unit.

13.2.3.3 AIR, ARMOR, ARTILLERY, CAVALRY, NAVAL, AND SOVIET PARATROOPER REPLACEMENTS: Two replacement factors may replace one hit on any air, armor, artillery, cavalry, naval, or Soviet paratrooper unit.

13.2.4 RECREATING ELIMINATED UNITS: Units that have been eliminated may be recreated by using enough replacement factors to rebuild all *attack factors* of that unit at the same rates as for replacing hits on existing units. *For example, if an eliminated “4-3-10” German air unit is recreated, at “2” replacement factors per attack factor, the cost is “8” replacement factors.*

13.2.4.1: All factors must be rebuilt to return an eliminated unit to play – there is no limit of 2 hits/Turn when recreating units.

13.2.4.2: Eliminated non-replaceable or Guard Soviet units may not be recreated.

13.2.4.3: Recreated units are returned to play as reinforcements (see 5.2.1.2) that can be placed “any”.

13.2.5 SAVING EXCESS REPLACEMENT FACTORS: Any unused replacement factors may be saved for use during that side's Replacement Step of any later Turn. Keep track of these by placing hit units totaling the number of unused factors in the appropriate boxes of the ACCUMULATED REPLACEMENTS area on the mapboard.

13.3 THE ADVANCED GAME REINFORCEMENT STEPS:

These rules supplement the Basic Game rules in 5.2. The “Reinforce” column of the REPLACEMENT CHART on the Game Card provides a quick reference for reinforcements. A “+” indicates Axis and a “*” indicates Soviet reinforcements on a Turn – check the Order of Battle Cards to see exactly what is available. Note that in some cases these indicate that units must be removed or withdrawn.

13.3.1 SOVIET GUARD UNIT REINFORCEMENTS: As the war progressed, Soviet units that had distinguished themselves in combat were designated as “Guards”. Guard units not only had veteran personnel and proven leaders, but were better equipped than comparable regular units. **Guard units are available as reinforcements on the Turns indicated on the Soviet Order of Battle Card but are handled differently than other reinforcements and arrive on the mapboard in one of two ways:**

13.3.1.1 PURCHASED GUARD UNITS: Guard units may be “purchased” by using replacement factors to “buy” them, then bringing them onto the mapboard the same as any other reinforcements that arrive “any”. A Guard infantry army may be purchased for four replacement factors, a Guard cavalry corps for six replacement factors, and a Guard armor army for eight replacement factors.

13.3.1.2 SUBSTITUTING GUARD UNITS: Guard units may be substituted for any *supplied* regular unit of the *same* type. *For example, a Guard cavalry corps can be substituted for a non-replaceable cavalry corps, a Guard infantry army can be substituted for a regular infantry army, and a Guard armor army can be substituted for a regular armor army.*

13.3.1.2.1: To perform the substitution, simply remove the original unit from the mapboard, and put the Guard unit in its place.

13.3.1.2.2: The Guard unit retains all hits from the unit for which it is substituted. The original unit is left off the mapboard and can never be rebuilt.

13.3.1.3 HOLDING GUARD UNITS: Like any other reinforcements, Guard units do not have to be placed on the mapboard during their first Turn of availability, but may be held back for introduction during any later Soviet Reinforcement Step

13.3.1.4 ELIMINATED GUARD UNITS: Guard units, which are eliminated may never, be rebuilt and reintroduced to the mapboard as normal reinforcements.

13.3.2 REMOVING AND WITHDRAWING UNITS: In the Advanced Game, the Reinforcement Steps may call for taking units off the mapboard as well as placing them on it.

13.3.2.1 DEFINING REMOVE AND WITHDRAW: Combat units that are

“removed” from the game are simply picked up off the mapboard. Combat units that “withdraw” are also picked up off the mapboard, but may be reintroduced as reinforcements later or at least can leave some replacement factors behind. In both cases, the combat units taken off the mapboard may not be rebuilt and brought back to the mapboard as normal reinforcements.

13.3.2.2 REMOVE AND WITHDRAW PROCEDURES: Units to be withdrawn or removed are indicated by dashed lines on Order of Battle Cards, along with the words “remove” or “withdraw”. Units may be removed or withdrawn from anywhere, even if out of supply.

13.3.2.2.1 THE UNIT TO REMOVE OR WITHDRAW: If possible, find the *exact* unit designated and take it off the mapboard.

13.3.2.2.1.1: If the exact unit designated was eliminated earlier, the controlling player may select any other unit with the *same* attack, defense, and movement factors and take it off instead – in this case, the unit taken off counts as a *removed* unit.

13.3.2.2.1.2: If there is no other unit with exactly the same factors on the mapboard, enough replacement factors must be subtracted from excess replacement factors and/or from the next Replacement Step's or Steps' replacement factors until enough have been subtracted that they could have been used to rebuild the unit as a reinforcement unit (ie., based on the unit's attack factor).

13.3.2.2.2 WITHDRAWING ARMOR AND AIR UNITS: When an armor or air unit is *withdrawn* (but not if it is *removed*), a number of replacement factors equal to the unit's defense factor minus any hits on the unit may be recorded as excess replacement factors of the appropriate nationality for later use.

13.3.2.3 WITHDRAWN UNITS RETURNING AS REINFORCEMENTS: Where withdrawn units are to be reintroduced to the mapboard as reinforcements there is a number next to the word “withdraw” on the Order of Battle Card indicating the future Turn number when this takes place. Place the unit on its picture for that future Turn. When the unit is reintroduced to the mapboard as a reinforcement it will have no hits, regardless of any hits it may have

had when withdrawn. **NOTE:** If another unit was withdrawn or replacement factors were subtracted, the *designated* unit must be found and is still the one placed for later use as a reinforcement on the given Turn.

13.3.3 SPECIAL REINFORCEMENTS, WITHDRAWALS, AND REMOVALS: These are all shown on the Order of Battle Cards, and the explanation given here is for clarification:

13.3.3.1 THE SOVIET *: This unit (19th army) is withdrawn on Turn 10 only if Helsinki is *not* controlled by the Soviets at that time. If withdrawn, it is moved to the “*” box on the Soviet Order of Battle Card and becomes available on the first Soviet Reinforcement Phase after Finland surrenders.

13.3.3.2 THE SOVIET WITHDRAWS ALL INFANTRY AND ARMOR CORPS: On Turn 11 all surviving Soviet infantry and armor *corps* must be withdrawn.

13.3.3.3 THE SOVIET ROSTOV, STAVROPOL, AND STALINGRAD REMOVAL: Historically, after defeating the Axis in the Caucasus-Ukraine area in late 1942, the Soviets left an army group in the (off the mapboard) Caucasus area to watch Turkey. Starting in 1943, on the first Soviet Reinforcement Step when the Soviets control Rostov, Stavropol, and Stalingrad, the units shown on the Soviet Order of Battle Card must be removed.

13.3.3.4 THE AXIS *: These units become available as reinforcements in Helsinki on the first turn that Vologda is Axis controlled (only available if Finland has not surrendered).

13.3.3.5 FAR NORTH REINFORCEMENT RESTRICTION: Only *one* Soviet reinforcing unit per *game* may be placed to enter the mapboard from one of the red partial hexes adjacent to either XX29 or XX31.

13.3.3.6 NAVAL REINFORCEMENTS: Naval unit reinforcements must be placed directly *in* a port city hex. They may be held back, but may only be placed in the *specified* port city hex. Recreated naval units may be placed in any home country port city hex. **Any port city selected must be a fortress and/or major city located in the unit's home country that is capable of serving as a naval base.**

13.4 THE RAIL MOVEMENT STEPS: Moving units by rail is the fastest way to swiftly transfer combat units long

distances. Combat units that use rail movement may still move normally during the later phases of the Turn.

13.4.1 STARTING AND ENDING RAIL MOVEMENT: To be moved by rail, a unit must start in a friendly railroad hex that is not in an enemy unit's zone of control (even if the hex contains other friendly units), and end the Rail Movement Step in a friendly railroad hex that is not in an enemy zone of control (even if containing other friendly units). **A unit moved by rail may not start out of supply.**

13.4.2 RAIL MOVEMENT ROUTES: The route followed for rail movement may be traced *any* distance through a path of friendly railroad hexes that are not in any enemy ground unit's zone of control (even if containing other friendly units). **Enemy control units do not prevent or hinder rail movements.** Rail movement routes are usually traced on the mapboard, although off board rail movement can be abstracted by using the following:

13.4.2.1 SOVIET OFF BOARD RAIL MOVEMENT: Assuming that rail movement is possible into hexes L32, T32, AA32, and/or EE32 (Gorky), a Soviet unit using rail movement may exit the mapboard at any one of these hexes and re-enter the mapboard at any one of the others, continuing normal rail movement from there.

13.4.2.2 AXIS OFF BOARD RAIL MOVEMENT: Assuming that rail movement is possible into hexes H1 (Bucharest), M1 (Szeben), W1, DD1 (Warsaw), and/or KK1 (Danzig), an Axis unit using rail movement may exit the mapboard at any one of these hexes and reenter the mapboard at any one of the others, continuing normal rail movement from there.

13.4.3 RAIL CAPACITY: The number of units that may move by rail during any Turn is limited to that side's "rail capacity" (see the RAIL MOVEMENT CAPACITY CHART on the Game Card for an outline of what follows). Unused rail capacity may not be transferred or saved.

13.4.3.1 SOVIET RAIL CAPACITY: On Turn 1 (or Turn 0 in Early Start games) the Soviet player may move only one combat unit by rail. On all later Turns in 1941 through 1943 the Soviet player may move up to four combat units per Turn by

rail, and in 1944 Turns up to five combat units per Turn by rail.

13.4.3.2 AXIS RAIL CAPACITY: The Axis player has no Rail Movement Step during Turn 1 (or Turn 0 in Early Start games). On all later Turns, the Axis player may move a total of three combat units per Turn on most of the mapboard (railroads starting on board edges in Germany, Hungary, and Romania) plus one additional combat unit per Turn through railroad hexes in or connected to railroad hexes in an unsundered Finland. If the Finnish railroad hexes can be linked to railroad hexes on the rest of the mapboard, the Axis player has a combined total of four combat units per Turn that can be moved by rail.

13.4.4 RAIL MOVEMENT OF FACTORY UNITS: A factory unit may be moved by rail, and rail movement is the only way factory units may be moved.

13.4.4.1: The rail movement of one factory unit expends as much rail capacity as the rail movement of three combat units.

13.4.4.2: Factory units use rail movement to get off the mapboard. A factory unit moved off the mapboard should be placed in the OFF BOARD FACTORIES area on the mapboard to show that it is available to add replacement factors during Soviet Replacement Steps (see 13.2.1.2.2).

