

Europa



An Introduction

Fire in the East is the thoroughly revised edition of *Drang Nach Osten*, the first game of the Europa series. As in *DNO*, *Fire in the East* is a detailed, operational-level game of the German invasion of the USSR, from the start of Operation Barbarossa in June 1941 to the end of the Soviet winter counteroffensive in March 1942. *Scorched Earth*, the revision of *Unentschieden*, is under preparation and will include more maps, counters, and rules to cover the campaign in the Soviet Union to the end of 1944.

Fire in the East is a game in the continuing Europa series of comprehensive division-level games of World War II in Europe and North Africa. Other games and modules in the series are:

<i>Marita-Merkur</i>	(Europa III)
<i>Narvik</i>	(Europa IV)
<i>Their Finest Hour</i>	(Europa V)
<i>Western Desert</i>	(Europa VI)
<i>Case White</i>	(Europa VII)
<i>The Fall of France</i>	(Europa VIII)
<i>The Near East</i>	(Europa IX)

Overall, Europa is intended to recreate World War II in Europe and North Africa at the division level, using consistent unit strengths and interlocking maps, while each individual Europa game deals in greater detail with a specific campaign or battle. If necessary for detailed historical accuracy or playability, individual games are presented at levels lower than divisional, at differing scales, or with specialized non-standard rules. In this way, each game presents the greatest possible utility to those interested in only the situation covered by the specific game, while also providing continuing Europa material to the followers of the series.

Fire in the East continues this tradition. The rules are a careful selection of Europa rules and specialized rules allowing detailed examination of the events of the campaign. The maps and counters are at standard Europa scales.

Fire in the East

Europa I

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Game Credits

Fire in the East contains many of the concepts and game mechanics which were presented originally in *Drang Nach Osten*. *DNO* was designed in 1973 by Paul R. Banner and Frank Chadwick.

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Rule 1 — Introduction

Fire in the East is a historical game covering the German invasion of the Union of Soviet Socialist Republics on 22 June 1941, starting a campaign that brought the Germans to the gates of Moskva and ultimately to the destruction of the *Wehrmacht* and the utter collapse of the Third Reich. *Fire in the East* covers the fighting on the Russian Front from June 1941 to the end of the Soviet winter counteroffensive in March 1942.

Fire in the East is basically a two-player game, but its size lends itself admirably to multi-player team play. One side controls the forces of Germany and its allies while the other controls the forces of the Soviet Union. The maps cover the western regions of the USSR from the Arctic to the foothills of the Caucasus. Ground units represent divisions, brigades, regiments, battalions, and batteries. Air units represent groups of 40 to 60 aircraft. Naval units represent major warships plus supporting vessels and flotillas of smaller vessels. The rules use the basic Europa system as a framework, with specialized rules covering the historical situation in detail.

The German player must attempt to "crush Soviet Russia in a lightning campaign" (Führer directive number 22, *Fall Barbarossa*), by destroying the Red Army as a fighting force and by occupying key cities in the USSR. The Soviet player must attempt to stop and repel the invasion.

Rule 2 — Game Components

Fire in the East contains the following components:

A. This rules set.

B. Six maps (Europa maps 1B, 2A, 3B, 4A, 5B, and 6A), covering the western regions of the USSR, Finland, and nearby areas at a scale of 16 miles per hex. The hexes on the maps are numbered, and specific hexes are identified by map number and hex number. For example, 2A/0931 refers to hex 0931, map 2A.

C. Twelve counter sheets (Europa sheets 1A, 2A, 3A, 4A, 5A, 36, 37, 38, 39, 40, 41, and 42), for a total of 2880 counters.

D. A set of charts consisting of:

1. Two combat results/terrain effects charts.
2. One unit identification chart.
3. One turn record chart.
4. Two game charts (one Soviet, one Axis).
5. Two air charts.
6. Two corps/army marker displays (one Soviet, one Axis).
7. One city display.
8. One map legend.
9. One Soviet order of battle.
10. One Axis order of battle.

Rule 3 — Basic Game Concepts

Basic concepts and definitions used throughout the rules are presented below.

A. Units. For the sake of clarity, when the term *units* is used by itself, it refers to ground units only and does not include naval units or air units. The term *forces* refers to ground, naval, and air units collectively.

Units are differentiated by size and type, as shown on the unit identification chart. Some overall definitions apply.

1. Division. Any unit with the division size symbol, except

for headquarters.

2. Non-Divisional Unit. Any unit smaller than a division: brigades, regiments, battalions, batteries, cadres, and headquarters.

3. Artillery. All unit types listed on the unit identification chart as artillery. Note that for game purposes antiaircraft and antitank are not artillery.

4. Combat/Motorized. The unit identification chart shows certain units to be combat/motorized. In addition, when the motorized symbol is used in conjunction with any other unit type symbol, it indicates that the unit is combat/motorized.

B. Sides.

1. Axis. The term *Axis* refers to all forces controlled by the German player. Within this category, two further distinctions are made. The term *German* refers to all German forces: Army, Air Force (Luftwaffe), Navy (Kriegsmarine), SS, and SS Police forces; it does not refer to any other Axis forces. The term *Axis-Allied* refers to all non-German Axis forces: Finnish, Hungarian, Italian, Rumanian, and Slovakian forces.

2. Soviet. The term *Soviet* refers to all forces controlled by the Soviet player: regular, winterized, Militia, Guards, Air Force, Navy, and NKVD forces.

C. Game Mechanics.

1. Fractions. Unless stated otherwise, always retain fractions when halving. For example, half of 7 is 3 1/2.

2. Cumulative Effects. Unless stated otherwise, all effects to units' strengths and all modifications to die rolls are cumulative. For example, a unit halved in strength twice is quartered in strength.

3. Die Rolls. All rolls made using two dice are specifically identified as such in the rules. All other rolls are made using only one die.

D. Regimental Equivalents. A regimental equivalent (RE) is a measure of the size of a unit. Each battalion or battery equals 1/2 RE. Each brigade, regiment, cadre, or headquarters equals 1 RE. A division equals 3 REs.

E. Heavy Equipment. The unit identification chart lists the unit types that have heavy equipment. In addition, all units that have supporting arms (Rule 11), except cadres, have heavy equipment. Units with heavy equipment are under certain restrictions in regards to air transport. Note that a cadre has heavy equipment only if its unit type is one that has heavy equipment.

F. Control. A player controls a hex if: 1) his units occupy the hex, 2) his units exert an uncontested zone of control into the hex, or 3) his units were the last to occupy or exert an uncontested zone of control into the hex. (Zones of control are defined in Rule 5. A player has an uncontested zone of control in a hex if the hex is neither occupied by nor in the zone of control of an enemy unit.)

By itself, a battalion or battery sized unit can not gain permanent control of an enemy hex. When entering an enemy controlled hex, such a unit controls the hex only as long as it occupies the hex; upon leaving the hex, control reverts to the other player. It takes at least 1 RE of units (including, for example, two battalions operating together) or an uncontested zone of control to gain permanent control of a hex.

G. Major City. A major city is any partial hex city, full hex city, or multi-hex city. A major city hex is any hex of a major city.

H. Geography. The maps show national borders at the start

of World War II (1 September 1939) and reflect the changes that have occurred from that date. The German-Soviet demarcation line is the dividing line between the Axis and the USSR. All territory east of the line is Soviet. Territory west of the line is Axis, except that Sweden and Turkey are neutral and Hango (in Finland) is Soviet controlled at the start of the game.

For game purposes, specific definitions are assigned to the following geographical names:

USSR (or Soviet Union): all territory that is east of the German-Soviet demarcation line. (This includes all territory controlled by the Soviets at the start of the game except for Hango.) For example, Riga and Lwow are Soviet cities even though these cities were outside the 1939 Soviet borders.

1939 USSR (or 1939 Soviet Union): all territory within the 1939 Soviet borders only.

Baltic States: Estonia, Latvia, and Lithuania.

Greater Germany: East Prussia and all territory in Poland west of the German-Soviet demarcation line.

The Arctic: all hexes on or north of the A weather line.

The military districts (MDs) of the Soviet Union are shown on the map. The districts are labeled within the 1939 Soviet borders. The territory acquired by the USSR from 1939 to 1941 is also in the military districts, as shown by the extension of the districts boundaries in these regions. (Thus, Kishinev is in Odessa MD; Cernauti and Lwow are in Kiev MD; Bialystok is in Western MD; and ex-Finnish territory is in Arkhangelsk MD.) The Baltic MD consists of Lithuania, Latvia, and Estonia.

I. Isolation. A unit, city, or airbase is isolated if an overland supply line of any length can not be traced from the item to regular source of supply of the owning player. (Supply lines and sources are covered in Rule 12.) Isolation is determined during each initial phase. A unit that is isolated in the initial phase is isolated throughout the entire player turn.

Rule 4 — Sequence of Play

The game is played in a series of game turns. Each game turn consists of a German player turn followed by a Soviet player turn.

A. Sequence. Each player turn consists of the following phases.

1. Initial Phase. The phasing player receives reinforcements and replacements and may attempt to repair inoperative air units. Both players determine the supply status of their units.

2. Movement Phase. The phasing player moves his ground and naval units.

3. Air Phase. Players deploy air units, resolve air combat, and execute air missions.

4. Combat Phase. The phasing player resolves attacks made by his units.

5. Exploitation Phase. The phasing player moves his combat/motorized units.

B. Phasing. During the German player turn, the German player is the phasing player and the Soviet player is the non-phasing player. During the Soviet player turn, these roles are reversed.

C. Restrictions. Unless noted otherwise, activities may not be conducted outside this sequence. The activities mentioned above are explained in detail in the rules which follow.

Rule 5 — Zones of Control

The zone of control (ZOC) of a unit represents the control a unit exerts over surrounding terrain. The effects of ZOCs are

referred to throughout the rules.

A unit's ZOC is exerted through the six hexsides of the hex the unit occupies into the six surrounding, adjacent hexes. A unit prohibited from entering a specific terrain type or crossing a specific type of hexside does not exert a ZOC into that hex or through that hexside. For example, no unit exerts a ZOC through an all-sea hexside.

Every division has a ZOC. Brigades, regiments, and cadres have ZOCs only in hexes in the Arctic; they do not have ZOCs in hexes south of the Arctic. Battalions never have ZOCs.

Rule 6 — Movement

All phasing units may move during the movement phase. All phasing combat/motorized units may move during the exploitation phase.

Movement is calculated in terms of movement points (MPs). A unit's movement rating gives the number of MPs the unit may normally spend in a movement or exploitation phase. A unit may move up to the limit of its movement rating, as restricted by terrain, ZOCs, and supply.

Units are moved voluntarily, with each unit spending MPs as it moves from hex to hex. A unit spends a varying amount of MPs for each hex it enters; this MP cost depends upon the type of terrain in the hex being entered and, in some cases, on the type of terrain of the hexside being crossed. The *effects on movement* column of the terrain effects chart states the MP costs for the various terrain types. The MP cost to cross a hexside is in addition to the cost to enter a hex; it is indicated by a plus sign (+) in front of the cost. The notation *prohibited* means that type of terrain may not be entered or crossed by a unit. As a class, such terrain is called prohibited terrain. The notation $1/2M + 1$ means that the cost of terrain is one half the unit's printed movement allowance plus one movement point. For example, this would be 6 MPs for a unit with a movement rating of 10.

In general, a unit may not enter a hex occupied by an enemy unit. Special exceptions to this rule are covered in the airborne and amphibious operations rules.

A unit may always move a single hex (except into or across prohibited terrain) in a movement or (for combat/motorized units only) exploitation phase. To do so, the unit spends all its MPs and enters an adjacent hex, even if the cost to enter the hex exceeds the number of MPs the unit has available that phase. Note that a unit may not spend MPs for any other purpose (such as breaking a rail line) when using this ability.

A unit with a movement rating of 0 may not move from the hex it occupies for any reason. If forced to retreat due to a combat result, it is eliminated instead.

Overruns (Rule 13) may occur during movement. Special forms of movement, such as rail movement and naval transport, are covered in separate rules.

A. ZOCs. When a unit exits a hex that is in an enemy ZOC, it must spend a number of MPs to leave the hex, in addition to the terrain costs of movement. The ZOC costs are given on the ZOC movement costs table.

B. Administrative Movement. During the movement phase (only), a unit may use administrative movement and thus move at a rate of one and one half times its movement rating. A unit using administrative movement may move by road (see Rule 7.B) and/or in clear terrain. For example, a unit may not use administrative movement in a woods hex unless moving along

a road in that hex. A unit may not use administrative movement to cross a non-clear terrain hexside (such as a river hexside) unless moving along a road that crosses that hexside. The unit must be in supply, may move only in hexes controlled by its side at the start of the player turn, and it may not start or move adjacent to an enemy unit during its movement. When using administrative movement, a unit may not spend MPs for any other purpose except movement.

In the Arctic, a unit may use administrative movement only when moving by road.

Rule 7 — Transportation Lines

There are two types of transportation lines: railroads and roads. A unit moves along a transportation line by tracing a path through hexes containing connected transportation lines; it may use the transportation line movement rate only when moving in hexes directly connected to one another by the line.

The transportation line movement rates may be used in major city hexes that are connected to transportation lines.

A. Railroads. Rail movements may only be used in the movement phase. There are two types of rail movement: operational and strategic. Operational rail movement allows a unit to move by rail and engage in regular operations in the same turn. Strategic rail movement allows a unit to move a long distance by rail, sacrificing its ability to engage in other operations in the same turn. In either case, a player may only use railroads in hexes he controls at the start of his player turn.

1. Operational Rail Movement. A unit moving by rail moves at an accelerated rate, ignoring standard terrain costs. To use operational rail movement, a unit must first entrain by spending 1 MP. It then moves several hexes for each MP spent, as given on the rail movement rate table. There is no MP cost to detrain; after finishing its rail movement, the unit may move overland or otherwise spend its remaining MPs. Units are always considered detrained at the end of the movement phase.

When using operational rail movement, a unit may not enter or leave a hex in an enemy ZOC. However, an enemy ZOC is negated for operational rail movement purposes (only) if a friendly unit occupies the hex in the ZOC throughout the movement phase. This unit must start in the hex and may not leave the hex during the movement phase.

2. Strategic Rail Movement. A unit may move up to 200 hexes by rail when using strategic rail movement, ignoring standard terrain costs. However, the unit must start and end its movement on a rail line and may not start, end, or move adjacent to an enemy unit at any time during its movement. The unit may not otherwise move in the movement phase, may not attack during the combat phase, and may not move during the exploitation phase.

3. Gauge. There are two different rail gauges in use on the maps: standard and broad. All rail lines in the 1939 Soviet Union and in Finland are broad gauge. All other rail lines are standard gauge.

Axis units, except when using the Finnish rail net, may not use broad gauge rail lines for rail movement. Axis units on the Finnish rail net may. The Finnish rail net consists of all rail lines in Finland plus all Axis-controlled rail lines in the USSR within the Finnish stop line (see Rule 32).

Soviet units may always use rail movement on broad gauge lines. A Soviet unit may use rail movement on standard gauge lines if a rail route can be traced along Soviet controlled stan-

dard gauge rail lines (including broken ones) to any city in the standard gauge portion of the Soviet Union (i.e., the Baltic States, eastern Poland, and eastern Rumania). This city must have been continuously Soviet-controlled from the start of the game. (It may not have been Axis controlled at any time, even if the Soviet player subsequently regains control.) Note that if all cities in this region become Axis controlled at any time, the Soviet player loses entirely his ability to use rail movement on standard gauge lines.

A unit may use both broad and standard gauge rail lines as part of its rail movement, as long as the preceding rules are followed. A unit must pay a trans-shipment cost when it crosses from one gauge to the other: 1 MP for operational rail movement, and 20 hexes of its 200 for strategic rail movement.

Railroad engineer units may convert gauge from one size to the other (Rule 14.A.4). The rail gauge markers may be used to show which lines are regauged. *Example:* The German player has regauged the line from hex 1B/3008 through Polotsk to hex 1B/2804, but the lateral line through Polotsk is not regauged. A good way to show this is to put a standard gauge marker in 1B/2804 and broad gauge markers in 1B/2806 and 1B/3005.

4. Capacity. Players may move only a limited number of units by rail (operational or strategic) in a turn. The Soviet player has one capacity, used for all Soviet rail movement. The German player has two separate capacities: one for his regular rail net and one for the Finnish rail net.