13.4.5 RAIL MOVEMENT OF FLOTILLA UNITS: Flotilla (but not fleet) naval units may be moved by rail movement from one friendly port city to another friendly port city. Each flotilla unit printed (regardless of hits) attack factor moved by rail movement expends as much rail capacity as the rail movement of two combat units.

14.0 THE ADVANCED GAME MOVEMENT PHASES

Check the SEQUENCE OF PLAY on the Game Card for the new steps and segments added to this phase in the Advanced Game.

14.1 ADVANCED GAME GENERAL MOVEMENT RULES:

These rules are added to those in 6.1.

14.1.1 NAVAL ENTERING ENEMY HEXES: Movement must end when a naval unit enters a hex containing an enemy naval or air unit or an enemy

minefield unit and a battle location must be marked.

14.1.2 MINEFIELD MOVEMENT EFFECTS: Naval units may enter and pass through friendly minefield units without penalty, but may not pass *through* enemy minefield units (they may enter them for minesweeping – see 14.3.2.4). Minefields do not effect the movement of air or ground units (EXCEPTION: see 14.1.4).

14.1.3 NAVAL RESTRICTED HEXES: Naval units may enter all water hexes or coastal hexes at normal movement costs, but may not enter land hexes (EXCEPTION: flotilla rail movement, see 13.4.5) or partial hexes on the mapboard edges or around mapboard charts and areas.

14.1.4 ADVANCED GAME MOVEMENT ACROSS THE KERCH STRAIT: As in 6.1.5, but with the added requirement there must be at least one friendly naval unit and one friendly controlled port on the Sea of Azov or Black Sea for ground units to cross. Also, ground units may not cross a Kerch Strait hexside if one or more of the hexes of which the hexside is a part contains an enemy minefield unit.

14.2 THE ADVANCED GAME GROUND MOVEMENT STEPS:

The following are added Advanced Game possibilities during Ground Movement Steps (they also apply during Exploitation Phases):

14.2.1 FACTORY UNIT ELIMINATION: Any time an Axis ground unit enters or passes through a hex containing only a factory unit, or remains in a battle location hex with only a factory unit after the retreat, elimination, and/or evacuation of all Soviet combat units in the hex, the factory unit is immediately eliminated. Place eliminated factory units in the "F" box of the CURRENT VICTORY LEVEL CHART on the mapboard, as they are counted later during the Victory Level Phase.

14.2.2 NAVAL EVACUATION MOVEMENT: Whenever a ground unit enters an enemy naval base containing no enemy ground units, any naval unit or units in the hex must immediately perform a naval evacuation movement.

14.2.2.1: In a naval evacuation movement, a naval unit is moved to any friendly naval

base hex within seven hexes of the current location. If no such friendly naval base hex is available, the naval unit is eliminated.

14.2.2.2: Any naval unit that performed an evacuation movement may not be moved during the Non-Phasing Naval Movement Segment or used to make transfer movement. Mark this by placing do not use units on evacuated naval units. It may be used for combat if a battle location unit is placed in its new hex (due to the presence of ground units on both sides or a naval base attack) *after* making the first evacuation movement.

14.2.2.3: Any naval unit already marked with a do not use unit is eliminated if forced to perform a naval evacuation movement.

14.2.3 SPECIAL GROUND UNIT MOVEMENT RULES: Some ground units have advantages in certain terrain.

14.2.3.1 MOUNTAIN UNITS IN MOUNTAIN TERRAIN: It costs one movement factor less than normal to have mountain units enter a mountain hex.

14.2.3.2 CAVALRY UNITS IN MARSH TERRAIN: It costs one movement factor less than normal to have cavalry units enter a marsh hex.

14.3 THE NAVAL MOVEMENT STEPS:

This is a new step added in the Advanced Game. A player may move all of his naval units that he wishes or is permitted to move during his segment of this step.

14.3.1 NAVAL BASE RULES: A friendly naval base hex is any controlled port city hex that could serve as a supply source (see 4.6.3 and 11.4.1). **A port city containing an enemy minefield may not be used as a naval base.**

14.3.1.1: Any number of naval units may use the same naval base hex.

14.3.1.2: The same port city hex may be used as both a naval base and as an airbase.

14.3.2 THE PHASING NAVAL MOVEMENT SEGMENTS: The Phasing player may move naval units seven or less hexes from their naval base hex to one of four possible missions, any *one* which may be performed by a single naval unit.

14.3.2.1 NAVAL GROUND SUPPORT: A naval unit may be moved to a coastal hex already containing a battle location

unit and a friendly ground unit or units. If that coastal hex contains an enemy minefield hex, the phasing naval unit or units may not be used for support, but must be used for minesweeping (see 14.3.2.4).

14.3.2.2 NAVAL ATTACKS ON NAVAL BASES AND AIRBASES: A naval unit may be moved to an enemy naval base or port airbase hex containing an enemy air or naval unit. Mark normally with a battle location unit. If the enemy base contains an enemy minefield unit, the base *cannot* be attacked by the phasing naval unit or units, which *must* be used for minesweeping (see 14.3.2.4) in the hex.

14.3.2.3 MINELAYING MISSIONS: Minelaying is the only way a player can place new friendly minefield units. A naval unit may be moved to any coastal or all water hex that does not contain an enemy minefield unit.

14.3.2.3.1 LAYING MINEFIELDS: Replace the naval unit with a battle location unit (if one is not already in the hex – if so, add the naval and minefield units to the appropriate existing battle box) and place a friendly minefield unit in the battle box *under* the naval unit or units to show that the naval unit(s) is engaged in “minelaying”.

14.3.2.3.2 MINEFIELD UNIT LIMITS: The number of minefield units that can be used is limited by the counter mix (6/side) **and to one per hex.**

14.3.2.3.3 MINELAYING LIMITATIONS: Naval units engaged in minelaying may not be used to support ground units or to attack bases, even if in the same hex and/or battle box. Minelaying may not be done in the same hex as minesweeping.

14.3.2.4 MINESWEEPING MISSIONS: Minesweeping is the only way a player can remove enemy minefield units.

14.3.2.4.1 SWEEPING ENEMY MINEFIELDS: A naval unit enters a hex containing an enemy minefield unit. Replace the naval unit and minefield unit with a battle location unit (if one is not already in the hex – if so, add the naval and minefield units to the appropriate existing battle box). In the battle box, place the minefield unit *under* the naval unit or units to show that the naval unit(s) is engaged in “minesweeping”.

14.3.2.4.2 MINESWEEPING LIMITATIONS: Naval units engaged in

minesweeping may not be used to support ground units or to attack bases.

14.3.2.4.3 SWEEPING FRIENDLY MINEFIELDS: The phasing player may simply withdraw any of his own minefield units at any time during the Phasing Naval Movement Segment. No naval units are needed to do this. Withdrawn minefield units may be immediately re-used or kept in the UNIT STORAGE area on the mapboard for later use.

14.3.3 THE NON-PHASING NAVAL MOVEMENT SEGMENTS: The non-phasing player now moves naval units to any battle location hexes seven or less hexes distant that contain *enemy naval units*. Naval units marked with do not use units or which are already in a battle box may not be moved during this segment. Naval units not in a battle box and located in the same hex with minelaying or minesweeping enemy naval units may avoid combat by not being placed in the battle box with them, but, if this is done, the naval unit must remain in the hex.

14.3.4 NAVAL UNITS IN ENEMY MINEFIELD HEXES: Naval units that were not minesweeping and that end a Ground Combat Segment located in enemy minefield hexes must leave the hex using the naval return rules during their Return and Transfer Segment (see 15.8).

14.4 THE ADVANCED GAME PHASING AIR MOVEMENT STEPS:

In the Advanced Game, the phasing player's air units may be used to “air interdiction missions” and airbase or naval base attacks within ten hexes of their airbases as well as for support of ground and naval combats.

14.4.1 AIR INTERDICTION MISSIONS: In addition to moving to battle location hexes, the phasing player's air units may be moved to “air interdiction hexes” within ten hexes of their airbase hexes.

14.4.1.1: An air interdiction hex may be any hex that does not contain an enemy controlled city (fortress, major, or minor) and/or an enemy combat unit.

14.4.1.2: To show that a hex is an air interdiction hex, replace the air unit with a battle location unit and place one of the side's control units in the battle box with the air unit.

14.4.1.3: No enemy combat units (including reserve units) may move

through air interdiction hexes and no enemy units may retreat into them. Enemy air units may *enter* them for combat during the Non-Phasing Air Movement Step.

14.4.1.4: Only German air units may perform air interdiction prior to 1944. In 1944, both German and Soviet air units may perform air interdiction.

14.4.2 AIR ATTACKS ON AIRBASES OR NAVAL BASES: An air unit may be moved to an enemy airbase hex containing one or more enemy air units. Air units may also be used to make or support naval base attacks. Mark normally with battle location units.

14.4.3 AIR ATTACKS ON NAVAL BASES: An air unit may be moved to an enemy naval base hex containing one or more enemy naval units. Mark normally with a battle location unit (if one is not already in the hex – if so, add to the appropriate existing battle box).

14.4.4 AIR ATTACKS ON AIR AND NAVAL BASES: An air unit or units may be moved to a base hex that is *both* an airbase and a naval base, containing both enemy air and naval units.

14.4.4.1: The attacking air units may combat the enemy air units in the hex during the Air Combat Segment, and, if successful, then combat the enemy naval units in the hex during the Naval Combat Segment.

14.4.4.2: Mark normally with a battle location unit or by adding to an existing battle box in the hex.

15.0 THE ADVANCED GAME COMBAT STEPS

Check the SEQUENCE OF PLAY on the Game Card for the new steps and segments added to this phase in the Advanced Game.

15.1 THE ADVANCED GAME COMBAT RESOLUTION STEPS:

Individual combats in various battle location hexes may still be performed in any order determined by the phasing player, but all air combats must be resolved first, then all naval combats, then all ground combats marked with a blitz unit, and finally all normal ground combats.

15.2 NAVAL UNITS IN COMBAT:

Naval combats are resolved during the Naval Combat Segment in a manner similar to other types of combat, and, like

air units, naval units may be used to support ground units in their coastal hex during the Ground Combat Segment.

15.2.1 NAVAL UNIT ENGAGED DETERMINATION: As with air and ground units, if a side has more than one naval unit in a battle box, the controlling player selects which naval unit will be engaged in a round of combat. The same as air and ground units, naval units may be involved in multiple rounds of combat, and may voluntarily retreat between rounds.

15.2.2 ADVANCED GAME SUPPORT: One naval unit may “support” one engaged ground unit in a coastal hex during a round of ground combat by adding its attack or defense factor to the engaged ground unit's attack or defense factor, the same as with a supporting air unit. Naval units may never directly combat ground units. Naval units used for minesweeping or minelaying may *not* be used for support.