Capacities are stated in REs: the capacity is the maximum number of REs of units, factories, and resource points that may use rail movement that phase. Combat/motorized units and cavalry units count double their RE size for rail movement. For example, if the Soviet player moves a cavalry division (3 REs) by rail, then he has used 6 REs of the Soviet rail capacity. A resource point is 1 RE in size. A factory is 30 REs in size. Rail-only units (see Rule 14.F) do count against a player's rail capacity. Soviet reinforcements and replacements entering play from the Eastern military districts (only) do not count against the Soviet rail capacity. All other Soviet units do count, including units entering play from the Volga and Transcaucasus Military Districts.

The Soviet player has a capacity of 90 REs per turn and may increase his capacity by up to 60 REs. For every 10 (or fraction thereof) RE increase over his normal rail capacity, the Soviet player must spend 1 resource point. The German player has a capacity of 30 REs per turn for his regular rail net and may increase his capacity by up to 30 REs. He must spend 1 resource point for every 5 (or fraction thereof) RE increase over his normal capacity. The Finnish rail net has a capacity of 10 REs; its capacity may be increased by up to 5 REs, at a cost of 1 resource point per RE increase.

Rail capacity increases through resource point expenditure are temporary, lasting only for the turn in which the resource points are spent. A player must decide to increase his rail capacity during his initial phase; resource points for this are spent at this time. Furthermore, isolated (see Rule 12) resource points may not be used to increase rail capacity.

The Soviet rail capacity is permanently reduced each time the German player captures (gains control of) a Soviet major city hex for the first time. It is reduced by 1 RE for each partial city hex captured and by 2 REs for each full city hex captured. For example, the Soviet rail capacity would be reduced by 8 if the Axis captured the entire city of Moskva (one full and six

partial city hexes). The Soviet player does not regain rail capacity when he recaptures Soviet cities.

Note: Players should keep track of rail capacities on paper.

B. Roads. A unit moving along a road pays the MP cost for clear terrain for each hex it enters; the actual terrain costs for hexes entered and hexsides crossed are ignored. Movement along a road is subject to the same limitations as regular movement. For example, a unit moving along a road must spend additional MPs to leave a hex in an enemy ZOC.

A unit may use a road anywhere, unlike the use of railroads. Roads may be used in both the movement and exploitation phases.

Railroads are also roads. That is, each rail line is considered to be a road as well. Even when a unit is prohibited from using a railroad in a hex, it may still use the rail line there as a road.

C. Breaks. A unit may break a rail line by spending 2 MPs in the rail line hex. Rail lines may also be broken due to bombing (Rule 20.F). A unit may not use rail movement to enter or leave a hex in which the rail line is broken. Rail line breaks may be repaired (Rule 14.A), and a rail line may be used in the turn it is repaired. *Note:* Roads may not be broken.

A hit marker may be used to show that the rail line is broken in a hex. When an entire stretch of line is broken, line cut markers should be used. For example, if the rail line in each hex from (and including) Smolensk (2A/3532) to (and including) Vyazma (2A/3425) is broken, then place a line cut marker, pointing east, in Smolensk and another one, pointing west, in Vyazma.

D. Railroad Construction. At the start of the game, the rail line from 6A/4407 to 6A/3818 exists only as a road, and not as a rail line. At the start of the Nov 1 41 turn, it becomes a rail line. Any hexes of the line that are Axis controlled at the start of this turn do not become rail lines. Instead, such a hex becomes a rail line two game turns after the turn in which the Soviet player regains (and maintains) control of the hex.

Railhead markers are used to mark that this rail line is inoperative. When the rail line becomes operative, remove the markers from the map.

Rule 8 — Stacking

A. Stacking Limit. Only a limited number of units may stack in a hex.

1. Regular. Up to six units, no more than three of which may be divisions, may stack in a hex. In addition to this, two artillery units may stack in the hex. For example, a player could stack two divisions, four regiments (any of which could be artillery), and two artillery units in a hex.

2. Mountain. Up to four units, no more than two of which may be divisions, may stack in a mountain hex. In addition, one artillery unit may stack in the hex.

3. Arctic. Either one division and one artillery unit or two non-divisional units and one artillery unit may stack in a hex in the Arctic. The Arctic stacking limit, not the mountain stacking limit, is used for mountain hexes in the Arctic.

B. Effects. No unit may end a phase in violation of the stacking limit. A player may not move his units in such a way so that, at the end of the phase, the stacking limit is violated. If, as a result of combat, a unit is forced to retreat in violation of stacking, it must continue to retreat until the stacking limit is no longer violated. If it can not do so, it is eliminated instead.

The stacking limit of a hex is also the limit on the number

of units that may attack that hex from an adjacent hex. *Example:* A hex in the Arctic is attacked by units in hexes south of the Arctic. Since the hex being attacked is in the Arctic, only units up to the Arctic stacking limit may attack the hex from each of the hexes south of the Arctic, even though more units may be stacked in these hexes.

C. Corps/Army Markers. Corps/army markers are provided to help with stacking in congested portions of the map. To use a corps/army marker, simply remove a stack of units from the map, place a corps/army marker in their place, and place the units in the appropriate box on the corps/army marker display. These markers are used only for convenience for stacking; they do not increase the stacking limit of a hex or otherwise affect the play of the game. All units in a box on the display are treated for all purposes as being in the hex occupied by the appropriate marker.

Rule 9 — Combat

During the combat phase, the phasing player's units may attack adjacent enemy units. However, no unit may attack into or across terrain prohibited to that unit. Attacking is voluntary; units are not required to attack.

A. Procedure.

1. The attack (combat) strengths of all units attacking into an adjacent enemy occupied hex are totaled. The total attack strength is modified by terrain, supply, and support.

2. The defense (combat) strengths of all units in the attacked hex are totaled. The total defense strength is modified by terrain, supply, and support.

3. The total attack strength is compared to the total defense strength in the form *attacker: defender* to obtain a combat ratio. This ratio is rounded down in favor of the defender to correspond to a simple odds ratio on the combat results table. For example, an attack strength of 34 attacking a defense strength of 9 is 34:9, which rounds down to 3:1.

4. One die is rolled, and the number rolled is modified by any terrain and armor/antitank effects (Rule 10). The adjusted die roll is cross-indexed with the odds column to obtain a combat result. The combat result affects the units involved in the combat; it is implemented immediately.

B. General Restrictions.

1. No unit may attack or be attacked more than once per combat phase.

2. All units defending in a hex must be attacked collectively, with their defense strengths combined. Units in a hex may not be attacked individually.

3. Each attack must be directed against the units occupying a single hex. Two or more enemy occupied hexes may not be attacked as a single attack.

4. Units stacked in the same hex may attack into different hexes, but each hex attacked must be resolved as a separate combat.

5. A single unit may not split its attack strength so as to attack more than one hex.

6. The attacker determines the order in which the attacks are resolved.

7. The stacking limit of the attacked hex limits the number of units in each adjacent hex that may attack the hex (see Rule 8.B).

C. Combat Results. In the following results, **A** means that the combat result affects the attacking units and **D** means that

the combat result affects the defending units.

AE: Attacker Eliminated/DE: Defender Eliminated. All affected units are eliminated. Any unit with a cadre strength is reduced to its cadre strength; all other units are removed from play. Units that are reduced to cadres must retreat.

AH: Attacker Half Eliminated/DH Defender Half Eliminated. The owning player must eliminate units so that at least half of the total strength of the affected units is eliminated. All surviving affected units must retreat.

AR: Attacker Retreats/DR: Defender Retreats. All affected units must retreat.

NE: No Effect. The attack is inconclusive; neither side takes losses or retreats.

HX: Half Exchange. The side with the lower combat strength (or the defender if both sides are equal in strength) is eliminated; units reduced to cadres must retreat. The other player must then eliminate units so that his total strength loss at least equals one half the total strength loss of his opponent. For example, if the weaker side loses 10 strength points, then the stronger side must eliminate at least 5 strength points.

EX: Exchange. The side with the lower combat strength (or the defender if both sides are equal in strength) is eliminated; units reduced to cadres must retreat. The other player must then eliminate units so that his total strength loss at least equals that of his opponent.

D. Losses. All combat losses are calculated using the printed strengths of the involved units. Terrain, supply, and support may modify strengths for combat resolution, but these factors are not considered when assessing losses. When determining losses, always use the attacker's attack strengths and the defender's defense strengths.

Air units may aid both the attacker and defender in combat (Rule 20.F). However, the bombing strengths of air units are not included when determining losses, and air units are never eliminated due to ground combat resolution.

Naval units may aid units in combat (Rule 28.B). However, the gunnery strengths of naval units are not included when determining losses, and naval units are never eliminated due to ground combat resolution.

E. Cadres. Various divisions are able to take losses in combat and remain in play at reduced strengths. These divisions have cadres or *divisionsgruppen* (for brevity, henceforth solely referred to as cadres) printed on the back of the counters. When the division is eliminated in combat, it is reduced to its cadre instead of being removed from play. When calculating the total strength loss in a combat, the strength of a division reduced to a cadre is counted fully. For example, an 8 strength point division reduced to its 3 strength point cadre is counted as a strength loss of 8, not 5.

F. Movement After Combat.

1. Retreats. When a unit is required to retreat, the owning player must move it one hex away from the hex it occupied during combat. A unit must be retreated in accordance with the following priorities: 1) to a hex not in any enemy ZOC and not in violation of stacking; 2) to a hex not in any enemy ZOC but in violation of stacking; 3) to a hex in an enemy ZOC (regardless of stacking). When a unit violates the stacking limit, it must continue to retreat, in accordance with the above priorities, until the stacking limit is no longer violated. If it can not do this, it is eliminated. A unit which retreats to a hex in an enemy ZOC is reduced to a cadre; if it does not have a cadre

(or already is a cadre) it is eliminated. A unit with no retreat route except into or across prohibited terrain or into enemy occupied hexes is totally eliminated, even if it has a cadre.

Defending units which retreat into a friendly occupied hex that is subsequently attacked in the same combat phase contribute nothing to the defense of the hex. These units are affected by all combat results achieved against the hex, but their combat strengths are not counted at all for any exchange purposes.

German combat/motorized units (only) may ignore enemy ZOCs when retreating if they retreat to a friendly occupied hex. If they retreat to a hex unoccupied by friendly units, they are affected by enemy ZOCs as normal. *Note:* Only German combat/motorized have this special retreat ability. All other units, including units stacked with German combat/motorized units, do not have this retreat ability.

2. Advances. Advance after combat is voluntary. If an attacked hex is cleared of defending units, the attacking units may occupy the hex, up to the stacking limit. The advance must be performed immediately upon resolution of the attack, before any other attack is resolved. Defending units may not advance after combat.

G. Zero Strength Units. Any unit with an attack strength of zero may not attack by itself. It may voluntarily be included in an attack made by other units, whereupon it is affected by the results of the attack (including advance after combat).

Any unit with a defense strength of zero that is not stacked with non-zero defense strength units is automatically eliminated when attacked by any unit.

A unit with a combat strength of zero is subject to all limitations of this rule.

H. Terrain Effects. The terrain of the defender's hex and the terrain of the hexside across which the attack is made may affect combat resolution. The *effects on combat* column of the terrain effects chart summarizes these effects. The references to AEC refer to armor capabilities as explained in Rule 10. Terrain is rated by its effect on units attacking into such a hex or across such a hexside. Die roll modifications (e.g., -1) apply to the die roll used to resolve the attack.

Rule 10 — Armor/Antitank Effects

Various units have armor and antitank capabilities; specific capabilities of each unit type are shown on the unit identification chart.

A. Categories.

1. AECA: Armor Effects Capability in the Attack. AECA expresses the ability of a unit to use armor effects when attacking.

2. AECD: Armor Effects Capability in the Defense. AECD expresses the ability of a unit to use armor effects when defending.

3. ATEC: Antitank Effects Capability. ATEC expresses the ability of a unit to defend against attacks when the attacker has AECA.

B. Values. Armor and antitank effects are calculated on a proportional basis, using regimental equivalents. To calculate the proportion, a player must know the value of each of his involved REs. There are four possible values a unit may have.

1. Full. Each RE of the unit is counted as fully capable. For example, a Soviet tank division (3 REs) is counted as 3 REs of AECA.

2. Half. Each RE of the unit is counted as one half capable. For example, two German assault gun battalions (1 RE total) are counted as 1/2 RE of AECD; the units' remaining 1/2 RE is counted as having no AECD.

3. Neutral. The REs of the unit are not counted when determining the proportion. For example, the 3 REs of a Soviet motorized division are not counted when determining ATEC.

4. None. All REs of the unit are counted in the proportion as having no capability.

C. Proportions. To calculate the proportion in a category, the player totals the number of REs that have a capability. This number is then divided by the number of non-neutral REs involved. The resulting number is expressed as a fraction. For example, if two German infantry divisions (6 REs) and one panzer division (3 REs) are attacking, then three out of a total of nine REs have AECA, for a fraction of 1/3 (3/9).

Once the proportion is calculated, it is used to determine the die roll modification to combat. If the proportion is less than one fifth (1/5), then there is no die roll modification in that category.

1. AECA. When the AECA proportion is at least one fifth but less than one half (1/2), the die roll modification is +1.

When the AECA proportion is at least one half but less than one (1/1), the die roll modification is +2.

When the AECA proportion is one, the die roll modification is +3.

2. AECD. When the AECD proportion is at least one fifth but less than one half, the die roll modification is -1.

When the AECD proportion is one half or greater, the die roll modification is -2.

The defender may not use AECD in a combat if the attacking units have (or are capable of) one half or more AECA. In this situation, the defender may use only ATEC.

3. ATEC. ATEC is used only when the attacking units have one half or more AECA. When determining if ATEC may be used, it is necessary only to determine if the attacking units are capable of one half or more AECA, even if the attacking units do not use this capability.

When the ATEC proportion is at least one fifth but less than one half, the die roll modification is -1.

When the ATEC proportion is at least one half but less than one, the die roll modification is -2.

When the ATEC proportion is one, the die roll modification is -4.

Example 1: A panzer division, two infantry divisions, and three artillery regiments are attacking. The artillery units are AECA neutral and thus is not counted. This leaves nine REs for the proportion, three of which are AECA. The proportion is 1/3, which is over 1/5 but less than 1/2. Thus, 1 is added to the die roll.

Example 2: One Soviet light tank cadre (1 RE) and one infantry cadre (1 RE) are defending. The light tank unit is 1/2 AECD, giving a total of 1/2 RE of AECD in this case. There are two REs for the proportion, one half of which is AECD. The proportion is 1/4; 1 is subtracted from the die roll.

D. Cumulative Effects. When both AECA and AECD or both AECA and ATEC are used in a combat, the modifications to the die roll are cumulative. For example, if the attacker is full AECA (+3) and the defender is full ATEC (-4), the net modification is -1.

E. Half Capability. Any unit listed as half capable in a category

may be considered to be neutral in that category, at the owning player's option.

F. Neutral Restriction. In any combat, for any category, the owning player may not have more than twice the number of REs of neutral units as there are of capable units. Neutral REs in excess of this figure are counted as having no capability (rather than neutral) in the category.

Example: One panzer division, two motorized divisions, and six artillery regiments are attacking. Of the total of fifteen REs, three are AECA and the remaining twelve are neutral. However, only six (twice three) of these may be used as neutral; the remaining six are considered to have no capability. Thus, there are nine REs for the proportion, of which three are AECA. The proportion is 1/3.

Note: For purposes of this calculation, all REs of half-capable units are counted. For example, 2 REs of neutral units may be used without penalty to armor effects in conjunction with a 1 RE unit having 1/2 AECA.

G. Terrain. The terrain effects chart lists several terrain types as *no AEC*. This means that AECA may not be used by a unit attacking into such a hex or across such a hexside. It means AECD may not be used by a unit defending in such a hex. ATEC is unaffected and may be used in such a hex if the attackers are capable of one half or more AECA, even though AECA may not be used due to the terrain.

Example: A Soviet tank brigade is attacking a German heavy anti-aircraft battalion in a dot city. Due to the dot city, the attacking unit may not use AECA. Since the tank brigade is capable of one half AECA or more, ATEC may be used by the defender. Thus, the die roll would be modified by -4, due to the full ATEC capability of the defending unit.

H. Losses. In any attack in which the attacker used 1/2 or more AECA to modify the attack, at least half of all losses to the attacker as a result of the attack must be taken from units capable of at least 1/2 AECA. *Example:* In an attack, the attacker used full AECA to modify the attack and obtained an exchange against the defender. The defender lost 20 strength points in the exchange; accordingly, the attacker must lose the same amount. Half of the losses (10 strength points) must be taken from units capable of 1/2 AECA which participated in the attack.