15.2.2.1 AIR AND NAVAL SUPPORT FOR GROUND UNITS: If available, *both* an air and a naval unit may be used to support the same engaged ground unit, adding factors from both to the ground unit's factors.

15.2.2.2 AIR SUPPORT FOR NAVAL UNITS: In the same manner as they can be used to support ground units during a Ground Combat Segment, air units may be used to support naval units during a Naval Combat Segment (see 15.2.5.2). If a battle box contained air, naval, and ground units, the same air unit could be used to fight an air combat, then, if successful, be used to support a naval combat, and, if still successful, be used (with the naval unit) as support for a ground combat.

15.2.3 ADVANCED GAME ALLOCATING EXCESS HITS WITH NAVAL UNITS:

In an Advanced Game air combat in a hex with air and naval units present, excess hits from the air combat after the elimination of all of that side's air units in the hex are placed on any naval unit or units in the hex *before* being placed on any ground unit's in the hex. In an Advanced Game naval combat in hex with naval and ground (and possibly also air) units present, excess hits from a naval combat after the elimination of all of that side's naval *and* supporting air units in the hex are placed on any ground unit or units

in the hex. As in 7.3.2 and 7.3.4, the controlling player spreads these hits as desired.

15.2.4 NAVAL RETREATS: Naval units retreat similarly to other units. Naval units may retreat to any adjacent coastal or all water hex that does not contain an enemy air or naval unit or an enemy minefield unit. Naval units that retreat during the Naval Combat Segment take any supporting air units with them, but do not effect the ground units on their side – the ground units must remain for the Ground Combat Segment.

15.2.5 THE NAVAL COMBAT SEGMENTS: This new Advanced Game segment occurs between the Air and Ground Combat Segments.

15.2.5.1 WHEN THERE IS NO NAVAL COMBAT SEGMENT: A Naval Combat Segment does *not* occur if the battle location hex is a naval base hex that also contains ground units from *both* sides. In this case, the naval and supporting air units that would usually combat in the Naval Combat Segment are used for support in the Ground Combat Segment. **NOTE:** If both sides have air units in the hex, the air combat is still resolved normally.

15.2.5.2 AIR VS NAVAL UNITS: Air units may combat naval units either *directly* (air unit vs. naval unit) or, if a friendly naval unit is involved, as support for the friendly naval unit. In all *Naval Combat Segments*, air units have their attack or defense factors modified by “+2” against naval units. **NOTE:** For Axis air and naval units of different nationalities (where the air unit may not support the naval unit), the Axis player has the option, for each round of combat, to use *either* the air or the naval unit for the round of combat.

15.2.5.3 NAVAL BASE ATTACKS

MODIFIERS: During all *Naval Combat Segments* in a naval base hex, a defending naval unit normally has its defense factor modified by “+2,” except for these exceptions:

15.2.5.3.1: If the defending naval unit is marked with a do not use unit, the defense factor is not modified.

15.2.5.3.2: If the attacking naval unit is minelaying or minesweeping, the defense factor is not modified.

15.2.5.4 MINELAYING AND MINE-SWEEPING RESOLUTION: If a naval unit employed in minesweeping or minelaying is not eliminated or retreated during the Naval Combat Segment it completes its mission (even if the side eventually must retreat from the hex during the Ground Combat Segment) as follows:

15.2.5.4.1 MINELAYING RESOLUTION: When the battle location unit is removed, place the friendly minefield unit in its hex.

15.2.5.4.2 MINESWEEPING RESOLUTION: When the battle location unit is removed, also remove the enemy minefield unit and place it in the UNIT STORAGE area on the mapboard.

15.3 AIR ATTACKS ON AIR BASES: When a battle location hex is in an air base hex that contains none of the phasing side's ground units, an "airbase attack" is resolved during an Air Combat Segment. In airbase attacks, a defending air unit normally has its defense factor modified by "+2", but, if the defending air unit is marked with a do not use unit, the defense factor is not modified.

15.4 ARTILLERY UNITS IN COMBAT:

Artillery units are an exception to the rule that only one ground unit may be engaged in a round of combat.

15.4.1: If there is another, *non-artillery* friendly ground unit in a battle location hex with an artillery unit, the artillery unit's attack or defense factor may be added to the other ground unit's factor for the ground combat. Treat the artillery unit and the other ground unit the same as if together they were just *one* engaged ground unit. The controlling player may spread hits over the two units as desired. No more than one artillery unit per battle box per round of combat may be used in this manner, and an artillery unit may not be used this way with another artillery unit. No terrain modifiers apply to artillery used in this manner.

15.4.2: The German "ST" artillery unit may only use its attack factor when attacking in a city (fortress, major, or minor) hex. When attacking in any other hex, or on defense, the defense factor is used.

15.4.3: Artillery units may fight alone like any other ground unit. Apply armor terrain modifiers if used in this manner.

15.5 AXIS FIRST TURN SURPRISE: On the Axis phases of Turn 1 (or Turn 0 in the Early Start Game), the attack factors of all Axis combat units except for Finnish units are modified by "+1" to reflect the effects of the initial "surprise attack".

15.6 AXIS FIRST WINTER: All Axis ground units, except for Finnish and mountain units, located in weather zones with snow weather conditions from Oct, 1941 through Apr, 1941 (Turns 5-11) have their attack *and* defense factors modified by "-1".

15.7 ADVANCED GAME FORTRESS CITY MODIFIERS:

This replaces Basic Game rule 7.2.2.1.

15.7.1: All armor units in these hexes have *both* their attack and defense factors reduced by "-2" (no change from the Basic Game).

15.7.2: All other units have their *defense* factors increased by "+2", unless those units are of the proper nationality for the city, in which case their defense factors are increased by "+3". Proper nationalities for the fortress cities are as follows:

15.7.2.1: Finnish units in Helsinki.

15.7.2.2: German units in Konigsburg.

15.7.2.3: Hungarian units in Szeben.

15.7.2.4: Romanian units in Bukharest and Constanta.

15.7.2.5: Soviet units in Brest-Litovsk, Leningrad, Moscow, Sevastopol, Smolensk, and Stalingrad.

15.7.2.6: Finnish or Soviet units in Hango.

15.7.2.7: Romanian *or* Soviet units in Odessa.

15.8 NAVAL RETURNS AND TRANSFERS:

Naval units are returned to naval bases and may use transfer movement at the same time as their side's air units (see 7.7.1).

15.8.1: Surviving naval units are returned to any friendly naval base within seven hexes of their current locations.

15.8.2: Naval units not involved in battles or evacuation movements during the Turn may employ transfer movement to move to new friendly naval bases within *fourteen* hexes of their current location.

15.8.3: During these movements hexes containing enemy air and/or naval units may be entered and/or passed through, but

enemy minefield units may not be entered or passed through.

16.0 THE ADVANCED GAME VICTORY LEVEL PHASE

This Phase is not performed every Turn, only in the Turns when victory levels are checked.

16.1 THE RECORD VICTORY LEVEL/DETERMINE WINNER STEP:

Games of *THE RUSSIAN FRONT* can last just about as long as the players wish. Except for the "Short Game" scenario, which lasts only *three* Turns (check at the conclusion of the August, 1941 Turn), victory levels are checked every *six* months (at the conclusion of the May and November Turns). Depending on the game length desired, players may agree to accept the results after the conclusion of a six month period and end the game or opt to continue the game for an additional six months, etc., until the results are mutually accepted, one side wins a "decisive" victory, or Turn 42 is completed (at which time the results *must* be accepted).

16.1.1 USING THE VICTORY POINT CHART: The victory level is checked during the Victory Level Phase of every May and November Turn.

16.1.1.1 THE AXIS OBJECTIVE NUMBER: Count the total number of fortress city, major city, and oilfield hexes currently controlled by the Axis side. Add the number of replacement numbers in replacement cities in Axis control and the number of factory units in the "F" box of the CURRENT VICTORY LEVEL CHART on the mapboard.

16.1.1.2 FINDING THE VICTORY POINTS: Find the column containing the number just added up on the VICTORY POINTS CHART on the Game Card and crossgrid that column with the line containing the current date.

16.1.1.2.1: The number found is the number of "victory points" awarded for the past six Turns. *For example, if the number is "33" (use the "32-34" column) and the date is Nov, 42, the number found is "S1".*

16.1.1.2.2: An "A" indicates Axis victory points, a "S" indicates Soviet victory points, and "0" indicates no victory points for either side. *For example, "S1" indicates one Soviet victory point.*

16.1.1.3 RECORDING VICTORY POINTS: On the CURRENT VICTORY LEVEL CHART on the mapboard adjust the victory level unit to point to the current number of victory points, adding or subtracting new victory points to any that are already marked for a cumulative total. *For example, if there is one new Soviet victory point, and the unit placement already shows “Soviet + 1”, the Soviets now have “1 + 1 = +2”, and the unit should be adjusted to show “Soviet +2”. If there is one new Soviet victory point and the unit placement shows “+ 2 Axis”, the points now are “+2 Axis -1 Soviet = +1 Axis”, and the unit should be adjusted to show “Axis + 1”.*

16.1.2 VICTORY LEVELS: After adjustment, if the victory level unit points to “0”, the game so far is a “tie”, otherwise check the “Victory Levels” columns on the VICTORY POINTS CHART, cross-gridding the current victory points shown on the CURRENT VICTORY LEVEL CHART with the current date. The letter found shows the level of victory, as follows:

D: Decisive victory for the side showing “+” victory points. The game is over and automatically ends at this point.

M: Marginal victory for the side showing “+” victory points. That side has an edge, but the outcome could still be reversed. The result can be accepted by mutual player agreement and the game can be ended at this point, or play can continue for another six-month period (unless this is Turn 42, and the game *must* end with a marginal victory result).

T: Tie. No one is winning, even though one side has some victory points. Like a marginal victory, the game may be ended here or continued (unless it is Turn 42).

16.1.3 HISTORIC VICTORY LEVELS: If desired, check the “HIS” column on the VICTORY POINTS CHART to see the victory points of the actual campaign (won decisively by the Soviet Union by May, 1944).

16.2 THE RETURN ELIMINATED FACTORY STEP:

This step is performed only during months when victory levels are checked and it is decided to continue the game. If there are

any factory units in the “F” box of the CURRENT VICTORY LEVEL CHART, move one of them to the OFF BOARD FACTORIES area.

THE OPTIONAL RULES

The rules of the Basic and Advanced Games should be mastered before trying any of the Optional Rules. The Optional Rules are just that – optional – they can be added to the game singly or in any combinations to suit the player's tastes. Each Optional Rule adds some additional scope and detail to the game, as well as some additional complexity – more to do, more to remember, and more time required to do it. These rules, in most cases, simply add to the Basic and Advanced Game Rules, which still apply unless, stated otherwise. A new phase and new steps are added to the sequence of play if some of these rules are used – check the full SEQUENCE OF PLAY WITH ALL OPTIONS on the Game Card.

17.0 THE SPECIAL MOVEMENT/COMBAT PHASES

This phase is used to perform special types of movement, reactions to these movements, and any resulting combats.

17.1 SPECIAL PHASE GENERAL PROCEDURES:

Most of the normal movement and combat rules apply to this phase, they just occur at a different point in a Turn. These general rules apply to all of these special movements.

17.1.1: If the phasing player wishes to perform any air supply, naval transport and/or marine amphibious landings, and/or paratrooper drops, these movements are made during the Special Phasing Movement Step. The non-phasing player then moves any desired air and/or naval units during the Special Non-Phasing Movement Step to combat the units just moved by the phasing player. Mark normally with battle location units. The normal movement factors – 10 air (EXCEPTION: see 17.3) and 7 naval – restrictions, and rules apply for all of these movements.

17.1.2: The combats are then resolved normally and movements are completed

during the Special Combat Step and the Special Return Segments.

17.1.3: After return movement, *all* air and naval units used during this phase are marked with do not use units, and, for the rest of the side's phases, treated the same as air and/or naval units that had performed an evacuation movement.

17.2 AIR SUPPLY:

The phasing player moves a supplied air unit or units into an unsupplied hex in an attempt to supply combat units “from the air”.

17.2.1: If the air unit remains in the hex at the conclusion of air combat, any out of supply units are immediately removed from *all* units in the hex and in all adjacent hexes during the Special Remove Out of Supply Segment – those units are now considered to be in supply.

17.2.2: If the air unit is eliminated or retreated, no out of supply units are removed, even if the air unit retreats into another out of supply hex.

17.3 SOVIET PARATROOPER DROPS:

No Axis units may be used for paratrooper drops (the game's German paratrooper corps lacked actual jump capability). To be used for paratrooper drops a Soviet air unit and a paratrooper unit must start together in the same supplied airbase hex. The Soviet player moves an air unit *with* a paratrooper unit (this represents the air unit “carrying” the paratrooper unit – at least one air unit is required per parachute unit regardless of any marked hits) into a “drop” hex within *five* hexes range.

17.3.1 DROP HEX RESTRICTIONS: A drop hex may be in enemy zones of control or may be totally empty, but may not contain an enemy combat unit or units or be any type of city hex.

17.3.2 PLACING THE PARATROOPER UNIT: If unopposed, or if the air unit is not eliminated in air combat, the paratrooper unit is the in the hex. If there is any combat, the paratrooper unit or units take no part.

17.3.2.1: If the air unit retreats, the retreat hex must still be five or less hexes from the nearest potential friendly airbase hex and conform to the restrictions of 17.3.1 or the paratrooper unit (but not the air unit) is eliminated – otherwise the paratrooper unit retreats with the air unit.

17.3.2.2: A paratrooper unit that retreats with an air unit is left in the hex retreated into, not in the original drop hex.

17.3.3 PARATROOPER HITS: Each hit marked on a Soviet air unit or units during an air combat *also* automatically causes a hit on a paratrooper unit in the hex.

17.3.4 LATER PARATROOPER USES: The paratrooper unit may be used to move and fight normally from its new hex for the rest of the Turn.

17.4 NAVAL TRANSPORT:

To be used for naval transport the naval and ground units must start together in the same supplied naval base hex. The phasing player moves a naval unit or units *with* a ground unit (this represents the naval units “carrying” the ground unit) from any friendly port hex to any other friendly port hex within seven hex range.

17.4.1: A naval unit or units may carry any ground unit or units whose printed attack factors do not exceed the naval unit’s or units’ printed attack factors, regardless of any hits marked on any of the units. A number of naval units may be moved together to transport one or more ground units, as long as the total combined attack factors of the ground units do not exceed the total combined attack factors of the naval units.

17.4.2: The naval and ground units should be moved to any hex *adjacent* to the destination port hex, to show that they have “not quite” reached it. An air unit or units may also be placed in the hex to provide air support should there be combat. The ground units take no part in any combats.

17.4.3: Naval units may not be used for minelaying, minesweeping, or base attacks during Special Movement/Combat Phases, and may not enter or pass through hexes containing enemy minefield units.

17.4.4: If the naval unit remains in the hex at the conclusion of all combats, the units may enter the destination port hex and the ground unit or units are left there.

17.4.5: If the naval units are forced to retreat, the return movement must be to any friendly port hex *except* the destination port hex, and the ground units *must* return with the naval units.

17.4.6: Each hit marked on a naval unit or units during a naval combat *also* automatically causes a hit on a ground unit

in the hex. If all naval units are eliminated, all ground units with them are also eliminated.

17.4.7: The ground unit may be used to move and fight normally from its new hex for the rest of the Turn.

17.5 SOVIET MARINE AMPHIBIOUS LANDINGS:

No Axis units may be used for amphibious landings. Amphibious landings are handled exactly like naval transport, but the involved ground units must be marine units and the destination hex may be *any* coastal hex **that does not contain an enemy minefield unit, including hexes containing an enemy combat unit or units.**

18.0 OPTIONAL OUT OF SUPPLY

Instead of automatically eliminating any unsupplied units marked with an out of supply unit during the Remove Out of Supply Segment (see 7.7.2), the following may be done:

18.1 PROCEDURE:

As the out of supply unit is removed from an unsupplied combat unit, roll the die. The modified number rolled is the number of hits marked on the unsupplied combat unit as a result of its being out of supply. If the modified number is “0” or less, the combat unit takes no hits.

18.2 OUT OF SUPPLY MODIFIERS:

The number rolled on the die is modified as follows:

18.2.1: “-3” for a cavalry unit in a marsh hex.

18.2.2: “-3” for any unit in a fortress city hex (regardless of nationality).

18.2.3: “-2” for any unit in a major city hex.

18.2.4: “-1” for any unit in a minor city hex.

19.0 MOVEMENT OPTIONS

19.1 STRATEGIC MOVEMENT:

During its Ground Movement Step, any supplied ground unit that does not start, end, or enter at any time a hex that is adjacent to an enemy combat unit, which moves entirely along a route of friendly gauge railroad hexes, and which expends no movement factors converting railroad hexes may use *twice* its normal movement factor. **Movement costs are normal. Rail hexes used may have been converted by**

other ground units during the same Ground Movement Step.

19.2 EXTRA MOVEMENT FACTORS:

For movement during Ground Movement Steps, Non-Phasing Reserve Ground Movement Steps, pursuits and/or blitz movements during Ground Combat Segments, and/or Exploitation Phases a player may add extra movement factors to the *end* of a move for any supplied (at that location) ground unit. *Each* extra movement factor used adds one hit to the unit. **During blitz combats, to continue the blitz procedures, extra movement factors must be added *before* the blitz unit is removed (once removed, the hex becomes a normal ground combat).**

19.3 BREAKS IN THE ICE:

Rule 12.1.6.2 prohibits all naval movements in certain bodies of water during snow weather conditions. If this option is used, during the Weather Determination Step, after determining that snow weather conditions apply in the mapboard panels containing these bodies of water, the Axis player rolls the die again, if applicable, once for the Baltic Sea/Gulf of Finland and once for the Sea of Azov. **NOTE:** If there are snow weather conditions in *both* mapboard panels “A” and “B”, roll just once for the entire Baltic Sea/Gulf of Finland body of water on *both* mapboard panels.

19.3.1: If a “1” or “2” is rolled, there are “breaks in the ice” and normal naval movements are possible on that body of water for the entire Turn.

19.3.2: If a “3” or more is rolled, rule 12.1.6.2 applies. Place a do not use unit somewhere in a water hex of the body of water to show that this is the case.

19.4 CONVERTING OILFIELDS:

Anytime the control of an oilfield hex changes, damage done by the other side may make the oilfield unusable to obtain an extra replacement factor for the new owner (see 13.2.1.1.1 and 13.2.1.2.1).

19.4.1: The side that just took control of an oilfield hex rolls the die once during its Converting Oilfields Step. If a “1” is rolled, the oilfield may be used to obtain the one replacement factor during all future Turns that the side controls that oilfield.

19.4.2: Until a “1” is rolled, no one gets the replacement factor for the oilfield hex.

Until converted, mark the oilfield hex with a do not use unit.

19.5 LIMITED INTELLIGENCE:

These options make it more difficult to discover the situation on the other side.

19.5.1 HIDDEN ORDER OF BATTLE

CARDS: Both players keep their Order of Battle Cards permanently out of the other player's view (perhaps setup on a chair beside the table and below the table's level). No matter how well a player's memory, there should be some surprises when this is done.

19.5.2 INVERTED GROUND UNITS:

Any ground units that end movement in the Movement Phase, Post Combat Step, or Exploitation Phase in hexes not with or adjacent to any enemy combat unit or units may be flipped over and left inverted until once again adjacent to an enemy combat unit or units.

19.5.3 SOVIET STRATEGY

CHANGE: This option may be used in any of the “1941” scenario games. Before the game starts, the Soviet player *secretly* writes down alternate city names for any or all Soviet reinforcements that are listed on the Soviet Order of Battle Card with a city name. These reinforcements will then enter at these alternate city hexes during the game. The Axis player should gradually be shown the new city names on the Turns they are used.

19.5.4 VARIABLE ARRIVAL TIMES:

During his Reinforcement Step, the controlling player rolls the die once for *each* unit (including held back and rebuilt units) due as reinforcements during the current and next Turn.

19.5.4.1 THIS TURN REINFORCEMENTS:

For units due the current Turn, if a “5” or “6” is rolled, the unit *must* be held back and does not enter the mapboard that Turn.

19.5.4.2 NEXT TURN REINFORCEMENTS:

For units due the following Turn, a roll of “6” means that the unit may arrive this Turn.

19.5.4.3 REMOVE AND WITHDRAW:

For units to be removed or withdrawn, if a “5” or “6” is rolled, the unit is not removed or withdrawn after Turn (the die must continue to be rolled for such units every Turn until they finally leave the mapboard). If a withdrawn unit that later comes back remains on the mapboard until

the Turn when it is due to return, the die rolls for that unit can cease.

19.6 INCOMPLETE RAILROADS:

The rails in railroad hexes TT18, UU9, UU21, UU22, UU23, VV19, VV20, WW20, WW30, XXI9, and XX29 are unusable at the start of any “1941” game. A side must have combat units expend movement factors in these hexes to “convert” them to their gauge before they may be used as railroad hexes by anybody.