Rule 11 — Support

All units possess an intrinsic combat ability as given by their printed combat strengths. However, certain units are unable to use their strengths fully due to a lack of supporting arms. Such units are termed unsupported.

Most units have supporting arms. These units are:

1. All divisions.
2. All artillery units.
3. All headquarters.
4. All cadres.
5. All non-divisional units with a dot (the supported indicator) in the upper left corners of their counters.

All other units are unsupported. An unsupported unit has its combat strength halved as long as it remains unsupported.

When defending, a division, headquarters, or artillery unit provides support for all units stacked with it. When attacking, the unit providing the support must also participate in the same attack as the units it is supporting, as well as being stacked in the same hex.

Note that cadres and non-divisional units marked with support indicators do not provide support to any unit stacked with them.

Rule 12 — Supply

The effectiveness of units is affected by supply conditions. Units operate to their full extent if they are in supply; they operate less effectively if they are out of supply.

A. Supply Lines. The supply conditions of units are determined by the tracing of supply lines. A supply line may not be traced into a hex occupied by an enemy unit, into a hex in an enemy ZOC unless the hex is occupied by a friendly unit, into a prohibited terrain hex, or across a prohibited terrain hexside.

B. Tracing Supply. The supply status of all units is checked during the initial phase of each player turn. Units out of supply at this time are out of supply throughout the entire player turn.

A unit is in supply if a supply line can be traced from the unit to a supply source. The supply line may have up to four elements: overland, truck, road, and railroad. A supply line may have fewer than four elements. The elements must be traced in the following order: overland, road, and railroad. A truck element may be traced before and/or after the road element.

The lengths of the overland, truck, and road elements vary depending upon weather and location (i.e., the Arctic as opposed to everywhere else). The supply line summary lists the maximum lengths, in hexes, of these lines.

1. Overland. The overland element of a supply line may be traced to a truck, a road, a railroad, a port, or a supply source. Each mountain, forest, unfrozen swamp, and wooded rough hex counts as 2 hexes when tracing the overland supply line. When an overland line is traced across an unfrozen major river hexside, this hexside itself counts as 1 hex against the length of the supply line. These penalties do not apply if the overland line is traced along a road. *Example:* On map 3B, in clear weather, a German unit in hex 1001 is tracing an overland supply line due west. The line can only be traced to hex 1006, as the swamp in hex 1004 counts as two hexes of the supply line and the major river hexside at 1004/1005 counts as one hex of the supply line. If there was a road from hex 1006 to hex 1001, then the unit's overland supply line could be two hexes longer.

An overland supply line may be traced through both friendly and enemy controlled hexes.

2. Truck. The truck element of a supply line may be traced from a truck to another truck, a road, a railroad, a port, or a supply source. The line may be traced to a road only if the unit's road element has not yet been traced. The maximum length of a truck supply line in hexes is given on the supply line summary. Note that a chain of trucks may be used to trace supply. (Trucks are described in Rule 14.1.)

Each mountain, forest, unfrozen swamp, and wooded rough hex counts as 2 hexes when tracing a truck supply line. When a truck supply line is traced across a major river hexside, this hexside itself counts as 1 hex against the length of the supply line. These penalties do not apply if the truck supply line is traced along a road.

A truck supply line may be traced through both friendly and enemy controlled hexes.

3. Road. The road element of a supply line may be traced to a truck, a railroad, a port, or a supply source. The maximum length of this line in hexes is given on the supply line summary.

A road supply line may only be traced in friendly controlled territory.

4. Railroad. The railroad element of a supply line may be traced an unlimited length to a port or supply source, but it may only be traced in friendly controlled territory. Rail breaks do not block the tracing of the rail element. A player may trace the rail element only along rail lines of the same gauge that he may use for rail movement (see Rule 7.A.4).

C. Supply Sources. Each side has its own supply sources, as listed below. A supply source may be used only by its own side and only if that side controls it.

1. Axis. Any rail hex on the west edge of the map in Greater Germany, Hungary, Rumania, or Bulgaria is a supply source for Axis units. Any Arctic port in Norway and Finland is a supply source for Axis units. In addition to the above supply sources, Bucuresti is a supply source for Rumanian units, and Helsinki or any dot city in Finland is a supply source for Finnish units.

Axis units may use ports in the Baltic as sources of supply under certain circumstances, as explained in the naval rules (Rule 28).

2. Soviet. Any rail hex on the east edge of the map is a supply source for Soviet units. In addition, any three connected Soviet major cities (i.e., major cities in the USSR, 1941 borders) are a supply source for Soviet units. Soviet cities are connected if a rail line of any length can be traced among the cities; this line is traced in the same manner as the rail element of a supply line. Once a Soviet city has been controlled by the Axis, it may no longer be used in this manner, even if the Soviet player regains control of the city.

Soviet units may use ports as sources of supply under certain circumstances, as explained in the naval rules (Rule 28).

D. Supply Effects. A unit out of supply has its abilities restricted, depending upon the number of consecutive turns the unit is out of supply. A turn out of supply consists of two player turns. For example, if a Soviet unit is first judged to be out of supply in the initial phase of the Aug II 41 Soviet player turn, then the unit's first turn out of supply consists of the Aug II 41 Soviet player turn and the Sep I 41 German player turn. Supply status markers are used to mark units out of supply: use the red ones for units that start out of supply in the Soviet initial phase and the black ones for units that start out of supply in the German initial phase. (*Note:* Cluttering the map with supply status markers can impede ease of play. Where possible, use a single supply status marker for an entire stack or pocket (of several hexes) of units that are at the same supply condition.)

On the first turn out of supply, a unit has its attack strength halved; a combat/motorized unit has its movement rating halved as well. A unit's defense and AA strengths, armor/antitank capabilities, and (for a non-combat/motorized units) movement rating are unaffected.

On the second and subsequent turns out of supply, the attack, defense, and AA strengths and movement rating of the unit are halved. In addition, the unit is no longer capable of armor/antitank effects; it is treated as having no capability for AECA, AECD, and ATEC calculations.

At the start of the fourth and each subsequent turn out of supply, the unit is checked for elimination if it is both out of supply and isolated (see Rule 3.1) at that time. (It need not have been isolated in the preceding turns.) One die is rolled for the unit. On a roll of 4 or greater, the unit is eliminated. If the unit

has a cadre, it is reduced to its cadre strength. The die roll is modified as follows:

– 2 if the unit is in a major city or fortress. In order to qualify for this modification, the major city or fortress must have started the game controlled by the player and must not have been controlled by the other player at any time during the game.

+ 1 during frost weather. This modification is not used if the unit is in a major city or fortress.

+ 2 during snow weather. This modification is not used if the unit is in a major city or fortress.

E. Special Sources of Supply. Units may draw supply from certain special sources, as listed below. A unit drawing supply from such a source is treated as being in supply for the entire player turn. However, use of these sources does not negate or defer the number of turns a unit has been out of supply. *Example:* A unit has been out of supply for three turns, and would now be starting its fourth turn out of supply. However, the unit draws supply from a truck (see below). The unit is treated as being in supply for the current player turn but is still considered to have started its fourth turn out of supply for regular supply purposes. If isolated, it would not be checked elimination, as it is considered to be in supply.

Note: Certain rules specify that units must be in *regular* supply for various purposes. This means that the rule applies only if the unit draws supply from a supply source listed in section C of this rule and does not apply if the unit draws supply from a special source of supply.

1. Trucks. Instead of being used to extend supply lines (per section B.2 above), a truck itself may be used as a source of supply. All units that can trace a special overland supply line to an undepleted truck may draw supply from the truck. The maximum length of this line in hexes is given on the supply line summary, and the restrictions governing regular overland supply lines also apply to these lines. The truck used as a supply source is flipped to its depleted side. A truck may not be used both as a source of supply and to extend supply lines in the same initial phase. An undepleted truck may be used as a source of supply even if it is out of supply or isolated.

A depleted truck may be used to extend supply lines as normal, but it may not be used as a source of supply. A depleted truck becomes undepleted during an initial phase if it is in a rail hex from which a rail element supply line (only) can be traced to a supply source.

2. Air. Air units can transport supply to an airbase and can air drop supply in hexes, as described in the air transport rules (Rule 20.E). When supply is flown to an airbase or air dropped in a hex, place a numbered status marker corresponding to the number of REs of supply delivered there. These markers remain in the hexes until the start of the next friendly air phase and are removed at that time. During the initial phases these counters are on the map, units may draw supply from such a hex by tracing a special overland supply line (as described above) to the hex. The number of REs of supply in the hex is the total number of REs of units that may draw supply from the hex. For example, if 3 REs of supply were transported to an airbase, then units totaling at most 3 REs may draw supply from that airbase in a following initial phase.

F. Resource Points. Resource points are used in the construction of forts and airfields, to increase a player's rail capacity, and for air and ground operations in the Arctic. A resource point counter is used as a marker to indicate the presence of resource

points in a hex. It does not count against stacking, does not have a combat strength, and does not have a ZOC. The owning player may freely build-up or break down his resource point counters at any time, as long as the total number of resource points in each hex does not change. For example, a player may break a 5-point resource point counter down to five 1-point counters. For transport purposes, each resource point is 1 RE in size and does not have heavy equipment.

The owning player may voluntarily eliminate any of his resource points at any time. Resource points in a hex captured by the enemy are automatically destroyed.

A resource point counter may move by rail by itself, moving as a rail-only unit (see Rule 14.F). A resource point counter may not move overland by itself. Instead, it must be carried by a ground unit or a truck. A ground unit may carry up to twice its RE size in resource points (e.g., a division may carry 6 resource points). A unit carrying resource points up to its RE size has 1 MP deducted from its movement rating. A unit carrying resource points greater than its RE size has 2 MPs deducted from its movement rating. When a movement rating is to be halved, these MPs are deducted first. A truck may carry resource points only if it was not used for any supply purpose in the initial phase of that player turn. A truck may carry up to 30 resource points and does not have its movement rating affected due to this.

When retreating, units and trucks may carry resource points up to their maximum limits. As before, a truck may carry resource points only if it was not used for any supply function in the initial phase of the current player turn.

Rule 13 — Overruns

Overruns occur during the movement and exploitation phases. The phasing player may perform an overrun by moving units into a single hex adjacent to the enemy units to be overrun; the overrunning units may not exceed the stacking limit of the hex. All overrunning units must be able to enter the hex being overrun. The overrunning units must have a total overrun strength sufficient to achieve 10:1 odds or more against the enemy units; the odds are computed in the same way combat odds are, taking all terrain, supply, support and defensive air support modifications into account. The overrun strength of a unit is the unit's attack strength.

Units being overrun immediately lose their ZOCs. Each overrunning unit must spend MPs sufficient to enter the hex being overrun, paying all terrain, ZOC, and overrun MP costs. (Note that ZOC costs are not paid due to units in the hex being overrun but are paid due to enemy units in adjacent hexes.) Overrun MP costs must be paid by each unit participating in an overrun, as given on the overrun MP costs table. The units in the hex being overrun are completely eliminated and removed from play (even if they have cadres), and the overrunning units may advance into the hex. This advance is optional, but each overrunning unit must spend the required MPs even if it does not advance. After executing an overrun, the units may continue moving if they have sufficient MPs remaining.

A unit with insufficient MPs to pay the full MP costs for an overrun may not participate in the overrun, even if it has not moved at all in the phase.

Overrunning units may use the road movement rate when executing an overrun if all other considerations for road movement are met.

A unit with a defense strength of zero may be overrun at 12:1 odds by any unit with an attack strength greater than zero.

Rule 14 — Special Unit Types

A. Engineers.

1. Construction. Construction engineers have a variety of construction abilities, as described below.

A construction engineer may build a fort in any hex, except one already containing a fort or a fortress. The unit begins building a fort during its initial phase and must be in supply. (A fort counter should be placed on the unit to show the construction.) It takes one game turn to build a fort in clear or rough terrain and two game turns to build a fort in any other terrain. For example, if a fort in a woods hex is begun during the Soviet initial phase of the Jul 1 41 turn, then it will be completed in the Soviet initial phase of the Aug 1 41 turn. (When completed, it is placed on the bottom of the stack in the hex.) If the engineer leaves the hex at any time before the fort is built, the fort counter is removed from the map.

A construction engineer may build a permanent airfield in any clear or rough hex (including such hexes containing other features such as reference cities or forts), except one already containing a permanent airfield. A permanent airfield is built in the same manner as a fort.

One resource point must be spent in order to build a fort or permanent airfield. The engineer building the item must be able to trace an overland supply line to the resource point being used for construction. The resource point is spent when the engineer begins construction. If construction is not completed, for any reason, the resource point is not recovered.

An engineer may build a temporary airfield in any clear or rough hex except one already containing any airfield. The engineer must be in supply, and the airfield costs 4 MPs to build. Unlike a permanent airfield, a temporary airfield remains on the map only if there is an engineer in its hex at all times. (The engineer need not be the one that built the airfield.) If there is no engineer in the hex, the airfield is removed from play. Note that a permanent airfield may be built in a hex containing a temporary airfield. In this case, the temporary airfield is removed from the map when the permanent one is completed.

A construction engineer may demolish the capacity of a port. For every 3 MPs the unit spends in the port's hex, one hit of damage is applied to the port.

A construction engineer may repair damaged ports, airbases, and rail lines. In all cases, the general procedure is the same: the unit must spend a number of MPs in the hex of the item to be repaired. It costs an engineer 2 MPs to remove one hit from an airbase, 4 MPs to remove one hit from a port, and 4 MPs to remove a hit from a damaged rail line.

a. Weather. Poor weather (mud, frost, and snow) affects the construction abilities of engineers. All MP construction costs are doubled. For example, 4 MPs are required to repair a hit on an airbase in poor weather. All construction costs based on turns are doubled. For example, 2 turns are required to build a permanent airfield during poor weather. Temporary airfields may not be built or repaired during mud weather.

b. Quick Construction. A player may use two engineer units in conjunction in order to speed construction. The engineer units must be stacked together at the time when their construction abilities are to be used together. In this case, each engineer

unit pays half the construction cost. For example, when two engineers are used to repair a rail line, each spends 2 MPs (half of 4) during good weather or 4 MPs (half of 8) in poor weather. When two engineers are used to build an item requiring one turn to build, then each unit spends one half its movement allowance (round fractions up) for the construction. For example, if two Soviet 0-5 construction regiments are used to build a fort in a rough hex during clear weather, then each unit spends 3 MPs for the construction. *Note:* Construction of forts and airfields must always be begun in the initial phase, even if quick construction is used.

Construction costs can not be further decreased, even if the player uses three or more engineers in conjunction, two engineers plus workers (see below), or any other combination of engineering abilities.

c. Soviet Workers. If a Soviet engineer can trace a line no more than 4 hexes in length to a Soviet-controlled major city in the USSR, then the unit may use the quick engineering rule (above) without a second engineer unit being present. This 4-hex line is traced in the same manner as an overland supply line is traced.

Only a limited number of engineer units may use this ability per major city: up to 3 engineer units per multi-hex city, up to 2 engineer units per full hex city, and only 1 engineer unit per partial hex city. For example, only two engineer units able to trace the 4-hex line to Kiev may use Kiev's worker ability.

d. Motorized Limit. A motorized engineer may not use its construction abilities in the exploitation phase.

2. Combat Engineers. Combat engineers have the same construction abilities as listed for construction engineers. Combat engineers also have the following abilities.

A combat engineer is considered to be supported when attacking into or defending in a major city, fortress, or fort. It does not provide support to other units in such cases.

When at least 1/5 of the REs attacking a major city, fortress, or fort are combat engineers, the combat resolution die roll is modified by +1. The REs of attacking artillery units are not counted in this calculation. If this special ability is used, then at least half of any losses sustained by the attacker must be taken from the engineers, to the extent possible.

3. Assault Engineers. An assault engineer has no construction abilities. It has the combat abilities of combat engineers. In addition, an assault engineer attacking into or defending in a major city or fortress has its combat strength doubled and has its RE size doubled for the purposes of calculating the engineer proportion. For example, a 1-10 assault engineer battalion attacking a fortress would have an attack strength of 2 and would be counted as 1 RE for the engineer proportion.

4. Railroad Engineers. A railroad engineer may repair a rail line in the same manner as a construction engineer. In addition, a railroad engineer may regauge a rail line, changing the gauge from broad to standard (or vice versa). To regauge a rail hex, the railroad engineer must be in supply and must spend 2 MPs in the hex. If a rail line is broken, it must be repaired before it can be converted.

In poor weather (mud, frost, snow), it costs a railroad engineer unit 4 MPs to regauge the rails in a hex.

A railroad engineer has no other construction abilities.

B. Artillery. Artillery units do not defend with their full strength unless the number of non-artillery REs in a hex at least equals the number of artillery REs. All Axis artillery units in ex-

cess of this number defend with a total strength of 1. All Soviet artillery units in excess of this number defend with a total strength of 0.

Example: The German player has three 2-3-8 artillery regiments and one 2-6 infantry regiment defending in a hex. Since there is only 1 RE of non-artillery units in the hex, only one artillery regiment may defend using its full defense strength. The other two artillery units defend with a total strength of 1. Thus, the defense strength of the hex is 6.

Artillery units do not attack with their full strength unless the number of non-artillery REs participating in the attack at least equals the number of artillery REs. All artillery units (Axis and Soviet) in excess of this number attack with a total strength of 1.

1. Siege Artillery. Siege artillery has its attack strength doubled when attacking a fortress or major city.

2. Railroad Artillery. A railroad artillery unit has a range of two hexes. When firing at a two hex range, it is not subject to any combat results, may not advance after combat, and may not be included in exchange calculations. Railroad artillery may not attack by itself when firing at a two hex range; it may attack only if units adjacent to the defending hex are attacking the hex as well. When firing at one hex range (i.e., adjacent to the defending hex), railroad artillery is subject to combat results. Railroad artillery is also considered to be siege artillery.

C. Flammpanzers. When attacking a major city, fortress, or fort, a flammpanzer unit is treated in all respects the same as a combat engineer unit attacking such a hex.

D. Headquarters. A headquarters unit has only a movement rating; its combat strength is zero. A headquarters unit is 1 RE in size, has heavy equipment, and does not have a ZOC. A headquarters is combat/motorized if its unit type symbol is a combat/motorized one. A headquarters is automatically AEC and ATEC neutral, regardless of the AEC and ATEC capabilities of its unit type symbol.

E. Mountain and Ski Units. Any unit with the mountain symbol as part of its unit type symbol is a mountain unit. Mountain units have movement and combat advantages in certain types of terrain, as summarized on the terrain effects chart.

Any unit with the ski symbol as part of its unit type symbol is a ski unit. Ski units have certain movement advantages in snow, as summarized on the terrain effects chart. In addition, all ski units are also considered to be mountain units.

F. Rail-Only Units. A unit with a printed movement rating of "R" may not move except by rail movement. In combat, it may attack any adjacent hex (per the standard rules); however, it may not advance after combat. A rail-only unit required to retreat may retreat only to a hex it could enter using rail movement. If there is no such hex available, the unit is eliminated instead. Note that if a rail-only unit is in a hex when the rail line there is broken, the unit may not leave the hex until after the line is repaired. If required to retreat from such a hex due to combat, the rail-only unit is eliminated instead.

G. NKVD. In combat (attacking or defending), all Soviet units which started the combat phase stacked in a hex with a unit having the NKVD unit type symbol ignore retreats. For example, if Soviet units stacked with an NKVD unit are attacked and receive a DH result, the survivors do not retreat from the hex. A combat result of AR becomes NE for Soviet units attacking from a hex containing an NKVD unit.

In addition to the preceding, a combat result of DR becomes EX for Soviet units defending in a hex containing an NKVD unit.

Note: This rule applies only to those units with the NKVD unit type symbol. Other units in the NKVD unit colors do not have this special ability.

H. Brandenburgers. A Brandenburg unit may attempt to leave or move through enemy ZOCs without paying ZOC movement costs. Each time the unit leaves a hex in an enemy ZOC (whether or not it enters another hex in an enemy ZOC) without paying the ZOC costs, the Brandenburg success table is consulted. If the attempt does not succeed, the unit must pay normal ZOC costs to leave the hex; if it does not have sufficient MPs to meet this cost then it must end its movement in the hex it currently occupies.

A Brandenburg unit may attempt to retreat through enemy ZOCs to a friendly occupied hex. The Brandenburg success table is consulted, and, if the attempt succeeds, the unit is not eliminated due to retreating through enemy ZOCs.

A Brandenburg unit may attempt to help other units in its hex retreat through enemy ZOCs. The Brandenburg unit must successfully retreat to a friendly occupied hex, and each unit to be helped must retreat to the same hex. The Brandenburg success table is consulted for each unit retreating in this manner. If the attempt succeeds, the unit retreats to the hex, ignoring enemy ZOCs. If the attempt fails, the unit is subject to regular ZOC effects. *Example:* Soviet units attack a German occupied hex from five adjacent hexes. The sixth hex is occupied by German units but is in Soviet ZOCs. In the attacked hex are a Brandenburg unit and two 7-6 infantry divisions. The result of the attack is a DR. The Brandenburg unit attempts to retreat to the adjacent friendly occupied hex and succeeds. Thus, the other retreating units may attempt to retreat through the Soviet ZOCs without loss. One division succeeds and thus retreats at its 7-6 strength. The other division fails and thus is reduced to cadre strength due to retreating through enemy ZOCs.

I. Trucks. A truck counter has a movement rating but no combat strength; it is treated as a 0-strength German combat/motorized unit. It does not count against stacking and does not have a ZOC. For transport purposes, it is 3 REs in size and has heavy equipment. A truck may move in the exploitation phase.

A truck may be used to extend supply lines, as a source of supply, and to carry resource points, as described in the supply rules. *Note:* Trucks are different from the transport counters used in some other Europa games; they may not be used to combat/motorize or otherwise carry ground units.

Rule 15 — Unit Breakdowns

A. Procedure. A division may break down into its component units at the start of a friendly movement phase. There is no MP cost to break down. The division is removed from the map and its breakdown components are placed in its hex. The stacking limit may be violated when a unit breaks down as long as the limit will not be violated at the end of the phase.

A division may be assembled at the end of any friendly movement phase. The component units of the division must be stacked in the same hex; they are removed from the map and the division is placed in the hex.

Combat/motorized divisions may break down and assemble

during the exploitation phase in the same manner as all divisions do in the movement phase.

B. Unit Breakdown Charts. Breakdown possibilities are shown on the breakdown charts. The charts detail, by nationality, unit type, and unit ratings, all allowed breakdowns. Divisions not listed on this chart may not break down. A player may not break down more units than there are breakdown counters provided in the counter mix.

A division may break down either into supported components or into a headquarters and unsupported components. For example, a German 7-6 infantry division may break down into three supported 2-6 infantry regiments or into an infantry division headquarters and three unsupported 2-6 infantry regiments.

Each chart has a number of labeled boxes. When a division is broken down, the division counter should be placed in the appropriate box on the chart to show this fact. When a division is assembled, its components should be placed in its box.

C. Breakdown Combinations.

1. General. Most divisions do not have specific breakdown counters. Instead, the lettered breakdown counters of the appropriate nationality and unit type are used. Each specifically lettered set of breakdown counters may be used to break down one division at a time, and the division broken down is placed in the corresponding lettered box on the chart.

2. Specific. Certain divisions have specific breakdown counters; these divisions are identified on the unit breakdown charts. Such a division may break down using only its specific breakdown counters, and these breakdown counters may not be used to break down any other division.

D. German Antiaircraft Units. A German 2-10 motorized heavy antiaircraft (AA) regiment may break down (in the same manner as a division) into two 1-10 motorized heavy AA battalions, and two such battalions may be assembled into a regiment. These breakdowns and assemblies may use any appropriate units available in the counter mix, and the breakdowns and assemblies are not kept track of on the unit breakdown chart.

Rule 16 — Air Rules Introduction

A. Air Units. Air units are shown on the unit identification chart. The air unit codes table defines the three basic categories of air units: fighters, bombers, and transports. Within the fighter category, two further terms are used: interceptor and escort. An interceptor is a fighter flying the interception mission. An escort is a fighter flying the escort mission.

B. Concepts.

1. Operative. Under normal conditions, air units are operative and may function to the full extent the rules allow. Due to a variety of causes, air units may become inoperative. An inoperative air unit can not function normally (such as fly missions or make patrol attacks) and must remain at its airbase until repaired. An inoperative air unit should be placed face down on its airbase to show its condition.

2. Target Hex. The target hex of an air unit is the hex in which it is to perform its mission. For example, the target hex of a bomber flying the ground support mission is the hex occupied by the enemy units to be bombed.

C. Air Phase Sequence. Activity within the air phase occurs in the following sequence.

1. Phasing Player Air Movement Step.

2. Non-Phasing Player Interceptor Movement Step.
3. Air Combat Resolution Step.
4. Mission Resolution Step.
5. Non-Phasing Player Interceptor Return Step.
6. Phasing Player Air Unit Return Step.

Rule 17 — Airbases

Air units take off from and land at airbases. When not flying a mission, an air unit must be at a friendly controlled airbase; it may not use an enemy controlled airbase for any purpose.

A. Capacity. The capacity of an airbase is the number of air units that may initiate missions from that airbase each air phase. There is no limit to the number of air units that may land or be present at an airbase, except that an air unit may not land at an airbase if its capacity is currently zero. The capacities of airbases are shown on the airbase table.

B. Air Unit Escape. If an enemy ground unit enters an airbase hex, all operative air units there may try to escape; airbase capacity is not considered (even if the capacity is 0) when air units attempt to escape. An air unit is not required to try to escape. A die is rolled for each air unit trying to escape:

On a roll of 1, 2, or 3, the air unit escapes. The air unit must immediately fly to an airbase within range of three times its printed movement rating; it becomes inoperative upon arrival. If there is no airbase within range, the air unit is eliminated.

On a roll of 4, 5, or 6, the air unit does not escape. It remains at the airbase.

After all escape attempts are made at an airbase, all friendly air units at the airbase are eliminated if enemy ground units control the hex or subsequently gain control of the hex that player turn.

C. Airbase Capture. All enemy airbases except temporary airfields may be captured and used. An enemy airbase is captured when a friendly ground unit gains control of the hex. A captured airbase immediately becomes a friendly airbase and may be used from the instant of its capture.

A temporary airfield is immediately destroyed when an enemy unit gains control of its hex.

D. Airbase Damage. Any ground unit with a combat strength greater than zero or any construction engineer may damage the capacity of an airbase. The unit must be in the airbase's hex. The capacity of the airbase is reduced by one for every 2 MPs spent by the unit. Hit markers may be used to show this damage. The capacity of an airbase may be reduced due to bombing. Each hit on an airbase reduces its capacity by one. Damaged airbases may be repaired (Rule 14.A). No airbase may be damaged beyond its capacity. Anytime during the player turn, the phasing player has the option of abandoning any of his airfields (permanent or temporary) that are at zero capacity. An abandoned airfield is removed from the map.

Rule 18 — Movement of Air Units

Each air unit has a movement rating which states the basic number of MPs it has available; this number may be modified depending upon the mission the air unit is flying. The modified number is the maximum number of MPs the air unit may use to fly from its base to its target hex during the air phase; it is the maximum number of MPs it may use when returning to base during the air return step. As an air unit moves, it spends 1 MP for each hex it enters; terrain has no effect on the movement of air units. Each air unit moves individually.

An air unit, depending upon its air unit type and the mission

it is flying, may fly during an air movement step or an interceptor movement step. Only the air units of the player named in the movement step may fly during the step.

During the air return steps, air units return to base. An air unit must return to a friendly airbase and is eliminated if it can not do so.

Rule 19 — Patrol Attacks

Each operative fighter air unit at an airbase (i.e., not flying a mission) has a patrol zone. The patrol zone of an Axis fighter covers every hex within one half the movement rating (rounded down) of the exerting fighter. For example, an Me 109E fighter (movement rating of 7) has a patrol zone extending out to three hexes. The patrol zone of a Soviet fighter covers every hex within two hexes of the exerting fighter.

Fighters may make patrol attacks during the enemy player's air movement step. When an enemy air unit enters a hex in the patrol zone of a fighter, the enemy air unit is subject to a patrol attack. The air attack strength of the fighter is compared to the air defense strength of the enemy air unit. This comparison is used to determine the success of the attack:

If the fighter's strength is equal to or less than the enemy air unit's strength, a die roll of 6 will turn back the enemy air unit.

If the fighter's strength is greater than the enemy air unit's strength but less than twice as great, a die roll of 5 or 6 will turn back the enemy air unit.

If the fighter's strength is at least twice as great as the enemy air unit's strength, a die roll of 4, 5, or 6 will turn back the enemy air unit.

The turn back result due to patrol attacks is the same as the turn back result due to air combat (Rule 21.B).

Patrol attacks may be made only during the enemy player's air movement step; they may not be made during the interceptor movement or air return steps. Patrol attacks are not missions, are not air combat, and do not count against airbase capacity. A fighter making a patrol attack is not subject to any adverse effects.

The capacity of the airbase is the maximum number of patrol attacks that fighters at the airbase may make. For example, only two patrol attacks may be made from a temporary airfield, even if three (or more) fighters are based there.

A fighter may make only one patrol attack per air phase. It is not required to make any patrol attack at all, and it need not make a patrol attack against the first air unit that enters its patrol zone.

An air unit may be subjected to only one patrol attack per hex entered; it may be subjected to a patrol attack in each hex it enters in enemy patrol zones.

Rule 20 — Air Missions

Air units may fly any of several missions, depending upon air unit type. The missions are described in detail below. Each mission lists which air unit types may fly the mission, when the mission may be flown, and what the effects of the mission are.

A. Interception. Fighters may fly interception during the interceptor movement step. An interceptor (a fighter flying this mission) may fly to any hex within range of one half its movement rating (round fractions down); the hex must contain enemy air units flying missions. The purpose of interception

is to engage enemy air units in air combat.

B. Scramble. A fighter may scramble during the interceptor movement step if the fighter's airbase is the target hex of enemy air units. A scrambling fighter may fly to an airbase within range of its printed movement rating, landing at the airbase during the air return step. A fighter may not scramble to an airbase that is the target hex of any enemy air units.

C. Escort. Fighters may fly escort missions during the air movement step. An escort (a fighter flying this mission) flies to a hex within range of its printed movement rating; the hex must be a target hex of other friendly air units. The purpose of escort is to protect the other friendly air units in the hex during air combat.

D. Transfer. All air unit types may fly transfer missions during the air movement step. There are two types of transfer missions.

1. Regular Transfer. An air unit may fly to any airbase within range of three times its printed movement rating. If the airbase is not within interception range of any enemy fighter, the air unit may continue to transfer to another airbase within range of three times its printed movement rating. The air unit may continue to transfer in this manner any number of times. An air unit transferring in this manner may not initiate a different mission in the same air movement step. Note that only the capacity of the airbase in which this mission is initiated is used.

2. Staging. An air unit may stage to an airbase within range of its printed movement rating and then initiate a non-transfer mission in the same air movement step. Note that the capacities of two airbases are used for each staging air unit: that of the airbase where the staging mission was initiated and that of the airbase where the second mission was initiated.

E. Transport. Transports may fly transport missions, carrying ground units, resource points, and supplies as their cargo during the air movement step. A transport may not carry any ground unit which has heavy equipment; all other ground units may be carried. The ground unit or resource point to be carried must start the air movement step at the airbase of the transport. Supplies can be carried from an airbase if a supply line can be traced from the airbase to a regular source of supply at the start of the air phase. (Note that the special sources of supply can not be used for this purpose.)

All air combat and antiaircraft fire which affect a transport also affect its cargo. If a transport is eliminated, its cargo also is eliminated. If a transport is aborted or turned back, its cargo returns to base with the transport. When two or more transports combine to carry a unit, then a result to any one of the transports also affects the cargo. Always use the most severe result to the transports as the effect upon the cargo. For example, if one transport is turned back and the other eliminated, then the cargo is eliminated.

There are two types of transport missions.

1. Regular Transport. Each transport may carry up to 1 RE of ground units/resource points or 2 REs of supply. A transport may fly to any airbase within range of twice its movement rating, landing there with its cargo during the air return step. Alternatively, a transport may fly to an airbase within range of its printed movement rating, land cargo there during the mission resolution step, and then return to any airbase within range of its printed movement rating during the air return step. It may not carry cargo during the air return step. Note that only the

capacity of the airbase where this transport mission is initiated is used; the capacity of the airbase where the transport lands the cargo is not used.

2. Air Drop. Airborne units may be air dropped by transports. The target hex of an air drop may be any hex except for the following terrain types: prohibited terrain, mountain, swamp, forest, or major city. The target hex may be in enemy ZOCs or occupied by enemy units. The effects of air drops are covered in Rule 25.