20.0 COMBAT OPTIONS

20.1 IGNORE REQUIRED RETREATS:

In addition to those cases covered in 7.2.1.3.2.1, a player may also ignore a required retreat in any other situations by marking an *extra* hit on an engaged or supporting unit. **If all engaged or supporting units are eliminated, the extra hit may be marked on an unengaged unit involved in the combat.**

20.2 STRATEGIC BOMBING:

Air units may be used for two types of “strategic” bombing attacks.

20.2.1 RAILROAD ATTACKS: The phasing player moves an air unit or units to any enemy controlled city (fortress, major, or minor) hex **that is a possible supply source part of their main connected rail network (traced to the edge of the mapboard – not part of a rail network traced only to an otherwise isolate port city).** Mark the hex with a battle location unit and place a rail unit in the battle box with the air unit or units. **NOTE: With separate Finnish and other Axis rail capacities, the capacity reduced by a railroad attack depends on in which of these networks the attacked city is located.**

20.2.1.1 MARKING RAILROAD ATTACKS: Unless eliminated or retreated from the hex **by normally resolved air and/or navel combats, during the Phasing Player's Return and Transfer Segment the rail unit and a do not use unit are left in the city hex to show that the railroad attack took place.**

20.2.1.2 EFFECTS OF RAILROAD ATTACKS: During the other side's next phases, their rail capacity is reduced by one per railroad attack marked *and* no rail movement may be routed through a railroad attack hex. Remove the rail and do not use units at the end of that Rail Movement Step.

20.2.2 REPLACEMENT ATTACKS:

The phasing player moves an air unit or units to an enemy controlled oilfield or replacement city hex (in this case, for the Soviets, any of their cities with replacement numbers, and, for the Axis, any of the cities in the combinations Riga-Tallinn-Vilna or Dnepropetrovsk-Kiev-Rostov). Mark the hex with a battle location unit and place a “1” hit unit in the battle box for each air unit in the hex.

20.2.2.1 MARKING REPLACEMENT ATTACKS:

Unless eliminated or retreated from the hex by air combat, during the Phasing Return and Transfer Segment place the hit unit or units in the city hex to show that the replacement attack took place.

20.2.2.2 EFFECTS OF REPLACEMENT ATTACKS: During the other side's next Replacement Step, replacement factors are reduced as follows:

20.2.2.2.1: If one or more hits are marked in an oilfield hex, the replacement factor for that oilfield hex is lost.

20.2.2.2.2: If one or more hits are marked in a Soviet replacement city, that city's replacement number is reduced by the number of hits – if the number of hits exceeds the replacement number, the excess hits are simply wasted.

20.2.2.2.3: If one or more hits is marked on one or more of the cities in either of the Axis Combinations, one replacement factor is lost per combination that was hit. Remove the hit units at the end of that Replacement Step.

20.2.3 AIR COMBATS WITH STRATEGIC BOMBING:

Any air combats caused by strategic bombing are resolved as airbase attacks (ie., the defending air unit's defense factor is “+2”), if opposed.

20.3 RETREATS FROM NAVAL BASES:

A naval unit or units that retreats from a friendly naval base during a Ground Combat Segment may also “carry” a ground unit or units with it subject to the limitations covered in Option 17.4.1. The ground unit or units may then be transported to a new friendly naval base hex with the naval units during the appropriate Return and Transfer Segment. If no friendly naval base can be reached, the ground units are eliminated with the naval units.

20.4 MOUNTAIN UNITS IN THE MOUNTAINS:

If a mountain unit attacks in a mountain hex, the attacking mountain unit's attack factor is modified by "+1".

THE SCENARIOS

The scenarios in this section provide the specific information needed to setup and play a number of different games, which start at different critical periods during the campaign. A brief historical summary is used to link the scenarios.

In mid 1941, the victorious military machine of Adolf Hitler's Nazi Germany was undoubtedly the most powerful and experienced in the world. Their revolutionary "blitzkrieg" tactics had rapidly overrun most of Europe, but the failure of the 1940 aerial "Battle of Britain", the availability of willing allies, and the inefficiency of the Soviet armed forces (crippled by Joseph Stalin's violent and extensive purge of the officer corps in the late 30s) convinced Hitler that the resources needed to defeat Great Britain must and could be rapidly seized from Germany's nervous and suspicious ally, the Soviet Union. This operation, codenamed "Barbarossa", was to crush the Soviets in a rapid three to six month campaign, after which the wealth and resources of all Europe would be available to finish with Great Britain. Following a spring campaign to clear out the Balkans by overrunning Yugoslavia and Greece, Hitler unleashed his armies on the new "Russian Front" on June 22, 1941. Initial operations were unprecedentedly successful, although, ominously, the Soviet forces proved much stronger than expected and their soldiers exhibited their historical stubbornness and courage in defense of their homeland. Although millions of prisoners were taken and huge areas were overrun, the Axis timetable fell farther and farther behind until finally, in December, 1941, the last lunge toward Moscow failed in the clutches of "General Winter" (for which the Axis forces were woefully unprepared). The Soviet army launched a massive counter-offensive that brought the Axis armies, for a time, face-to-face with disaster. However, Stalin overextended his forces, attempting too much, and the badly shaken and battered

Axis forces finally halted the Soviet attacks by the spring of 1942.

SCENARIO ONE: "1941"

A. CURRENT DATE: June, 1941 (Turn 1) or May, 1941 (Turn 0 – see J.3, below).

B. ACCUMULATED REPLACEMENTS: 0.

C. CURRENT VICTORY LEVEL: 0.

D. AVAILABLE PARTISAN FACTORS: 0.

E. FACTORIES: All in city hexes (at Dnepropetrovsk, Gorky, Kharkov, Kiev Leningrad, Minsk, Moscow, and Rostov).

F. BLANK PICTURES ON ORDER OF BATTLE CARDS:

1. AXIS:

Turn 12: German 5th Air Corps.

Turn 13: German 2nd Air Corps.

Turn 33: German 1st SS Armor Corps.

2. SOVIET:

***:** 19th Infantry Army.

Turn 20: 27th Infantry Army.

G. MINEFIELDS: In all of the game variants, Soviet minefield units are placed in hexes J10 (Odessa), NN9 (Riga), RR17, RR18 (Leningrad), SS18, and UU11 (Hango) and Axis minefield units are placed in hexes F5 (Constanta), JJ3 (Konigsburg), KKI (Danzig), MM5 (Memel), and UU13 (Helsinki).

H. HITS: No hits are marked on any combat units of either side.

I. AXIS AND SOVIET SETUPS: Setup both sides as shown in the COMBAT UNIT SETUP section on the Basic Game Card, with the addition of the naval units for both sides.

J. SPECIAL RULES: A number of different games can be played using the 1941 setup:

1. THE SHORT GAME: This is to be played quickly while learning the rules or whenever there is no time for a longer game. The game lasts only three Turns, as with the Basic Game, and the "Aug, 41" line on the Victory Points Chart is used to determine a winner.

2. BARBAROSSA: This is the "standard" 1941 game, starting at the time of the actual invasion and lasting for at least six months.

3. THE EARLY START GAME: This game assumes that the Axis invasion started in May, 1941 (which, for this game only, occurs and is called "Turn 0"). This

assumption can be handled in one of two ways:

a. GERMANS NEVER INVADED THE BALKANS: This postulates that the German Balkan campaign had never taken place. Due to the mess this leaves in the Balkans, no Hungarian Italian, or Romanian units not initially on the map board are available as reinforcements for the rest of the game. Also, the "other" replacement factors listed on the REPLACEMENT CHART on the Game Card are reduced by one per Turn for the entire game.

b. GERMANS INVADE THE BALKANS AND THE SOVIET UNION: This postulates that the Soviet invasion takes place while the Balkan campaign continues. The 8th Air Corps and 46th Armor Corps from Army Group Center, the 41st Armor Corps from Army Group North, the 14th Armor, 49th Mountain, and 52nd Infantry Corps from Army Group South, and the 11th and 30th Infantry Corps (all of these units are German) from Romania are not setup at the start of the game but arrive as reinforcements in July, 1941 (Turn 2) and August, 1941 (Turn 3). The Axis player may select any four of these units as reinforcements for the July 1941 Turn, with the remainder being reinforcements for the August 1941 Turn.

c. In both of these "what-if" situations, the first six-month period for determining victory levels, ending with Turn 6, will actually last *seven* Turns.

d. In both situations, treat Hungary and the Hungarian unit during Turns 0 *and* 1 as they are normally treated during Turn 1 (see 4.4.2)

e. For both of these situations, replacement factors are available for both sides during Turn 1 (June, 1941) that are identical to those listed for Turn 2 (July, 1941).

4. All railroad hexes on the respective sides of the national boundaries are already converted to that side's gauge.

The summer of 1942 found the Axis armies weakened but rebuilt by replacements and a massive infusion of new allied units. Lacking the strength to attack all along the front as in 1941, the Axis offensive power was concentrated in the south to overrun the Caucasus area with its valuable oilfields. After initial

success, the offensive ground to a halt stalled in the Caucasus Mountains to the south and at Stalingrad to the east. Bitter fighting and repeated attacks failed to secure all of Stalingrad, and November saw another massive Soviet winter counter-offensive that broke through on fronts held by Axis ally armies and surrounded and eventually destroyed the German forces around Stalingrad, forcing a withdrawal from the Caucasus. Early 1943 saw heavy but generally indecisive fighting in the south.

SCENARIO TWO: “1942”

A. CURRENT DATE: June, 1942 (Turn 13).

B. ACCUMULATED REPLACEMENTS: 2 for “other” Axis allies.

C. CURRENT VICTORY LEVEL: 0.

D. AVAILABLE PARTISAN FACTORS: 1.

E. FACTORIES: 4 are in the OFF BOARD FACTORY area, 1 is in the “F” box of the CURRENT VICTORY LEVELS CHART, and 3 are in city hexes (at Gorky, Leningrad, and Moscow).

F. BLANK PICTURES ON ORDER OF BATTLE CARDS: (Axis only)

Turn 33: German 1st SS Armor Corps.

G. MINEFIELDS: Soviet minefield units are placed in hexes B20 (Novorassiyk), D13 (Sevastopol), H23 (Rostov), RR17, RR18 (Leningrad), and SS18. Axis minefield units are placed in hexes J10 (Odessa), I22 (Taganrog), RR16, SS17, and TT17.

H. HITS: The following hits should be marked (as desired by the controlling players, but no more than two hits per unit) on the combat units.

1. SOVIET: 42 on infantry armies, 3 on mountain armies, 2 on cavalry corps, 1 on marine corps, 1 on paratrooper corps, 4 on air armies, and 4 on naval units.

2. AXIS:

Finn: 2 on infantry corps.

German: 8 on armor corps, 22 on infantry corps, 2 on mountain corps, 2 on air corps, and 2 on naval units.