Supplies may be air dropped in any hex. Resource points may not be air dropped at all.

A transport may carry 1/2 RE of airborne units or 1 RE of supply. Thus, two transports are required to carry a 1 RE airborne unit on an air drop. A transport may fly to any target hex within range of its printed movement rating, dropping the airborne unit in the hex during the mission resolution step.

F. Bombing. Any air unit with a bombing strength greater than zero may fly bombing missions. Air units fly bombing missions during the air movement step.

Most bombing missions are resolved during the mission resolution step, after air combat and antiaircraft fire in hex has been resolved. Air units bombing a target may bomb it individually, or some (up to all) may combine their bombing strengths to make a single bombing attack. Exceptions to this general case are given in the specific bombing missions.

Several bombing missions require the use of the bombing table to resolve bombing attacks. This table is used by cross-indexing the total bombing strength of the attack with a die roll to obtain a result. There are two possible results: M (miss) and H (hit). A miss has no effect on the target; a hit affects the target, as described in each bombing mission.

Weather (Rule 29) may affect bombing strengths. The bombing strengths (both tactical and strategic) of an air unit are halved in mud and snow weather.

1. Strategic Bombing. The following missions may be flown by air units with strategic bombing strengths greater than zero.

a. Ports. For each bombing attack made upon an enemy-controlled port, the bombing table is consulted. Each hit achieved on the port is marked with a hit marker. Each hit decreases the capacity of the port by 1 RE.

b. Factories. For each bombing attack made upon a factory, the bombing table is consulted. Three hits on a factory eliminates the factory's production in the next Soviet player turn. Additional hits do not accumulate.

c. Soviet Replacement Cities. For each bombing attack on a Soviet replacement city, the bombing table is consulted. Every three hits reduces the city's replacement rate by 1 replacement point in the next Soviet player turn. Hits beyond the city's replacement capacity for the next player turn have no effect.

d. Rail Marshalling Yards. Each dot city and major city hex is a rail marshalling yard. For each bombing attack made against an enemy rail marshalling yard, the bombing table is consulted. Each hit on the target reduces its owning player's rail capacity by 2 in his next player turn. (This decrease is for the his next player turn only; it is not permanent.) Only hits against functioning yards have effect; a yard is functioning if a rail-element supply line can be traced from the yard to a supply source at the start of the air phase. There may be only a limited number of effective hits per yard: 1 per dot city and 2 per major city hex. Hits in excess of the yard's limit have no effect.

Note: Rail marshalling yards have no other effects in the game.

2. Tactical Bombing. The following missions may be flown by air units with tactical bombing strengths greater than zero.

a. Air Units. Enemy air units at airbases (i.e., not flying missions) may be bombed. All fighters have their tactical bombing strengths increased by 1 when flying this mission. For example, a fighter with a tactical bombing strength of 0 would have a strength of 1 when flying this mission. At each airbase, the phasing player must specify the target of his bombing air units before resolving any bombing attacks there. For each bombing attack, the bombing table is consulted. A hit on an operative air unit renders it inoperative. A hit on an inoperative air unit eliminates it.

b. Airbases. Air units may bomb enemy-controlled airbases. For each bombing attack, the bombing table is consulted. Each hit achieved upon the airbase decreases the capacity of the airbase by 1. When the capacity of an airbase is reduced to 0, all further hits against the airbase are ignored.

c. Ground Support. Air units may aid attacks made by friendly ground units. The air units fly to the hex occupied by enemy ground units to be attacked. The air units remain in the target hex until the end of the combat phase, returning to base at that time. During the combat phase, the air units' tactical bombing strengths are added to the total attack strength attacking the hex. Terrain does not affect tactical bombing strengths. The total tactical bombing strength contributed to an attack may not exceed the total printed strength of the attacking ground units; bombing strength points in excess of this are ignored.

d. Defensive Support. During the owning player's air movement step, an air unit on this mission flies to the hex of the potentially defending friendly ground unit. (This hex may be unoccupied or enemy occupied, in anticipation that friendly units will occupy the hex at a later point.) The air units remain in the hex until the start of the next friendly initial phase, returning to base at that time.

Defensive support air units add their tactical bombing strengths to the total defense strength of the friendly ground units in the hex. Terrain does not affect tactical bombing strengths. The total tactical bombing strength contributed by the air units may not exceed the total printed strength of the defending ground units; bombing strength points in excess of this are ignored.

Prior to the resolution of the attack, the attacking player may fire antiaircraft against the defensive support air units in the hex (per Rule 22.B). Air units affected by this fire do not contribute anything to the defense of the hex.

e. Harassment. An air unit flies a harassment mission to its target hex during its owning player's air phase. It remains in this hex until the start of the next friendly initial phase, returning to base at that time. Harassment affects the movement of enemy units. For every two tactical bombing strength points delivered upon a hex: 1) every enemy ground unit leaving the hex (including units using operational rail movement) must spend an additional MP to do so; 2) a unit leaving the hex by strategic rail movement loses 20 hexes of its rail movement ability; 3) an "R" movement unit loses 5 hexes of its rail movement ability when leaving the hex by operational rail movement.

f. Rail Lines. For each bombing attack upon an enemy-controlled rail line, the bombing table is consulted. A hit breaks the line in the target hex.

g. Ports. A tactical bombing attack may be made upon an enemy-controlled port in the same manner as a strategic bombing attack on a port is made.

h. Ships and River Flotillas. For each bombing attack made upon a ship or river flotilla, the bombing table is consulted. The phasing player must specify the target of his bombing air units before resolving any bombing attacks when two or more ships are present in the target hex. Each hit on the ship or river flotilla damages it, and it will sink after taking sufficient damage. The naval rules (Rule 28) cover ships and river flotillas in detail.

Rule 21 — Air Combat

Air combat occurs when interceptors fly to hexes containing phasing air units flying missions; air combat is resolved during the air combat resolution step. All air combat in a hex is resolved before any air combat in another hex is resolved. There are two stages to air combat: preparation and resolution.

In the following rules, mission force refers to all air units in the target hex flying missions other than those flying escort (the escorts) or interception (the interceptors).

A. Preparation. The player with the mission force separates his air units into two groupings: the escort screen and the mission force. All escorts are placed in the screen. Fighters flying bombing missions (Rule 24.A) may jettison their bombs at this point and be placed in the escort screen.

The player with the interceptors separates his air units into two groupings: those that will attack the screen and those that will try to bypass the screen to attack the mission force. The player may divide his interceptors between these two groups as he wishes.

B. Resolution.

1. Combat Results. Air combat results are: no effect (—), turn back (R), abort (A), and elimination (K). An air unit that is turned back no longer participates in air combat and may not execute its mission (such as bombing); it returns to base during the appropriate air return step and remains operative. An aborted air unit is affected in the same manner as a turned back air unit, except that it becomes inoperative upon its return to base. An eliminated air unit is immediately removed from play.

2. Sequence. Air combat is resolved in a series of steps; each step must be completed before the next is begun.

a. Interceptors allocated to attack the escort screen engage the screen in air combat. All other air units in the hex are ignored during this step. An interceptor is allocated against each escort of the screen. If one side has more air units than the other, the owning player may allocate these extra air units against enemy air units as he wishes. *Example:* Four interceptors attack a screen of two escorts. One interceptor must be allocated against each escort. The remaining two interceptors may be allocated either one against each escort (for a total of two interceptors against each escort) or both against one of the escorts (for a total of three interceptors against one escort and one interceptor against the other escort).

Unengaged (i.e., extra) escorts are not required to be allocated against the interceptors attacking the screen. Instead, they may attack the interceptors attempting to bypass the screen (step c).

b. Air combat between the allocated air units is resolved. Each separate allocation is resolved as a simultaneous exchange of fire between the two opposing air units; combat results are implemented at the end of the exchange.

When several air units are allocated against an air unit, air combat is resolved as a series of exchanges of fire between the single air unit and each of its attackers, in the order determined by the player with the several air units. Combat results are slightly modified for the single air unit. A turn back result is implemented only at the end of the series. An abort result is implemented at the end of the series, but the air unit may not fire at air units attacking it in exchanges following the abort. A second abort result causes elimination of the air unit. Elimination results are implemented immediately, as normal. *Example:* Two interceptors are allocated against an escort. The air combat is resolved as a series of two exchanges of fire, with each interceptor attacking the escort in turn. In the first exchange, the interceptor fires on the escort, aborting it, and the escort fires on the interceptor, turning it back. The escort remains in combat but may no longer fire. In the second exchange, the second interceptor fires, also achieving an abort result, and the escort may not return fire. The series ends with the escort eliminated (having taken two abort results) and the first interceptor turned back.

All air units involved in air combat during this step have finished their air combat and are ignored for the rest of the air combat resolution in the hex.

c. Air combat between the unengaged escorts and the interceptors attempting to bypass the screen is now resolved. The escorts may be allocated against these interceptors as the owning player wishes. Following the allocation, air combat is resolved as in step b, except that none of the attacked interceptors may fire. Interceptors which survive this step may attack the mission force. *Example:* Three interceptors attempt to bypass the screen, and there are two unengaged escorts. The player with the escorts decides to attack two of the interceptors, each with one escort. (He could have allocated both escorts against a single interceptor.) Each escort attacks, one turning back an interceptor and the other achieving no effect. The interceptors may not attack the escorts. One interceptor is turned back and two get through to attack the mission force.

d. Interceptors successfully bypassing the escort screen may attack the mission force. The interceptors may be allocated against air units in the mission force as the owning player wishes. Air units of the mission force not attacked by interceptors are ignored; they neither attack nor are attacked. Air combat between the allocated air units is resolved as in step b. All air combat in the hex is resolved upon completion of this step.

3. Differentials. In an exchange of fire between two allocated air units, each air unit attacks the opposing air unit. For each attack, the attack differential is calculated by subtracting the air defense strength of the air unit being fired upon from the air attack strength of the firing air unit. For example, in an exchange between a MiG-3 (5F5) and a Ju 87B (2D3), the MiG-3 would have an attack differential of +2 and the Ju 87B would have an attack differential of -3.

The attack differential determines the column used on the air combat results table. For each attack, two dice are rolled; the number rolled is cross-indexed with the correct column. The dice roll is modified as follows:

— 1 if a fighter attacks a type B air unit;

+ 1 if a type B air unit attacks a fighter.

Air Combat Example: Two LaGG-3 fighters (5F4) intercept a Rumanian force of one SM.79 bomber (1B3) escorted by two PZL.24 fighters (4F4). Step a: One LaGG-3 is allocated against

one PZL.24, with the remaining interceptor trying to bypass the screen. The extra escort is not allocated against the interceptor attacking the screen so that it may attack the interceptor trying to bypass the screen. Step b: The LaGG-3 attacks with a differential of +1; a 5 is rolled, aborting the PZL.24. The PZL.24 attacks at 0; a 9 is rolled, for a no effect. Step c: The unengaged escort attacks the bypassing interceptor. The differential is 0; a 7 is rolled, for a no effect. The interceptor may not attack the escort. Step d: The bypassing interceptor engages the bomber. The LaGG-3 attacks at +2; a 4 is rolled and is modified to a 3 (due to a fighter attacking a type B air unit), eliminating the SM.79. The SM.79 attacks at -3; a 7 is rolled and is modified to an 8 (due to a type B air unit attacking a fighter), for a no effect.

Rule 22 — Antiaircraft

Various units and counters have antiaircraft (AA) strengths and are able to make AA attacks against enemy air units. *Note:* AA strengths are divided into two types: heavy and light. This distinction is not used for AA purposes. (It is used for ATEC purposes.)

A. Capabilities.

1. Intrinsic. The following German combat/motorized units each have an intrinsic AA strength of 1: all divisions, headquarters, and cadres. Each Axis-Allied combat/motorized division (but not cadre) has an AA strength of 1. Each Axis airbase, except for permanent and temporary airfields, in Greater Germany and Rumania has an intrinsic AA strength of 3. Each Soviet combat/motorized division (but not cadre) has an AA strength of 1.

2. Combat AA Units. A combat AA unit is any unit with the AA symbol, a unit size, and a combat strength. A combat AA unit has its AA strength printed in the upper left corner of its counter.

3. Position AA Counters. A position AA counter has neither a combat strength nor a unit size; its AA strength is printed in the upper left corner of the counter. Position AA counters function somewhat differently than do regular combat units. They have combat strengths of zero. When required to retreat, they may not retreat and are eliminated instead. There may be any number of these counters in a hex, as the stacking limit does not affect them. For the purposes of transport and the like, each AA strength point of such a counter counts as 1/2 RE. Heavy AA counters have heavy equipment; light AA counters do not.

During the player turn, the phasing player may freely break down and build up his position AA counters as long as the total position AA strength in the hex does not change. For example, a 3-point position AA counter may break down into three 1-point position AA counters.

4. Naval AA. Ships have AA strengths as printed on the counters. Each river flotilla has an AA strength of 1.

B. Resolution. AA fire is resolved in the mission resolution step (except as noted below), before air units perform their missions. AA strengths may fire upon air units flying air transport and bombing missions in the hex. AA strengths may not fire against air units flying all other missions. For example, AA may not fire against fighters flying escort in a hex.

In general, all AA strength in a hex (including that of river flotillas) except that of ships may fire upon enemy air units flying the appropriate missions in the hex. Ships may fire AA and

other units may fire AA with the ships only as follows: 1) Against air units bombing ships in port, the ship being bombed, all position AA, and all combat AA units in the hex may fire AA. 2) Against air units bombing ships at sea, only the ship being bombed plus any one ship in the hex not being bombed at all that air phase may fire AA.

Each AA strength counter may fire once upon each enemy air unit it is allowed to attack. For example, if four air units were bombing a hex containing a 3 strength point position AA counter, the AA counter may fire upon each of the air units, making a 3 strength point attack upon each.

The total AA strength fired upon an air unit determines the column used on the antiaircraft fire table. Two dice are rolled, and the roll is modified as follows:

+1 if the air unit fired upon is type B;

+1 if the air unit fired upon is flying at night (Rule 24.F).

The modified dice roll is cross-indexed with the column to obtain a result. Results are identical to those of air combat (Rule 21.B).

AA is not fired during the mission resolution step against air units flying defensive support missions. Instead, AA fire is resolved against these air units during the combat phase when units in the hex the air units are supporting are attacked. The AA fire is resolved immediately before combat in the hex is resolved. When firing AA against air units flying defensive air support, the AA strengths of the units attacking the hex are totaled and this total is divided by the number of hexes containing the attackers. Note that the units must be attacking the hex in order to use their AA strengths in this manner. *Example:* Soviet air units are flying defensive support over Smolensk, supporting Soviet ground units there. The German player is attacking Smolensk with units in three adjacent hexes; his attacking units have 3 AA points in one hex, 1 in the second hex, and 2 in the third. The German player's total of 6 AA points is divided by 3 (since the attackers occupy 3 hexes); thus, a 2 strength point attack may be made on each of the defensive support air units.

Rule 23 — Air Unit Repair

During the initial phase of a player turn, the phasing player may attempt to repair his inoperative air units. An air unit that is successfully repaired immediately becomes operative. One die is rolled for each inoperative air unit. The die roll is modified as follows:

+1 if the air unit is at a temporary airfield.

+1 for Axis air units (only) at airbases in weather zones with mud, frost, or snow weather.

-1 for Soviet Guards air units.

All modifications are cumulative. However, a die roll of "1" always repairs an air unit, regardless of the die roll modifications.

A German air unit is repaired on a roll of 3 or less. An Axis-Allied air unit is repaired on a roll of 2 or less. A Soviet air unit is repaired on a roll of 2 or less.

Rule 24 — Special Air Rules

A. Fighters on Bombing Missions. Any type F air unit flying a bombing mission has its air attack and defense strengths each reduced by 2 (but never below 1) for the duration of the mission. For example, a Me 109E fighter (7F5) flying a bombing mission would have an air attack strength of 5 and an air

defense strength of 3.

A fighter flying a bombing mission may jettison its bomb load during air combat preparation, at the option of the owning player. If this is done, the fighter reverts to its printed air attack and defense strengths, but it may not complete the bombing mission. The fighter is treated as if it were flying an escort mission.

B. Extended Range. Air units may fly bombing missions at extended ranges by carrying reduced bomb loads. The air unit may fly to a target hex within range of twice its printed movement rating, but its bombing strengths are reduced to one third of their printed values. A fighter may not fly an extended range bombing mission.

Transports may fly regular transport missions by carrying half the standard cargo. A transport flying extended range may: 1) fly to any airbase within range of three times its printed movement rating, landing there during the air return step, or 2) fly to any airbase within range of twice its printed movement rating, landing cargo there during the mission resolution step and returning to base during the air return step. A transport may not fly an air drop mission at extended range.

Fighters may fly extended range escort missions. A fighter flying at extended range has its air attack and defense strengths each reduced by 2 (but never below 1). The fighter may fly to a target hex within range of twice its printed movement rating.

During the air return step, any air unit flying at extended range may return to an airbase within range of twice its printed movement rating.

C. Fighter Pilot Superiority. When a German, Finnish, or Italian fighter fires on a Soviet non-Guards air unit in air combat, the die roll is modified by -1. This modification is used in addition to all other air combat modifications. For example, a German fighter firing on a Soviet type B air unit would have its die roll modified by -2.

This modification is not used in air combat involving 1) Axis fighters other than German, Italian, or Finnish, or 2) Soviet Guards air units.

D. Gliders. Glider transport (type GT) air units can not fly by themselves but must be towed. One transport (type T) air unit may tow one glider air unit; the transport may carry a normal load of cargo when doing so. A glider must be stacked with the air unit towing it, and the two air units are treated as one for all purposes. The air defense strength of a glider is subtracted from the air defense strength of its towing air unit. For example, a Ju 52 (1T2) towing a DFS 230 (OGT1) has an air defense strength of 1. Any combat result (from patrol attacks, air combat, or antiaircraft fire) affects both the towing air unit and the glider equally. An aborted glider may be repaired per the standard air unit repair rules.

A glider may carry cargo at the same rate as a transport. A glider never counts against the capacity of an airbase.

A glider air unit is expended (removed from play) immediately following its use in an air drop mission. When a glider is used in a regular transport mission, one die is rolled each time the glider lands at an airbase. On a roll of 5 or 6, the glider is expended. Note that a glider may be expended only for transport; it may transfer without risk of expenditure.

E. Dive Bombers. When the bombing table is used to resolve bombing attacks made by type D air units, the die roll is modified by +1 before the table is consulted. If any other air unit type combines its bombing strength with a dive bomber

to make a bombing attack, the die roll modification may not be used.

F. Night Air Operations. Air operations are assumed to occur during the daytime; however, air operations during the night are possible. For the purposes of this rule, a night air unit is an air unit with an "N" prefix before its air unit type letter (such as NB or NF); all other air units are day air units. The presence of the N prefix does not change the usual abilities of an air unit; for example, a type NB air unit is treated the same as a type B air unit in air combat and for AA fire. Night air units are not required to operate at night. Both day and night air units may fly night air operations; however, day air units operating at night risk crash landings.

Air units operating at night do not interact with air units operating at day. For example, a bombing mission made at night may not be intercepted by fighters flying during the daytime.

Strategic bombing missions and transfer missions may be flown at night. Night fighters (only) may fly interception missions at night. All other air missions may not be flown at night. (Note that tactical bombing missions may not be flown at night.)

Night fighters (only) may make patrol attacks against air units flying at night.

A day air unit flying a bombing mission at night has its bombing strength halved.

Day air units flying at night may crash land when returning to base. A die is rolled for each day air unit flying any night air mission when it returns to base. An Axis air unit or a Soviet Guards air unit crash lands on a roll of 6; a Soviet non-Guards air unit crash lands on a roll of 5 or 6. An air unit that crash lands immediately becomes inoperative.

G. Harassment Bombers. A type H air unit has its tactical bombing strength doubled when flying the harassment bombing mission.

Rule 25 — Airborne Operations

The air drop mission (Rule 20.E.2) details how airborne units are transported to and dropped on a target hex. Parachute, air landing, and parachute-commando units are airborne units. *Note:* A parachute-infantry unit is not an airborne unit; the term parachute in this context is an honorary designation only.

A. Disruption. An airborne unit may become disrupted when making an air drop. One die is rolled for each unit during the mission resolution step; the following conditions modify the die roll:

- 1 for dropping onto enemy units and/or into enemy ZOCs.
- 1 for dropping into a non-clear terrain hex.
- 1 for a Soviet air drop.
- 2 for a drop during poor weather (mud, frost, snow).
- + 1 if a unit uses a glider as part or all of its transport.

If the disruption die roll is 1 or less, the unit is disrupted and has its combat strength halved. If the disruption die roll is -1 or less, the unit may not attack at all during the player turn of its drop and is immediately eliminated if in an enemy occupied hex.

A disrupted airborne unit does not gain control of the hex it occupies. For example, a supply line may be traced through a friendly controlled hex occupied by a disrupted enemy airborne unit.

An airborne unit remains disrupted until the start of its next friendly initial phase. For example, an airborne unit disrupted during the German air phase would remain disrupted throughout

the rest of the German player turn and throughout the entire following Soviet player turn.

The disruption die roll is also used for each RE of supply dropped in a hex. If the die roll is 1 or less, the RE of supply has been hopelessly scattered or mis-dropped and may not be used to supply units.

B. ZOCs. An airborne unit does not exert a ZOC during the player turn in which it performs an air drop. Note that this rule only applies to drops in the Arctic, since division-sized units can not be dropped.

C. Ground Operations. Airborne units which jump in hexes other than enemy occupied hexes may attack adjacent enemy units per the standard combat rules. They may attack in conjunction with other friendly units.

Airborne units which jump in enemy occupied hexes must attack the enemy units in the hex during the combat phase. Adjacent friendly units may join in the attack.

When differing sides occupy the same hex, combat is resolved as normal except that no effect results are not used. If a NE is rolled, the die is rolled again until a different result is obtained. Retreating units are subject to the effects of all ZOCs they enter, including the ZOCs of enemy units in the hex from which the retreat is conducted. *Example:* parachute regiment drops in a hex occupied by an enemy division. During the combat phase, the parachute regiment must attack, and the combat result requires it to retreat. Since any hex it can enter is in the ZOC of the division in the drop hex, the parachute regiment is eliminated.

D. Planning and Preparation. The player must plan his airborne operations in advance, as follows. The target hex of an air drop mission and the unit to be dropped there must be planned one turn in advance. During the initial phase, the phasing player writes down the identity of the airborne unit to be dropped and target hex of the drop. A unit may have only one operation planned for it at a time. Once planned, an operation may be canceled at the player's option in his next initial phase; a new operation for the unit may be planned at that time. A player may cancel an operation during the air phase in which the operation is to take place.

During the initial phase, an airborne operation may not be planned for an airborne unit that is in an enemy ZOC at that time. Once an operation is planned for a unit, it must be canceled if the unit enters an enemy ZOC, attacks, or is attacked at any time between the planning and the execution of the operation. If for any reason the unit is not able to participate in the airborne operation during the air phase, the operation must be canceled. An airborne operation may be planned to occur for a unit on the turn it arrives as a reinforcement.

E. Air Landing Units. An air landing unit may make an air drop only if all of its transports are gliders. For example, an air landing regiment would require the use of two glider transport air units to make an air drop.

F. Soviet Drop Restrictions. Due to the presence of garrison troops and home armies not shown in the game, the Soviet player may not make any air drops in any hexes outside the USSR and Finland.

Rule 26 — Air Replacement System Introduction

The air replacement system governs air unit reinforcements, replacement of eliminated air units, and the number of air units a player may have active at any one time.

A. The Air Chart. A player's air chart is used to record the current situation of his air units for the purposes of the air replacement system. The air chart is divided into several sections, as follows.

1. Available Box. This box is used to hold air units available to enter play.

2. Eliminated Air Units Boxes. The eliminated over friendly territory (EFT) box is used to hold air units eliminated over friendly territory. The eliminated over enemy territory (EET) box is used to hold air units eliminated over enemy territory.

3. Remnants Box. This box is used to hold air units destroyed on the ground and air units discarded through the replacement procedure. This box does not hold air units that are permanently eliminated. Such air units are no longer part of the air replacement system and are not kept on the air chart.

4. Group Allowance Chart. This section is used to record a player's group allowance (GA) and the number of his active air units. Markers are placed in the numbered boxes to show the correct amounts. For example, if the German group allowance is 83, then the German GA 00 marker is placed in the 80 box and the German GA 0 marker is placed in the 3 box.

The markers are adjusted when the quantities they record change. For example, if the number of active Soviet groups drops by one, then this must be recorded on the chart.

B. Group Allowance. A player's GA is the maximum number of air units he may have active. An air unit is active if it is in play on the map, even if it is inoperative. A player may not have more air units active than permitted by his GA; air units unable to enter play due to this are kept on the available box.

C. Friendly Territory. A hex is in a player's friendly territory if it is controlled by the player or if it is within two hexes of a hex controlled by the player (for control, see Rule 3.F). Note that some hexes will be considered to be friendly territory to both players. If a hex is not in friendly territory, it is automatically in enemy territory. Note that the concept of friendly territory is different from control of territory; each is used for different game purposes.

D. Losses. Eliminated air units are placed on boxes on the air chart. The specific box used depends upon the manner and location of elimination of the air unit.

1. Eliminated over Friendly Territory. An air unit eliminated due to air combat or antiaircraft fire while flying over friendly territory is placed in the EFT box.

2. Eliminated over Enemy Territory. An air unit eliminated due to air combat or antiaircraft fire while flying over enemy territory is placed in the EET box.

3. Destroyed on the Ground. An air unit eliminated while it is based at an airbase is placed in the remnants box. Air units may be destroyed on the ground due to enemy bombing, or occupation of their airbases by enemy ground units.

E. Axis Nationalities. Each national force of the Axis is distinct for all air replacement system procedures, such as GA/active air unit calculations, culling, etc. The Axis national forces are: German (the Luftwaffe), Rumanian, Finnish, Italian, Hungarian, and Slovakian.

Rule 27 — Air Replacement System

The air replacement procedure is used by a player during the initial phase of each of his player turns. The various activities of the procedure occur in the order as given in sections A through E. The German player repeats the sequence for each

of his separate national forces.

A. Culling. The player checks the number of air units in the remnants box and then in the available box. If the number of air units in the remnants box is greater than 10, then 10% (rounding down) of them must be permanently eliminated. If the number of air units in the available box is greater than 10, then 10% (rounding down) of them must be placed in the remnants box. *Example:* During a Soviet initial phase, the Soviet player has 12 air units in the remnants box. Since there are more than 10 air units in the box, one (10% of 12, rounded down) air unit is removed from the box and is permanently eliminated.

B. Replacements. Eliminated air units in the EFT and EET boxes may be replaced. When a player has sufficient air units in these boxes to use the following replacement procedures, the procedures must be used. Air units in the remnants box may be replaced, but use of this procedure is discretionary, not mandatory. The specific replacement procedure used depends upon the box occupied by the air units. The procedures indicate in general which air units may be replaced, but the owning player selects the specific air units that are replaced whenever a choice must be made.

1. EFT Box. For every four air units of the same basic category (fighter, bomber, or transport), two are placed in the available box and two are placed in the remnants box. Each time this is done, the player's GA is reduced by 1. If possible, the four air units must be of the same type (e.g., F, B, D, etc.). *Example:* The Soviet player has a GA of 92 and has five type F, three type B, and one type A air units in the EFT box. Four of the fighters are involved in the replacement procedure: two are placed in the available box, two are placed in the remnants box, and the Soviet GA is reduced by 1. The four bomber category air units also under replacement: two are placed in the available box, two are placed in the remnants box, and the Soviet GA is reduced by 1. The Soviet GA now is 90. Note that the type B and type A air units were grouped together, as neither type had sufficient air units in the EFT box to undergo replacement separately.

2. EET Box. For every three air units of the same basic category in this box, one is placed in the available box, one is placed in the remnants box, and one is permanently eliminated. Each time this is done, the player's GA is reduced by 1. If possible, the three air units must be of the same type (e.g., F, B, D, etc.). *Example:* The German GA is 79 and there are three type B German air units in the EET box. These three air units undergo the replacement procedure: one is placed in the available box, one is placed in the remnants box, one is permanently eliminated, and the German GA is reduced by 1 to 78.

3. Remnants Box. For every five air units of any type in this box, one is placed in the available box and the other four are permanently eliminated. The player's GA is not affected by this. *Example:* The German player has one type D, two type B, and two type F German air units in the remnants box. He chooses to replace one of the type F air units, placing it in the available box and permanently eliminating the other four air units.

C. Reinforcements. All air units received as reinforcements are placed in the available box. GA increases are added to the appropriate GA total.

D. De-Activation. The player may remove active air units from the map. Air units so removed are placed in the remnants box. Air units at isolated airbases may not be deactivated. Each air

unit deactivated reduces the number of active air units, and this must be recorded on the chart.

E. Activation. The player may activate air units. The player's active air unit total is subtracted from his GA total to determine the number of air units that may be activated. For example, if the Soviet player has a GA of 103 and has 101 active air units, then he may activate 2 air units.

Any air unit in the available box may be selected for activation. An activated air unit is placed at a friendly-controlled airbase in the air unit's home country; however, an air unit may not be placed at an isolated airbase. Activated Italian and Slovakian air units, since no portion of their home countries are on the map, are placed in Greater Germany.

F. Special Rules.

1. Night Air Units. Air units with the N prefix are not treated as separate types from air units without the N prefix. For example, a type NB air unit is treated the same as a type B air unit for replacement purposes.

2. Gliders. Glider air units are never included in the active air unit total. For example, a player may have active air units equal to his GA total, plus any number of gliders. Gliders present in the available box are not counted when culling occurs. Activating a glider does not change the number of active air units in play. Whenever a glider is eliminated, it is permanently eliminated; it is not placed in any boxes on the air chart.

3. German Withdrawals. A number of German air units are required to withdraw from play. These air units may be taken from active air units in play or from the available box. If a specified model is not available, any air unit of the same type must be substituted.

A number of German group allowances are required to be withdrawn from play. The German GA total is decreased on these occasions.

All withdrawals occur during the initial phase, before the air replacement procedure is followed. Due to these withdrawals, it is possible that the German active air unit total may be greater than the German GA total. If this occurs, then the German player must deactivate (during the deactivation step) sufficient air units so that the active total is not greater than the GA total.

4. Soviet Guards. During the course of the game, Soviet regular air units may be converted to Guards status. These conversions are specified on the Soviet order of battle. When an air unit may be converted to Guards status, the Soviet player may substitute any Guards air unit not in play or on the air chart for any active Soviet regular air unit of the same model. This conversion does not affect the Soviet GA or active air units totals. The air unit removed by the conversion is not placed on the air chart; it is simply removed from play. *Example:* On the Jan I 42 turn, the Soviet player may convert two air units to Guards. He two chooses LaGG-3 Guards air units, exchanging them in place for two LaGG-3 regular air units in play.

If an inoperative air unit is converted to Guards status, then the Guards air unit is inoperative.

A Guards air unit on the air chart is not treated separately from Soviet regular air units on the chart. For example, if there are two regular and one Guards fighters in the EET, then the three fighters undergo the replacement procedure.

5. Axis-Allied Air Forces. Due to the small size of the Axis-Allied air forces involved against the USSR, the air replacement procedure is slightly modified. If there are insufficient air units of the same basic category to undergo replacement, then the

procedure is followed if there are sufficient air units regardless of category available.

Rule 28 — Naval Rules

A. Sea Zones. There are three sea zones on the map: the Arctic Ocean, the Baltic Sea, and the Black Sea. Each sea zone is separate. For example, a Soviet ship based in the Black Sea can not operate in the Baltic. Due to the fact that Germany has direct access (off-map) to the Baltic and the Arctic, the German player is allowed naval transport between the Baltic and the Arctic, as explained below.

B. Ships. The Soviet player (only) has a number of ship counters. The ships are rated for use in the Europa naval system. However, not all the ratings are used in play; the unit identification chart displays the ratings that are used.

A ship may be in port or at sea. To distinguish this, the back of the counter should be face up when a ship is in port, and the front of the counter should be face up when a ship is at sea. Note that a ship may be at sea in a port hex.

Ships may be sunk. Each bombing hit on a ship does one point of damage to the ship. Ships may take differing amounts of damage, depending upon their ship types: 4 hits for a type BB, 3 hits for a type CA, 2 hits for a type CL, and 1 hit for a type DD. When hits on a ship equal or exceed the damage it may take, the ship is sunk and is removed from play. Hit markers may be used to denote damage to ships.