Hungarian: 1 on an infantry corps.

Italian: 1 on an infantry corps.

Romania: 2 on infantry corps.

I. AXIS AND SOVIET SETUPS:

1. SOVIET FORCES: From among the Soviet Combat units available through Turn 12, gather the following for use in

this scenario: 3(7-5-4), 2(6-5-4—do not use 19th infantry army), 10(5-4-4—do not use 27th infantry army), and 31(4-3-4) infantry armies; 4(3-3-4) mountain armies; 1(4-3-6) and 5(2-2-6) cavalry corps; 2(3-3-3) marine corps; 3(2-2-3) paratrooper corps; 7(3-2-10) air armies; 1 (5-5-7) and 1(4-4-7) fleets; and 1(3-3-7), 2(2-2-7), and 1(1-1-7) flotillas.

2. AXIS FORCES: From among the Axis combat units available through Turn 12, gather the following for use in this scenario:

Finn: 1(5-5-4), 4(4-4-4), and 1(3-3-4) infantry corps; 1(3-3-10) air corps; and 1(1-1-7) flotilla.

German: 3(8-6-6), 6(7-5-6), and 2(6-4-6) armor corps; 1(6-5-6), 8(5-4-6), 16(4-3-6), and 5(3-2-6) infantry corps; 1(5-5-6) and 1(3-3-6) mountain corps; 1(4-3-4) paratrooper corps; 1(5-1-2) artillery corps; 4(4-3-10—do not use 2nd air corps); and 1(4-4-7) and 1(3-3-7) flotillas.

Hungarian: 1(3-2-4) armor corps; 2(3-2-4) infantry corps.

Italian: 1(3-2-4) infantry corps and 1(1-1-7) flotilla.

Romanian: 4(3-2-4) infantry corps; 1(3-3-4) mountain corps; 1(3-2-10) air corps; and 1(1-1-7) flotilla.

3. UNIT SETUP:

a. NAVAL UNITS: Both sides setup their naval and marine units at the same time in these exact port cities:

1) SOVIET:

Leningrad: 5-5-7 fleet, 3-3-7 flotilla, and 3-3-3 marine.

Novorassiyk: 4-4-7 fleet.

Rostov: 1-1-7 flotilla.

Sevastopol: 2-2-7 flotilla and 3-3-3 marine.

Schlussemburg: 2-2-7 flotilla.

2) AXIS:

Helsinki: 1-1-7 Finn flotilla.

Odessa: 3-3-7 German flotilla, 1-1-7 Italian Flotilla, 1-1-7 Romanian flotilla.

Narva: 4-4-7 German flotilla.

b. OTHER COMBAT UNITS: The Soviet player sets up first, placing all remaining combat units except air and paratrooper units. The Axis player then sets up all remaining combat units except for any 5 armor and all air units. The Soviet player then sets up his air and paratrooper units, followed by the Axis

player placing the rest of his units. The air units may be placed (up to two per hex) in any friendly fortress, major, and/or minor city hexes. The paratrooper units may be placed in any Soviet controlled hexes. The 5 Axis armor units may be setup in any Axis controlled hexes (if properly located – see 11.6.1 – refit units may be placed with some of these. All other units for both sides must be placed on their side of the “2” start line in hexes containing a “2” hexside so as to cumulatively occupy and/or cover with a zone of control all land and coastal hexes (including those on the enemy side of the start line) of which the “2” start lines are a part. EXCEPTION: One Romanian ground unit is placed in Odessa.

J. SPECIAL RULES:

1. FINN LOCATIONS: All Finnish units and the German 3-3-6-mountain unit must be placed in the area defined in rule 11.2.

2. RAILROAD HEXES: All railroad hexes on the respective sides of the start line are already converted to that side's gauge.

3. NO REBUILDING The Soviet 19th and 27th Infantry Armies and the German 2nd Air Corps may not be rebuilt (all were withdrawn earlier).

The summer of 1943 was an unhappy period for the Axis high command. They were starting their third year of a war that originally was planned to last only a few months. Casualties had been tremendous. The Russian Front had forced a concentration of German resources in the east that had enabled Great Britain (linked with the United States since December 1941) to resume the offensive. The Anglo-American forces had overrun North Africa, and the invasions of Sicily and Italy would shortly knock Italy out of the war and draw more German forces to the west. The growing American and British strategic air offensives were already tying down over half of German air resources, and soon would cause the withdrawal of air units presently facing the Soviets. At the same time the Soviet military machine had grown more powerful and experienced. Hitler's solution, as usual, was to attack, this time an attempt to surround and destroy major Soviet forces massed around Kursk. The Kursk offensive, in June, 1943, led to the largest

tank battles in history, saw German armored forces irreparably weakened, and failed to take Kursk. An immediate Soviet offensive followed, which rolled back the Axis forces, starting their long retreat that would continue for the rest of the war. The Axis forces fought a tenacious, sometimes successful, but eventually futile series of battles attempting to halt the “Russian Steamroller”. By the end of 1944, when *THE RUSSIAN FRONT* ends, the Axis allies had all surrendered and most German forces were driven from Soviet soil. The invasion of Germany was about to begin!

SCENARIO THREE: “1943”

A. CURRENT DATE: June, 1943 (Turn 25).

B. ACCUMULATED REPLACEMENTS: 0.

C. CURRENT VICTORY LEVEL: + 1 Soviet.

D. AVAILABLE PARTISAN FACTORS: 2.

E. FACTORIES: 5 are in the OFF BOARD FACTORIES area and 3 are in city hexes (at Gorky, Leningrad, and Moscow).

F. BLANK PICTURES ON ORDER OF BATTLE CARDS: (Axis only)

Turn 33: German 1st SS Armor Corps.

G. MINEFIELDS: Soviet minefield units are placed in hexes H23 (Rostov), RR17, RR18 (Leningrad), and SS18. Axis minefield units are placed in hexes D18, E18 (Kerch), I22 (Taganrog), RR16, SS17, and TT17.

H. HITS: The following hits should be marked (as desired by the controlling players, but no more than two hits per unit) on the combat units:

1. SOVIET: 10 on armor armies, 40 on infantry armies, 2 on mountain armies, 3 on cavalry corps, 1 on marine corps, 1 on paratrooper corps, 6 on air armies, and 5 on naval units.

2. AXIS:

Finn: 1 on an infantry corps.

German: 12 on armor corps, 20 on infantry corps, 2 on mountain corps, 2 on air corps, and 3 on naval units.

Hungarian: 2 on infantry corps.

Italian: 1 on an infantry corps.

Romanian: 2 on infantry corps and 1 on air corps.

I. AXIS AND SOVIET SETUPS:

1. SOVIET FORCES: From among the Soviet combat units available through Turn 24, gather the following for use in this scenario: 1(9-7-6) and 4(8-6-4) armor armies; 6(7-6-5), 5(7-5-4), 1(6-5-4), do not use 19th infantry army) 17(5-4-4), and 29(4-3-4) infantry armies; 2(3-3-4) mountain armies; 4(4-3-6) and 3(2-2-6) cavalry corps; 2(3-3-3) marine corps; 3(2-2-3) paratrooper corps; 12(3-2-10) air armies; 1(5-5-7) and 1(4-4-7) fleets; and 2(3-3-7) and 2(2-2-7) flotillas.

2. AXIS FORCES: From among the Axis combat units available through Turn 24, gather the following for use in this scenario:

Finn: 1(5-5-4), 4(4-4-4), and 1(3-3-4) infantry corps; 1(3-3-10) air corps; and 1(1-1-7) flotilla.

German: 1(9-8-6), 1(8-7-6), 3(8-6-6), 1(7-6-6) 4(7-5-6), and 2(6-4-6) armor corps; 9(5-4-6), 14(4-3-6), and 7(3-2-6) infantry corps; 1(5-5-6) and 1(3-3-6) mountain corps; 1(5-1-2) artillery corps; 5(4-3-10) air corps; and 1(4-4-7) and 1(3-3-7) flotillas.

Hungarian: 4(3-2-4) infantry corps and 1(2-1-10) air corps.

Italian: 1(3-2-4) infantry corps; 1(2-1-10) air corps; and 1(1-1-7) flotilla.

Romanian: 1(4-3-4) armor corps; 3(3-2-4) infantry corps; 1(3-3-4) mountain corps; 1(3-2-10) air corps; and 1(1-1-7) flotilla.

3. UNIT SETUP:

a. NAVAL UNITS: Both sides setup their naval and marine units at the same time in these exact port cities:

1) SOVIET:

Leningrad: 5-5-7 fleet, 3-3-7 flotilla, and 3-3-3 marine.

Rostov: 4-4-7 fleet, 3-3-7 and 2-2-7 flotillas, and 3-3-3 marine.

Volkhov: 2-2-7 flotilla.

2) AXIS:

Helsinki: 1-1-7 Finn flotilla.

Kerch: 3-3-7 German flotilla.

Narva: 4-4-7 German flotilla.

Sevastopol: 1-1-7 Romanian and 1-1-7 Italian flotillas.

b. OTHER COMBAT UNITS: The Soviet player sets up first, placing all remaining combat units except all air and paratrooper units and any 2 armor units. The Axis player then sets up all remaining combat units except for any 4 armor and all air units. The Soviet player

then sets up all but two of his air and all of his paratrooper units, followed by the Axis player placing the rest of his units. The Soviet player then places the last two air and the two armor units. The air units may be placed (up to 2 per hex) in any friendly fortress, major, or minor cities. The 2 Soviet and 4 Axis armor and the Soviet paratrooper units may be setup in any hexes on their sides of the start line (if properly located – see 11.6.1 – refit units may be placed with some of the armor units). All other units for both sides must be placed on their side of the “3” start line in hexes containing “3” hexsides so as to cumulatively occupy and/or cover with a zone of control all land and coastal hexes (including those on the enemy side of the start lines) of which the “3” start lines are a part.

J. SPECIAL RULES:

1. FINN LOCATIONS: All Finnish units and the German 3-3-6 mountain corps must be placed in the area defined in rule 11.2.

2. RAILROAD HEXES: All railroad hexes on the respective sides of the start line are already converted to that side's gauge.

3. NO REBUILDING: The Soviet 19th Infantry Army, any one other 6-5-4, two 5-4-4, and two 4-3-4 infantry armies, the four 3-3-4 mountain armies, one 8-6-4 armor army, and one air army may not be rebuilt (all were withdrawn or had Guard units substituted for them earlier).

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THE BASIC GAME CARD

THE UNIT COUNTERS (1.2)

COMBAT UNITS:

These units represent the military formations involved in the campaign. Their colors identify their nationalities and/or other distinctions.

COMBAT UNIT COLOR IDENTIFICATION:

Finns: White.

German: Gray.

German Armor: Black.