The presence of a ship in a coastal hex does not prohibit enemy ground units from entering the hex, and ships may freely enter coastal hexes occupied by enemy units. (A coastal hex is any hex containing both land and sea.)

1. Movement. The Soviet player moves his ships in his movement phase. A ship may move an unlimited distance in its sea zone, moving in all-sea or coastal hexes. It may not move to another sea zone. A ship must move along an all-sea route and may not cross land or move on rivers. For example, a ship in hex 3B/3106 could not move from the hex to hex 3305 via hex 3205, due to the land barrier in hex 3205.

A ship with parentheses enclosing its ship type is not fully operational. It may not move and must remain in port at all times. (Its gunnery strength may be used in combat.)

2. Gunfire. Ships may support Soviet ground units in combat through use of their gunnery strengths. A ship may have one or more of three gunnery strengths: primary, intermediate, and secondary. These strengths are rated for use in the Europa naval system and are halved when used in ground combat. Primary gunnery strength may support an attack or defense within 2 hexes of the firing ship. Intermediate and secondary gunnery strengths may support an attack or defense within 1 hex of the firing ship.

For a ship's gunfire to support an attack or defense, its gunnery strength must be within range of the attacked hex. Each ship supporting a combat is treated the same as a 1 RE field artillery unit (see Rules 11 and 14.B). There is one exception to this: ships' gunnery strengths are not counted when determining losses due to exchanges.

Ships may not fire independently; they may fire only in support of attacking or defending ground units. Ships are never affected by any ground combat results. A ship may fire each of its gunnery strengths once per combat phase. However, a ship may aid only one attack or defense per combat phase.

At the start of each German combat phase, the Soviet player

must state which hex each of his ships will support in defense. Ships allocated to a specific hex may not fire in support of another hex that phase, even if their assigned hex is not attacked. There is no similar requirement for Soviet ships firing during the Soviet combat phase; the Soviet player announces which ships are supporting an attack only when he announces the attack.

A ship may use its gunnery strengths each combat phase, even if it moved and transported units during the movement phase. A ship may not use its gunnery strengths if it is being used to transport supplies (per section D).

3. Replenishment. Once each Soviet movement phase, each ship must put in to port for replenishing. The ship does not have to start or end its movement in the port; it need only move to the port during its turn and may continue movement thereafter. Only Soviet-controlled ports in the USSR may be used for this purpose, but any such port may be used (even if isolated). A ship must replenish each Soviet movement phase unless there is no port available in the ship's sea zone for this purpose. A ship unable to replenish is unsupplied. An unsupplied ship has its gunnery strengths halved but is otherwise unaffected. If an unsupplied ship is unable to replenish in the next Soviet movement phase, then it must be scuttled at the end of that movement phase.

4. Scuttling. When an enemy unit gains control of a port hex, ships in port there must try to escape to sea. One die is rolled for each ship in the port. On a roll of 1 through 4, the ship escapes to sea (and is considered to be at sea in the port's hex); on a roll of 5 or 6, the ship fails to escape from the port and is scuttled to prevent its capture by the enemy. A ship with a parenthetical ship type may not move and is automatically scuttled when an enemy unit gains control of its port.

A scuttled ship is immediately removed from play.

5. Baltic Restrictions. Due to German mines and submarines in the Baltic, Soviet ships operating outside a safe zone around Kronshtadt risk damage. The Kronshtadt safe zone consists of all hexes within two hexes of Kronshtadt.

Each ship in the Baltic that operates outside the safe zone must be checked. The ship is checked when it re-enters the safe zone or at the end of the movement phase if the ship remains outside the safe zone. If a ship is outside the safe zone but remains in port throughout the movement phase, it is not checked. To check for damage, one die is rolled and 4 is subtracted from it. (The roll may be further modified, as explained below.) A roll modified below 0 is treated as 0. The ship takes a number of hits of damage equal to the modified roll. For example, if 6 is rolled, then the ship takes 2 hits. The die roll is modified by +1 for every 10 hexes (or portion thereof) that the ship moves outside the safe zone. For example, if the ship moved a total of 11 hexes outside the safe zone, then the die roll is modified by +2.

The safe zone ceases to exist (permanently) if the German player gains control of all ports in the safe zone. As long as the safe zone is in existence, the German player may not use any ports in the safe zone for any naval purpose.

C. Naval Transport.

1. Ports. Cities and fortresses in coastal hexes are ports. A port has a capacity of 8 REs: a total of 8 REs of ground units and resource points may embark/disembark at a port in a movement phase. Supplies landed in the initial phase also count against the port's capacity (per section D). A port may be

damaged due to bombing (Rule 20.F) or demolition (Rule 14.A). Each hit of damage on the port reduces its capacity by 1 RE. A port may take a maximum of 10 REs of damage.

2. Transport. Transport procedures differ for the Soviet and German players. The following conditions are common to both players. Naval transport occurs during the friendly movement phase and is allowed only between friendly controlled ports in the same sea zone. Ground units and resource points may be transported. A unit must spend 2 MPs in order to be transported; it may move both before and after its transport. A resource point may be carried by a ground unit or moved by rail both before and after its transport.

Soviet units and resource points are transported by Soviet ships. Each ship counter may carry up to 2 REs. Two ships may combine their capacities to carry a division (and another RE may be carried, as well), as long as both ships move together while transporting the unit. A ship may move prior to transporting a unit but must end its turn in the hex in which the unit disembarked. A unit or resource point may not remain at sea; it must be landed by the end of the movement phase. If a ship is sunk, then any units and resource points it is carrying are eliminated.

German units and resource points are not transported by ship counters. Instead, the German player may move a total of 4 REs per German player turn in the Baltic Sea or Arctic Ocean. He may split this transport capacity between the sea zones from turn to turn. For example, on one turn he could use all 4 REs of transport in the Baltic and then in the next turn use 3 in the Arctic and 1 in the Baltic. Transport is not allowed directly between the Baltic and the Arctic. However, the German player has off-map ports adjacent to both the Baltic and Arctic sea zones. Units may be transported from one of these two sea zones to the off-map port box (on the Axis game chart) in one turn and then from the off-map port box to either sea zone in the next turn or any following turn. (They may not be transported from one sea zone to the other in the same turn.)

3. Amphibious Operations. Soviet non-motorized units may land on and evacuate from non-port coastal hexes. In general, the regular transport rules are used. However, units are counted at double their RE size for transport purposes. A unit must pay the regular 2 MP transport cost, but it may not move after engaging in an amphibious operation. A supplied unit making an amphibious landing is automatically in supply in the following player turn.

A unit making an amphibious landing may attack in the combat phase following the landing but has its attack strength halved unless it is a marine unit. A marine unit does not have its attack strength halved due to making an amphibious landing. *Note:* A marine unit is any unit with the marine unit type symbol. Marine capability should not be confused with a unit's service. For example, ground forces of the Soviet Navy include both marine and non-marine units.

A unit may make an amphibious landing in an enemy occupied hex. In this case, combat is conducted the same as for an airborne landing in an enemy occupied hex (see Rule 25.C).

Due to coastal defenses not represented in the game, Soviet units may not make amphibious landings in hexes outside the Soviet Union.

D. Naval Transport of Supply. During a Soviet initial phase, the Soviet player may designate ships to carry supplies to ports in their sea zones, before the supply status of units is deter-

mined. Each ship can carry 10 REs of supply. Every 5 REs of supplies (or fraction thereof) delivered to a port uses 1 RE of the port's capacity. A ship may carry supplies only if there is a port in the sea zone from which a rail element supply line can be traced to a supply source. A ship supplying a port is moved to the port's hex during the initial phase. It is considered to be replenished but may not move in the following Soviet movement phase and may not fire in the following Soviet and German combat phases. Although in a port hex, the ship is automatically considered to be at sea there.

During the German initial phase, the German player may use his naval transport ability to carry supplies to ports in the Baltic. Each RE of naval transport may carry 5 REs of supply. An RE of naval transport used to carry supplies may not be used in the following German movement phase.

Supplies delivered to a port are present at the port for that initial phase and for the following initial phase; use status markers to show the presence and amount of supply at a port. Units may trace regular supply lines to the port and use the supply there as a regular source of supply. Each RE of supply at a port may supply 1 RE of units. Unused REs of supply may not be accumulated for later use.

Soviet ships may land supplies in friendly-controlled coastal hexes that do not have ports. In this case, each ship may carry only 5 REs of supply, and only 5 REs of supply may be landed per coastal hex. Supplies delivered to the hex are present there for that initial phase and for the following initial phase; status markers should be used to show the presence of supply in the hex. Each RE of supply in the hex may supply 1 RE of units able to trace a special overland supply line (Rule 12.D) to the hex. This supply is considered to be a special source of supply (Rule 12.D).

E. River Flotillas. The Soviet player has a number of river flotillas, which may operate on lakes and rivers and in coastal hexes. Each river flotilla has an AA strength of 1 and may transport units or resource points. A river flotilla is sunk (and removed from play) if it takes 2 hits due to bombing.

A river flotilla has a movement allowance of 30 hexes; it moves in the Soviet movement phase. It spends 1 MP per hex entered. It may enter lake hexes (both partial-lake and full-lake) and coastal hexes; it may move along rivers. When moving along a river, it is moved through the hexes adjacent to the river hexsides. For example, a river flotilla on the Dnepr River in hex 3B/0807 may move along the river as follows: 0806, 0906, 1005, 1004, 1104, 1203, using 6 hexes of its movement allowance to do so. Although a river flotilla may move in coastal hexes, it may not enter an all-sea hex. A river flotilla may not enter an enemy occupied hex. A river flotilla leaving or moving through enemy ZOCs must pay ZOC movement costs.

The presence of a river flotilla in a hex does not prevent Axis units from entering the hex. The river flotilla is immediately displaced to an adjacent hex to which it could normally move. If no such hex is available, the river flotilla is eliminated instead. A river flotilla may not displace to an enemy occupied hex or to the hex being exited by the enemy unit entering the flotilla's hex. Axis units may cross a river hexside of a hex containing a river flotilla but must pay triple normal river crossing costs. *Example:* A German unit is in hex 3B/0408 and a Soviet river flotilla is in hex 3B/0407. The German unit enters hex 0407, crossing the river hexside between the hexes; it must spend 4 MPs to do this (1 for entering the clear hex and 3 for cross-

ing the river hexside). The river flotilla now must displace. If other German units occupy hexes 0308 and 0508, then the river flotilla may displace only to hexes 0307, 0406, or 0507.

Axis units may attack and overrun across a river hexside of a hex containing a river flotilla, but all Axis non-artillery units have their attack strengths halved when doing so. *Example:* Axis units are in hex 3B/0408, and Soviet ground units and a river flotilla are in hex 3B/0407. Axis non-artillery units may attack the Soviet occupied hex at quarter strength. They are halved once due to the river hexside and again due to the river flotilla.

Axis units may retreat across a river hexside of a hex containing a river flotilla without penalty.

Axis supply lines may not be traced across a river hexside of a hex containing a river flotilla.

Note: The preceding effects are not increased if more than one river flotilla are adjacent to the same river hexside.

In the Soviet player turn, a river flotilla may do any one of the following:

1) During the movement phase, a flotilla may transport resource points and ground units. It may carry 2 REs per movement phase. It costs a unit 2 MPs to be transported by a river flotilla. A river flotilla may pick up and drop off its cargo in any hexes it enters during its movement.

2) During the movement and combat phases, a flotilla may allow Soviet units to treat a full lake hexside as a major river hexside for movement and combat purposes. The flotilla must start the movement phase adjacent to the hexside and may not move at all that phase. *Example:* A flotilla is in hex 1B/1506. Soviet units may treat the 1506/1507 lake hexside as a major river hexside for movement and combat purposes.

3) During the initial phase, a flotilla may be used to transport supplies. Each river flotilla may carry up to 20 REs of supply. A river flotilla transporting supplies is moved during the Soviet initial phase; it may not move in the following movement phase. It must be able to move to a hex where supplies are available and then to the delivery hex without exceeding its movement allowance. The river flotilla must end its movement in the hex where it delivered the supplies. Supplies are available in any hex from which a rail element supply line can be traced to a regular supply source. Supplies delivered to a hex by a river flotilla are treated the same as supplies delivered to a port by a ship. *Example:* Axis units have gained control of all land approaches to Leningrad, isolating the city. During the Soviet initial phase, the Soviet player uses a river flotilla in hex 2A/0525 to deliver supplies to the Leningrad front. The flotilla moves to hex 1026, picking up 20 REs of supply at the rail line there, and moves to hex 0829, delivering the supplies. It ends its movement in hex 0829.

A river flotilla itself never needs supply. A Soviet river flotilla may operate only in hexes in the USSR. If all coastal hexes of a lake are enemy controlled at the end of a Soviet player turn, then all flotillas on the lake are scuttled (removed from play) to prevent their capture by the enemy.

F. Repairs. The Soviet player receives repair points during the course of the game. During the Soviet initial phase, repair points may be spent to repair ships and river flotillas or to replace eliminated river flotillas or the Arctic destroyer flotilla. Repair points may be accumulated for use in following turns.

One repair point repairs one hit of damage from a ship. To be repaired, the ship must be in port during the initial phase;

it may not move or fire in the player turn it is repaired. Two repairs points may be used to replace the destroyer flotilla if it has been sunk. Upon replacement, it is placed at any Soviet-controlled port in the Arctic and is fully operational from that point. No other Soviet ship may be replaced.

One repair point may be used to repair two hits of damage to river flotillas in play. To be repaired, the river flotillas must be in hexes containing Soviet-controlled cities (they do not have to be in the same city); they may not use any of their abilities in the player turn they are repaired. One repair point may be used to replace an eliminated river flotilla. The replaced flotilla is placed in any Soviet-controlled major city in the USSR that is adjacent to a river or lake.

Rule 29 — Weather

A. Definitions.

1. Weather Zones. The weather lines divide the map area into four weather zones, as follows: zone A (the Arctic) consists of all hexes on or north of weather line A; zone B consists of all hexes on or north of line B up to line A; zone C consists of all hexes on or north of line C up to line B; and zone D consists of all hexes south of line C.

2. Weather Conditions. There are four possible weather conditions. From best weather to worst, they are: clear, mud, frost, and snow.

Zone A is separate from the other weather zones; weather in this zone neither affects or is affected by weather in the other zones.

Weather zones B, C, and D interact with one another; weather initiated in one zone changes the weather in the other zones in following turns. Weather in one zone may affect that of another if the overall weather for zones B through D is *worsening* or *improving*. The weather is worsening if the current weather condition (as obtained on the weather table for zones B through D) is worse than that of the previous turn. For example, if the Sep II weather was clear and the Oct I 41 weather is mud, then the weather is worsening. The weather is improving if the current weather condition is better than that of the previous turn. If the current weather condition is the same as the previous one, then the weather is either worsening or improving, as determined in previous turns. *Example:* The weather result for Oct I is mud while the weather result for Sep II was clear; thus, the weather is worsening. The weather result for Oct II is mud; thus, the weather is still worsening.

3. Weather Chart. The weather chart, located on the turn record chart, consists of two weather tables and a weather display.

The weather tables, one for zone A and one for zones B through D, are used to determine the weather conditions each turn. For each table, a die roll is cross-indexed with the current turn to obtain a result. Results are clear (C), mud (M), frost (F), snow (S), and no change (N). A result of no change means the weather result is the same one as rolled on the same table the previous turn. For example, if the weather result for Sep II was clear and the result for Oct I is no change, then the weather result for Oct I is clear.

The weather display is used to show the weather condition in each zone. For each zone, place a marker in the box corresponding to the zone's weather.

B. Procedure. At the start of each game turn, weather conditions for the turn are determined. For each weather table, the

Soviet player rolls the die to obtain the weather result.

1. Zone A. The weather table for zone A is used to obtain the result for this zone. The result immediately goes into effect in zone A.

2. Zones B through D. The weather table for zones B through D is consulted to obtain a weather result, and the result is used to determine if the weather is worsening or improving.

If the weather is worsening, weather conditions advance from north to south. That is, the weather condition of zone C moves to zone D, and the weather condition of zone B moves to zone C. The weather result obtained this turn goes into effect in zone B. *Example:* It is the Dec II 41 turn. Weather conditions are snow in zone B, frost in zone C, and mud in zone D. The weather is worsening, and the weather result for the turn is snow. Zone D's weather becomes frost, zone C's weather becomes snow, and zone B's weather remains snow.

If the weather is improving, weather conditions advance from south to north. That is, the weather condition of zone C moves to zone B, and the weather condition of zone D moves to zone C. The weather result obtained this turn goes into effect in zone D.