Hungarian: Green.

Italian: Light Blue.

Romanian: Dark Blue.

Soviet Regular: Red.

Soviet Non-Replaceable: Brown.

Soviet Guard *: Orange.

UNIT SIZE:

(not on air or naval units)

XXX: Corps. **XXXX:** Army.

UNIT IDENTIFICATION

ABBREVIATIONS:

AZ: Azov.

B: Baltic.

BS: Black Sea.

F: Finnish.

G: Guard.

GD: Grossdeutschland.

H: Hungarian.

HG: Herman Goering.

HN: Hango Garrison.

I: Italian.

LD: Ladoga.

ON: Onego.

R: Romania.

RS: Reserve.

SK: Shock.

SS: Schutzstaffeln.

ST: Siege Train.

UK: Ukraine.

WR: White Russia.

SETUP DESIGNATIONS:

Axis		Soviet	
C:	Army Group Center.	B:	Baltic Military District.
F:	Finland.	I:	Interior Forces.
H:	Hungary.	K:	Kiev Military District.
N:	Army Group North.	L:	Leningrad Military District.
R:	Romania.	O:	Odessa Military District.
S:	Army Group South.	W:	Western Military District.

Number:

Any setup designation that is a number indicates that the unit is not on the mapboard at the start of the game, but arrives on the mapboard in the Turn of that number. For the Basic Game, no units with a setup designation number larger than "T" are needed for play.

Asterisk:

Any setup designation that is an asterisk indicates that the unit arrives on the mapboard only in a certain case, shown on the Axis Order of Battle Card.

OTHER UNITS:

The other units are in a variety of colors and are used to mark and record information needed to play the game.

COMBAT UNIT SETUP (2.3)

A. THE SOVIET SETUP:

The Soviet player must setup his combat units first.

1) THE MILITARY DISTRICTS SETUP:

Place all units with setup designations of "B", "K", "L", "O", and "W" in hexes in their appropriate setup areas. These setup areas are identified by name ("Baltic", "Kiev", "Leningrad", "Odessa", and "Western") on the mapboard and their boundaries are outlined with black dots and national boundaries (gray outlined hex sides). *For example, all units with a "B" setup designation are placed in the hexes of the Baltic Military District (hexes II7, II8, II9, JJ6, JJ7, JJ8, KK6, KK7, KK8, LL6, LL7, MM6, MM7, NN5, and NN6).* These units may be placed in any hexes in their areas with the restriction that every hex containing a national boundary hex side must contain a combat unit or units and/or be adjacent to a hex containing a combat unit or units.

2) THE SOVIET INTERIOR SETUP:

All Soviet units with an "I" setup designation have a city name printed in the "Interior" section on the Soviet Order of

Battle Card to show where they are to setup. These units must be placed in or adjacent to the named cities. *For example, the 21st army unit is listed for the city of Gomel (hex Y14). It may be placed in Gomel or in any of the adjacent hexes (X13, X14, Y13, Y15, Z13, or Z14).* When more than one unit is listed for the same city, they may be spread in any desired manner over the given city hex and/or the adjacent hexes.

B. THE AXIS SETUP:

The Axis player sets up after the Soviet player finishes. Place all units with setup designations of "C", "N", or "S" in hexes of their appropriate setup areas. These setup areas are identified by name ("Center", "North", "South") on the mapboard and their boundaries are outlined by black dots and national boundary (gray) lines. Place all units with setup designations of "F", "H", and "R" in Finland, Hungary, and Romania, respectively. These countries are identified by name on the mapboard and outlined by national boundary lines. These units may be placed in any hexes in their areas with the restriction that every hex containing a national boundary hex side must contain a combat unit or units, and/or be adjacent to a hex containing a combat unit or units.

C. AIR UNIT SETUP:

For both sides, all air units must be placed in city hexes.

COMBAT EXAMPLE (7.6)

A. BACKGROUND OF THE BATTLE OF SMOLENSK:

During the Ground Movement Phase, the phasing Axis player moves a German 5-4-6 and a 4-3-6 infantry unit into the Smolensk fortress city hex, which contains a Soviet 5-4-4 infantry unit. The hex is marked with battle location unit "5", and the combat units are removed from the mapboard and placed in battle box "5" on the Battle Location Card. During the Air Movement Step, a German 4-3-10 and two Soviet 3-2-10 air units are added to the battle. The German 5-4-6 is already marked with a "1" hit unit, but none of the other units have hits marked.

B. THE AIR COMBAT SEGMENT:

The Axis air Unit's attacker factor of "4" is compared to one of the Soviet air unit's defense factor of "2", and since no modifiers apply to air combat, the combat

table number is “+2”. The Axis player rolls a “1” on the die, so the engaged Soviet air unit is marked with a “1” hit unit and the German air unit is marked with a “2” hit marker. There is no required retreat and both sides decline a voluntary retreat, so another round of combat is necessary. Before the second round of combat, the Soviet player designates his unhit air unit as the engaged unit for the coming round. The combat table number is again “+2”, and this time the Axis player rolls a “5”, so the engaged Soviet air unit is marked with a “1” hit marker while the German air unit retains its “2” hit marker, as no new hits occurred. The engaged Soviet air unit also has a required retreat, so both Soviet air units must be retreated. The Soviet player chooses to retreat them to hex DD18.

C. THE GROUND COMBAT SEGMENT:

The Axis player chooses the 5-4-6 unit as his engaged unit and the air unit is available for support, giving the Axis side “5+4=9” attack factors, while the Soviet 5-4-4 unit has its defense factor modified by “+3” for the fortress city plus “+1” for the river, giving a net “4+3+1=8” defense factors. The combat table is “9-8= +1. The Axis player rolls a “6”, so the Axis unit takes “0” hits and the Soviet unit is marked with a “1” hit unit, but, being a ground unit defending in a fortress city, ignores the required retreat. Both sides decline a voluntary retreat and both sides retain their original engaged units for the second round of combat (the Soviet player has no choice), so the combat table is still “+1”. A “2” is rolled putting two hits on both sides, so both engaged ground units are now marked with a “3” hit marker (two new hits, plus one hit already marked on both). Again, both sides decline a voluntary retreat, so a third round of combat is necessary. Starting to worry about the survival of the 5-4-6, the Axis player designates the 4-3-6 as the engaged unit for the third round of combat. This reduces the combat table to “0”, and the Axis player rolls a “3”. The Axis unit takes “1” hit and a required retreat, which must be made as the Axis side is the attacker, not the defender. The Axis units are retreated into hex EE17 (which contains another German ground unit) and the combat ends with the battered

Soviet 5-4-4 still in possession of Smolensk. Battle location unit “5” is removed from the mapboard and replaced in battle box “5” and the Soviet 5-4-4 is replaced in Smolensk.

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RUSSIAN FRONT PLUS

VARIANTS FOR THE LATEST INVASION

By James E. Meldrum

RUSSIAN CAMPAIGN was good – but *RUSSIAN FRONT* is even better! The Avalon Hill Game Company’s newest game simulating that portion of World War II between Russia and Germany, operates on the same scale as *RUSSIAN CAMPAIGN* (army/corps level) but it depicts this conflict in far greater detail. *RUSSIAN FRONT* is just the game for those who like more detail than is found in *RUSSIAN CAMPAIGN* but who do not want to drive every tank in the German army as one has to do in monster games dealing with the Eastern Front.

Because of the additional detail neatly incorporated into *RUSSIAN FRONT*, the potential for simulating variant situations is tremendous. The variants presented in this article are intended to exploit a small part of that potential. Players may use these variants to examine how various historical factors and events might have altered the outcome of this campaign. Since the use of variant rules can drastically change the game’s balance, it is suggested that players use variants that are neutral or pairs of variants that each favor one side. A variant that favors the Axis is marked **A**, one that favors the Soviets is marked **S** and a variant that favors neither side (“neutral”) is marked **N**. Even this will not re-balance the game, but the whole purpose of these variants is to explore these effects. Copies of units required for some of the variants are included in this issue’s insert. Unless otherwise mentioned, all original game rules are unchanged.

I. NEUTRAL BALKANS (S):

This variant assumes that the Balkans remained neutral throughout the war. Consequently, Rumanian and Hungarian units may never be used and German forces may not begin the game in their country. The German Black Sea flotilla starts any 1941 scenario with Army Group North and in the same hex as the German Baltic Flotilla in other scenarios. The German, ground units in Rumania in 1941 start with Army Group South. Italian reinforcements use Germany as their “home country” and “other” replacements (which apply only to the Italians in this case) are cut to one and are available only on Turns whose number is divisible by four from Turn 16 (Sept. ‘42) to Turn 24 (May ‘43). Neither side may enter any Rumanian or Hungarian hex with any units. The Axis side still gets the one replacement from the Ploesti oilfields throughout the game.

II. NEUTRAL FINLAND (S):

This variant assumes that Finland remained neutral throughout the war. Consequently, Finnish units may never be used. The German 18th Mountain Corps arrives in Germany in August 1941 instead of in Finland. The Soviet 19th and 27th armies are not withdrawn on Turn 10 (March ‘42). Neither side may enter any Finnish hex with any unit.

III. CHANGED ITALIAN PARTICIPATION:

This variant presents two options on Axis Mediterranean strategy that could have affected the Eastern Campaign.

a. No Italian Participation (A): In this option, Germany does not go to Italy’s aid in North Africa, causing Italy to shoulder almost the entire burden for the war in the south.

1) No Italian units are used in any scenario and the “other” replacements are reduced by one on all turns divisible by four from Turn 16 (Sept. ‘42) to Turn 24 (May ‘43).

2) German replacements are increased by one per turn from Turn 2 (July ‘41) through Turn 8 (Jan. ‘42).

3) The Afrika Korps was never sent to North Africa and is available in the east until the inevitable early Italian collapse. The extra “AK” air and armored units from the insert may be added to the forces starting in Rumania in 1941 (*note: if*

variant 1 is also used, the air unit is set up with Army Group North). Both of these units must be withdrawn on Turn 9 (Feb. '42).

b. Greater German Support for Italy (S): In this option German support for Italy in North Africa is increased.

1) German replacements are reduced by one for Turns 2 (July '41) through 27 (Sept. '43).

2) Italian units are not removed on Turn 28 (Sept. '43).

3) "Other" replacements are increased by one on Turns 28, 32, 36, 40 and 42.

IV. MORE ACTIVE AXIS ALLIES

(A):

The Hungarians enter the war immediately. Any German units normally set up in Rumania may be set up in Hungary instead and Rule 4.4.2 is suspended. The Finns may pursue the war more vigorously than they did historically by modifying 11.2.2 so that Finnish units may now move anywhere on mapboard panels "A" and "B" at any time.

V. NO PARTISANS (A):

One of the major reasons that Soviet partisans were so active was because of the brutal Nazi occupation policies. This not only provided partisan recruits but also gave them the local support necessary for effective operations. In this variant, the Nazis opt for a more reasonable occupation policy and partisan replacements and the Partisan Activity Step are not used.

VI. BETTER AXIS WINTER

PREPARATION (A):

In this variant, the Axis forces are prepared for the harsh Russian winter and Rule 15.6 is suspended.

VII. GERMAN PARATROOPER

JUMP CAPACITY (A):

In this variant, the German parachute corps is assumed to be able to conduct airborne operations. Apply optional Rule 17.3 to this German corps.

VIII. NO LEND-LEASE (A):

This variant supposes that, for several reasons, the Western Allies decided not to extend unlimited lend-lease to the Soviet Union. For this variant, the Lend-Lease rules (13.2.1.2.3) are not used and to reflect the effect this would have had on mobility of the Soviet forces (most trucks and half-tracks used came from the West), all Guards armies (this does not include

Guard cavalry corps) have their movement factor decreased to "4" and their attack factor decreased by one.

IX. JAPANESE INVASION (A):

As the Germans advanced toward Moscow, Stalin sporadically worried about the threat of Japanese intervention in Siberia that would cause reinforcements needed at Moscow to remain in the Far East. These fears were never realized, but suppose they were? To simulate the effects of a Japanese attack, the Soviet player must choose one of the following during the Turn 6 (Nov. '41) Victory Level Phase:

a) None of the Turn 7 (Dec. '41) or Turn 8 (Jan. '42) reinforcements arrive. These units are treated as eliminated, although the red counters can be purchased later using replacement factors.

b) The reinforcements arrive on schedule, but the victory level is automatically shifted one level in the Axis favor (ie., an Axis "+1" would become an Axis "+2"). Soviet replacement factors are reduced by two per turn from Turn 8 (Jan. '42) on.

X. MORE GERMAN MOBILIZATION

(A):

This variant has two parts, either one of which may be selected for use.

a) Historically, the Russian mud hindered both the Axis and Soviet forces because both utilized large numbers of trucks that depended on the almost nonexistent roads. This variant assumes that the Germans produced enough tracked and half-tracked vehicles to completely equip their armored formations. As a result, the movement cost to enter clear and forest hexes is reduced to "2" during mud weather for all German armored units.

b) In this variant the Germans have increased production of trucks enough to equip all ground units except parachute, cavalry, and mountain corps with some form of motorized transportation. The movement factor of all German infantry corps is increased to "8".

XI. UPGRADED SOVIET ARMY (S):

This variant is based on the assumption that the purges of the late 1930s, which decimated Soviet military leadership, never took place. Players may depict this possibility by having all Soviet reinforcements arrive one turn earlier than normal throughout the game.

XII. FORTIFICATIONS (N)

Fortification units are available to both sides in limited quantities (the countermix in the insert). Variants 13 and 17 require the use of fortification units or they may be incorporated into any game.

a) These units can be constructed in any land hexes not containing a major or fortress city; completed fortification units add an additional "+2" to defending ground units' defense factors. Fortification units have no effect on other terrain in a hex.

b) Available pairs of fortification units may be purchased during a Replacement Step for an expenditure of one replacement factor per pair. Fortification units are placed on the mapboard at the end of the same turn's Ground Movement Step.

c) Fortification units may only be placed in a hex containing a friendly ground unit. When placed, they should be inverted to show that they are "under construction". They have no value while under construction.

d) Fortifications are turned upright and are completed and ready for use at the end of the following turn's Ground Movement Step.

e) Fortification units are eliminated anytime an enemy ground unit enters a fortification hex that does not contain a friendly ground unit, or whenever all the friendly ground units in a hex are eliminated and/or retreat from the hex. A player may also voluntarily eliminate any of his fortification units at any time. Eliminated fortification units are available to be rebuilt elsewhere.

f) Add six completed fortification units to both sides' available countermix for the start of the 1942 and 1943 scenarios.

g) The German "ST" artillery unit may use its attack factor when attacking in a hex containing a Soviet fortification unit.

XIII. SOVIET FORTIFIED BORDER

(S):

The Soviets were in the process of fortifying their newly acquired borders when the Axis invasion started. This variant assumes that the fortification process was completed before the invasion. All of the Soviet fortification units may be placed, as desired, in any hexes (normal restrictions – see variant

12) located in the military distinct areas. All are complete when the game begins.

XIV. GREATER SPANISH PARTICIPATION (A):

To pay Hitler back for favors during the Spanish Civil War, Franco sent the Spanish Blue Division to fight in Russia, where it served with Army Group North as the 250th Infantry Division. This variant assumes greater Spanish participation, so increase available German replacement factors by one in all 1941 and 1942 turns.

XV. A GERMAN VICTORY AT KURSK (A):

Many historians wonder what might have happened if the Germans had won the battle of Kursk and eliminated a large portion of the Red Army’s reserve forces. Could the Axis have won in the East, or was the outcome of the war decided at Stalingrad? This variant considers the effects of such a victory. A German victory at Kursk is simulated by removing two (8-6-4) armor armies, four (7-6-5) and five (5-4-4) infantry armies, and four (3-2-10) air armies from the Soviet countermix for the 1943 scenario. These Soviet losses reflect what the Germans *hoped* to accomplish at Kursk. Given Soviet strength at Kursk, the Germans would have had to pay a price. The price paid by the Germans is simulated by marking all 9-8-6, 8-7-6 and 8-6-6 panzer corps in the German countermix with three hits each in addition to the normal hits marked. Otherwise begin the 1943 scenario normally, except start it on Turn 27 (Aug. ‘43) and the Kursk “bulge” is eliminated, Axis units may be set up in the bulge area using the “2” start line across the base of the 1943 bulge (from S21 to V22).

XVI. NO PRESSURE IN THE WEST (A):

The purpose of this variant is to explore how the course of the war in the East might have been changed if the Germans had inflicted a defeat on the Western Allies that precluded a “second front” in Western Europe. For game purposes, assume that the Western Allies lost the Atlantic submarine campaign or suffered a crushing defeat while invading Europe in 1943. This variant is played only with the 1943 scenario. To the Turn 27 (Aug. ‘43) reinforcements add two (7-5-6) armored corps, one (6-5-6) and two (4-3-6) infantry corps, and one (4-3-4)

paratrooper corps. Use units not included in the 1943 scenario countermix for these reinforcements. Also, German replacements are increased by two per turn for Turn 28 on and all German unit withdrawals are ignored for the rest of the game.

XVII. GERMAN STRATEGIC WITHDRAWAL (A):

More than a few historians have suggested that the Battle of Kursk should never have been fought. The Germans squandered their precious armored reserves by taking part in this ill-advised operation. Historically, several German generals wanted to retreat to form a shorter, fortified and more easily defended line rather than attack at Kursk. The use of this strategy can be simulated by starting the 1943 scenario with the following modifications:

- a) The “3” start line is modified to the west of the Orel salient and now runs from hex AA19 to V16 in that area. Four of the hexes encompassed by this new section of the start line may contain four *extra* completed Axis fortification units at the start of the scenario.
- b) The Axis ground units that would usually be deployed east of the Kerch Strait may be placed anywhere in the Crimean Peninsula instead – one of these units must be placed in Kerch (E18).

XVIII. OPERATION BARBAROSSA GERMAN STYLE (A):

When the Axis forces invaded the Soviet Union, they did not suspect the existence of the huge reserve armies that allowed the Soviets to hold Moscow, counterattack at Stalingrad and ultimately force the Axis armies back to their own homelands. This variant modifies the 1941 scenario to simulate how the Germans anticipated the progress of Operation Barbarossa. This is done by deleting all Soviet reinforcements appearing at Moscow except for any one unit of the Soviet player’s choice on Turns 4, 5 and 6. All other units appear at the indicated times and places. This so unbalances the game that it is suggested that it be played only through the Turn 6 (Nov. ‘41) Victory Level Phase. If the Axis fails to win a decisive victory at that time, consider that the Soviets have won a decisive victory, instead.

These are just a few of the myriad factors that affected the outcome of the war on the *RUSSIAN FRONT* I hope that you have as much fun experimenting with these variants as I had researching and designing them. And I look forward to seeing some of yours.

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COMPLETE RUSSIAN FRONT ERRATA

By S. Craig Taylor

NOTE: All official errata has been incorporated in to this digital version of the rulebook. Entries with a **deep red** font constitute official errata from this issue of GENERAL. All entries in this underlined magenta font are unofficial entries by the author of this digital copy.

SOVIET OB CARD

Interior Forces: the 4-4-7 “BS” naval unit picture (also the unit counter itself) should show two ship symbols to show that it is a fleet instead of a flotilla.

January, 1943 (20): the “19” army unit depiction should instead show the “27” army unit (a 5-5-4).

GAME CARD

Combat Results Table: The third note should read “Axis First Winter” instead of “Axis First Winner”.

The Sequence of Play with All Options: Both 3.e.1 and 3.e.2 should read “Segment” instead of “Step”.

Replacement Chart: The Dec ‘42 line of the “On Board” column should include a dot next to the “14”.

CITY AND OILFIELD LOCATION REFERENCE

Bialystok	EE4	Lwow	V3	Smolensk	DD17
Brest Litovsk	BB4	Maikop	A23	Stalingrad	K31
Bryansk	Z18	Memel	MM5	Stalino	K21
Bukharest	H1	Minsk	DD11	Stavropol	B26
Constanta	F5	Morozovsk	K28	Szeben	M1
Danzig	KK1	Moscow	EE25	Taganrog	I22
Dnepropetrovsk	M18	Narva	RR15	Tallinn	SS12
Dvinsk	II12	Novgorod	NN17	Tambov	V28
Gomel	Y14	Novorassiyisk	B20	Tarnopol	T5
Gorky	EE32	Odessa	J10	Tikhoretsk	D24
Grodno	EE6	Orel	X21	Tikhvin	PP22
Hango	UU11	Petrozavodsk	UU24	Tula	AA24
Helsinki	UU13	Plesetsk	WW31	Turku	WW10
Kalinin	HH23	Ploesti	I2	Vilna	GG9
Kaunas	I17	Poltava	Q18	Vinnitsa	R8
Kerch	E18	Pskov	MM15	Vitebsk	FF15
Kharkov	Q20	Riga	NN9	Volkhov	RR21
Kiev	U12	Rostov	H23	Vologda	NN29
Konigsburg	JJ3	Ryazan	AA27	Vorenezh	T24
Kursk	U21	Rzhev	GG21	Vyborg	TT17
Leningrad	RR18	Schlusselfurg	RR19	Warsaw	DD1
Lublin	AA2	Sevastapol	D13	Yaroslav	II28