C. Effects. Weather changes the movement and combat effects of terrain, as shown on the terrain effects chart. In addition, AEC may not be used anywhere in zones with mud or snow weather.

Weather affects supply considerations, as described in the supply rules (Rule 12).

Poor weather (mud, frost, and snow) affects the construction abilities of engineers and the regauging abilities of railroad engineers (Rule 14.A).

Poor weather affects airborne operations (Rule 25.A).

Weather affects air units. In mud, frost, or snow weather, all Axis air unit repair rolls are modified by +1. In mud and snow weather (but not frost), the maximum capacity of temporary airfields is reduced to 1, and all bombing strengths of air units are halved.

1. Interzone Effects. The weather condition of a hex being entered or attacked by a unit is always that of the hex's weather zone, even if the unit is moving or attacking from another zone that has different weather.

A hexside falling between two zones is treated as being in the more northern zone.

When tracing supply lines through zones with differing weather, the specific supply line element being traced is affected by the worse weather of the zones.

D. Special Weather Rules.

1. First Winter. Everywhere in zones A and B and only in the USSR in zone C, units are subject to the following effects in the first winter. The first winter consists of all snow turns in these zones from Oct II 41 through Apr II 42.

a. Axis Attacks. All attacks by Axis units, except for attacks made solely by Finnish units, have the combat resolution die roll modified by -1.

b. Winterization. An attack (by either side) into any hexes except one containing a city (of any size) or fortresses may have its combat resolution die roll modified due to the winterization of the involved units. The winterization level of the attacker is crossed-indexed on the winterization table with the winterization level of the defender to obtain the die roll modification.

Winterization is calculated on a regimental equivalent basis, by dividing the total number of REs participating in combat in-

to the number of winterized REs. There are three levels of winterization: less than 1/5 winterized, at least 1/5 but less than 1/2 winterized, and 1/2 or more winterized.

All mountain and ski units are winterized. All Soviet winterized (those units in the Soviet winterized colors), NKVD, and Guards units are winterized. All Finnish, SS, and Luftwaffe ground units are winterized.

2. Frozen Rivers and Lakes. In snow weather, all rivers in zones A, B, and C are frozen. A frozen major river is treated as an unfrozen, non-major river for movement and combat purposes. A frozen non-major river has no effect on movement and combat.

In snow weather, all lakes in zones A and B are frozen. Ground units may operate to limited extent on a frozen lake. No unit may enter an all lake hex, even if frozen. Units may move, attack, and trace supply lines across frozen lake hexsides that are between land hexsides. For example, units may trace a supply line across hexside 0929/0928, map 2A, when Lake Ladoga is frozen.

A river flotilla may not operate on a frozen river or lake. It may not enter a frozen lake hex or river hexside. If it is present on a lake or river which freezes, it may not move or use any of its abilities. If an enemy unit gains control of its hex, the river flotilla is immediately eliminated.

3. Ice-Bound Ports. All ports in the Baltic on or north of hexrow 2200, except for Hango, are ice-bound during snow turns. All Arctic ports in the USSR except Murmansk are ice-bound during snow turns. Murmansk, Petsamo (Finland), and ports in Norway are not ice-bound during the winter.

An ice-bound port may not be used for any naval transport or supply purpose. Ships in an ice-bound port may not leave (and must be scuttled if the enemy player gains control of the port). Ships at sea may put in to an ice-bound port, but they may not subsequently leave the port.

Rule 30 — The Arctic

Units in the Arctic have their operations restricted, due to the limited communications and harsh climate of this region. Stacking and ZOCs in the Arctic have already been covered in previous rules. The following rules also apply to units in the Arctic.

All units except mountain units and ski units have their movement ratings halved. (If entering the Arctic from another weather zone, halve the MPs the unit has remaining when it enters the Arctic.) Combat/motorized units may not move during the exploitation phase. Cavalry units may not operate in the Arctic.

Supply lines in the Arctic are usually shorter than those elsewhere, as shown on the supply line summary.

Attacking in the Arctic requires the expenditure of resource points. One resource point must be spent for each attack, regardless of the number of units participating in the attack. An overland supply line (only) must be traced from all attacking units to the resource point immediately prior to the resolution of the attack. Units unable to trace the line to a resource point may not attack. *Note:* Expenditure of resource points in this manner does not change the supply status of units. For example, units out of supply may attack if a resource point is spent for their attack. However, these units would have their attack strengths halved for being out of supply.

Units which make amphibious landings or air drops in hexes

in the Arctic may attack in the combat phase only if resource points are spent for their attacks. Such a unit may attack if it can trace to a resource point as described above. Alternatively, the owning player may expend a resource point at the unit's port or airbase (where it began the amphibious or airborne operation) in order to allow the unit to attack in the following combat phase.

Air units based in the Arctic require the expenditure of resource points in order to fly missions, except for transfer and interception missions. Air units based in the Arctic may transfer without the expenditure of any supplies. One resource point must be spent for every five (or fraction thereof) air units flying missions from airbases in the Arctic. A resource point expended for this purpose must be in the Arctic and may not be isolated; expenditure of such a resource point allows up to 5 air units anywhere in the Arctic to fly missions. *Note:* Resource points must be spent for air units based in the Arctic even if the target hexes of their missions are outside the Arctic, but resource points are not spent for air units based outside the Arctic, even if the target hexes of their missions are inside the Arctic.

Rule 31 — Special Rules

A. Terrain.

1. Causeways. In some places, transportation lines cross prohibited terrain hexsides. Ground units may use these transportation lines to move or to overrun across such a hexside. An overrun across such a hexside is treated the same as an overrun across a major river hexside. Units may not attack across such a hexside during the combat phase.

2. Kerch Straits. Units may move and overrun across hexside 3526/3525, map 4A as if it were a major river hexside. Units may not attack across this hexside. This hexside is treated as a major river hexside when tracing supply lines.

3. Baltic Islands. The Baltic Islands are the four islands just off the coast of Estonia. All sea hexsides between the islands and between the islands and the coast of Estonia are treated as major river hexsides for all movement, overrun, combat, and supply purposes.

4. Kronshtadt. Kronshtadt (2A/0832), although an island, is not treated separate from the coastal portion of its hex. For example, an Axis unit entering hex 2A/0832 from an adjacent land hex gains control of the entire hex.

The Soviet player may treat the all-sea hexside between Kronshtadt and the northwest hex of Leningrad as a major river for all game purposes as long as he controls both hexes.

5. Fortifications.

a. Fortresses. When a fortress hex is captured by enemy units, the fortress in the hex is destroyed. The fortress is thereafter treated as a reference city for all purposes, even if the original owner regains control of the hex. A destroyed fortress may not be rebuilt in the context of the game.

b. Forts. When a hex containing a fort is captured by enemy units, the fort is destroyed and is immediately removed from play.

c. The Stalin Line. The Soviet player has a number of *fortified area* units, as shown on the unit identification chart. A fortified area unit is 1 RE in size, may not move (i.e., has a movement rating of 0), and does not count against the stacking limit. The unit may not attack. When defending, the unit has the same effect on combat as a fort does, in addition to

its defense strength. The unit is supported, although it may not support other units in its hex. *Note:* A fortified area unit has both unit and fort counter attributes. For game purposes, players should treat this counter as a combat unit having special abilities and limitations.

B. Neutrals. Turkey and Sweden are neutral. For game purposes, Turkey is strictly neutral and neither side's forces may enter or pass through any hex of Turkey.

Sweden is not quite so neutral. In general, neither side's forces may enter or pass through any hex of Sweden. However, the Jun 11 41 Axis reinforcement listed under the *German, Sweden* heading on the Axis order of battle may move through Sweden. It enters play on any rail line on the west edge of the map in Sweden and must use strategic rail movement to move to Finland that turn. It may not remain in Sweden. No other German forces may move through Sweden.

C. Soviet Mobility Limits. Soviet combat/motorized divisions and cadres, except for Guards combat/motorized divisions and cadres, have certain mobility limitations. Such a unit may not move in the exploitation phase if 1) it starts that phase in the ZOC of an Axis unit or 2) if it attacked during the preceding combat phase.

All other Soviet combat/motorized units are not subject to this limitation.

D. Factories. The Soviet player has a number of factories, which are the source of Soviet armor replacements (Rule 34.B). A factory counter is not a unit, does not have a combat strength, and does not prevent enemy units from entering its hex. If an enemy unit gains control of a factory's hex, any accumulated armor replacements at the factory are immediately destroyed. The factory itself is destroyed and removed from play if its hex is enemy controlled at the start of a German initial phase. (Note that the Soviet player almost always has a player turn between the capture of a factory's hex and the destruction of the factory and thus has a chance to recapture it.) The German player gains victory points for destroying Soviet factories (Rule 37).

Starting with the Jul 1 41 turn, the Soviet player may transfer his on-map factories to the Urals (off-map). During the Soviet initial phase, a factory may be transferred if a rail element supply line can be traced from the factory to a rail hex on the east edge of the map. Moving a factory does count against the Soviet rail capacity; each factory is 30 REs in size for this purpose. The factory is removed from the map and placed on the turn record chart 8 turns from the current turn. For example, a factory transferred to the Urals on the Jul 1 41 turn is placed on the Nov 1 41 turn on the turn record chart. The factory is placed in the Urals box of the Soviet game chart in the Soviet initial phase of the indicated turn. The factory produces no replacements on the turn it is placed on the turn record chart and for each turn it remains on this chart. It produces replacements as normal starting with the turn it is placed in the Urals box.

E. The Soviet Government. The seat of government of the USSR starts the game at Moskva. (A capital counter is provided to mark its location. For brevity, the seat of government of the USSR is called the capital.) The Soviet player may move the capital to any friendly-controlled Soviet major city on the map or to an off-map Soviet major city in the Urals. During any Soviet initial phase, the Soviet player may re-locate the capital simply by moving it to its new location; no supply lines or rail

routes need to be traced. The Soviet player incurs a victory penalty each time the capital is moved, with one exception: there is never a victory penalty for moving the capital back to Moskva. There is an even greater victory penalty if the Axis captures the Soviet capital. (Victory rules are given in Rule 37.)

The Soviet capital is captured by the Axis when an Axis unit gains control of the capital's hex, and the capital counter is removed from play. In the next Soviet initial phase, the Soviet player must create a capital by placing the capital counter in any friendly-controlled Soviet major city on the map or in the Urals. This new capital is treated the same as the original, including the same victory penalties for moving it or losing it.

F. Surprise Attack. On the first game turn (Jun II 41), the German player receives a special surprise attack turn prior to his regular player turn. The surprise attack turn consists of a movement phase, special air phase, and combat phase. Only German units starting the game in Greater Germany may move and attack in these phases. Only German air units based in Greater Germany or Rumania may participate in the special air phase. Following the surprise turn, the regular German player turn for Jun II 41 begins with the German initial phase. All standard rules are in effect, except that all units of both sides are automatically in supply throughout the German player turn.

1. Ground Units. All standard movement and combat rules are in effect for the movement and combat phases of the surprise turn, except for the following: a) rail movement may not be used; b) naval transport may not be used; c) river hexsides along the German-Soviet border (only) have no effect on combat; d) Soviet units do not exert ZOCs in hexes outside the Soviet borders; e) Soviet border guard units (units with the border guard unit type symbol) are considered to be supported.

2. Air Units. When preparing for play (Rule 36), the German player may assign air units to make a surprise attack against the Soviet Air Force. Any available German air unit able to fly the air unit bombing mission may be chosen. These air units and all Soviet air units are not placed on the maps; they are placed aside until the surprise attack is resolved.

All other German air units are placed at airbases. They may fly regular air missions (such as ground support) during the special air phase as normal.

Since no Soviet air units are deployed on the map, the Soviet player can not make patrol attacks or fly interception. All Soviet AA fires during the surprise attack turn are halved.

The surprise attack against the Soviet air force is resolved as follows:

a) For each German air unit assigned to the attack, one Soviet air unit is eliminated. Eliminated Soviet air units are chosen at random from the initial Soviet air units, before the Soviet player activates any air units. Eliminated air units are placed on the air chart as follows: 20% (rounding down) are chosen at random and placed in the eliminated over friendly territory box; the remainder are placed in the remnants box.

b) 10% (rounding down) of the German air units participating in this attack are aborted; these air units are chosen at random from the air units allocated to the attack.

c) The Soviet player calculates his disrupted group allowance (see below) and then activates his initial air units.

d) During the air return step, players deploy the air units involved in this procedure. The Soviet player deploys his activated air units at any Soviet-controlled airbases in the USSR. The German player deploys his air units which participated in

the surprise attack at any airbases in Greater Germany and Rumania; aborted air units are deployed inoperative.

The Soviet player calculates his disrupted group allowance by totaling the number of Soviet air units eliminated in the surprise attack and dividing this number by 2 (rounding fractions down). The disrupted GA is deducted from the Soviet GA and is recorded separately on the air chart. The Soviet non-disrupted GA total is the limit on how many active air units the Soviet player may have in play. The disrupted GA is recovered at a rate of 5 GA during the Soviet initial phase of each turn starting with Jul I 41; the recovered GA is added into the Soviet GA on the air chart.

Example: The German player allocates 72 air units to make the surprise attack against the Soviet air force. Thus, 72 Soviet air units are eliminated: 14 (20% of 72) are placed in the EFT box, and the remaining 58 are placed in the remnants box. The German player has 7 (10% of 72) air units aborted. The Soviet player has 36 (half of 72) GA disrupted. Thus, the initial Soviet GA is reduced by 36, and the disrupted GA return to play at a rate of 5 per turn starting on Jul I 41.

G. Soviet Unpreparedness. The following rules limit the Soviet player throughout the Jun II 41 turn. The Soviet rail capacity is reduced to 45 REs, and the Soviet player may not spend resource points to increase this capacity. The Soviet player may not start construction of any forts or permanent airfields and may not use his worker ability for construction. The Soviet player may not plan any airborne operations.

Rule 32 — Axis Allies

The forces of the Axis Allies may only operate in certain areas of the map, as defined below. An Axis Allied ground unit may not voluntarily move outside its operational area and is eliminated if forced to retreat outside its operational area. An Axis Allied air unit may not fly over any hex outside its operational area.

A. Eastern European Nations. Hungarian, Rumanian, and Slovakian forces may operate only in weather zones C and D.

Due to the intense national rivalries between Hungary and its Eastern European neighbors, the following rules are in effect. Hungarian and Rumanian/Slovakian units may not stack together or participate in an attack together. Hungarian and Rumanian/Slovakian air units may not base at the same airbase and may not fly to the same target hex. Hungarian forces may not operate in Rumania or Slovakia. Rumanian and Slovakian forces may not operate in Hungary.

1. Hungary. Hungary is neutral on the Jun II 41 and enters the war against the USSR on the Jul I 41 turn. While neutral, Hungarian forces may not operate outside Hungary (including attacking outside Hungary from hexes inside the country). Other forces may not enter Hungary.

A maximum of 2 Hungarian air units may be based and fly air missions in the USSR. All other Hungarian air units must be based in Hungary and may not fly air missions outside Hungary.

The gray-bordered region containing the city of Cluj (1630) was annexed from Rumania by Hungary in 1940 and thus is considered to be part of Hungary for all game purposes.

2. Rumania. A maximum of 3 Rumanian air units may be based and fly air missions in the USSR. All other Rumanian air units must be based in Rumania and may not fly air missions outside Rumania.

A number of Rumanian units start the game in reserve status.

These units may only operate in Rumania, on or west of the line from 3B/2424 to 3B/3519. A unit may operate normally when the Axis order of battle releases it from reserve. All of these units are released from reserve and may operate normally if: 1) a Soviet unit moves adjacent to the 3B/2424-3B/3519 line at any time, or 2) there are 10 more REs of Soviet units anywhere in Rumania at the start of a German initial phase.

B. Finland. Finland is neutral on the Jun II 41 turn and enters the war against the USSR on the Jul I 41 turn. Once in the war, Finnish forces may operate in weather zones A and B. However, due to Finland's limited war aims, Finnish forces have operational restrictions within this zone.

While neutral, Finnish forces may not operate outside Finland. German forces may enter Finland (some start the game there) before Jul I 41, but all German forces in Finland are under the same restrictions on the Jun II 41 turn as Finnish forces are. Soviet forces may operate in Finland on the Jun II 41 turn.

The Soviet Union, after its costly victory in the Winter War of 1939/40, annexed portions of Finland (the regions between the 1939 and 1941 Finnish borders) and occupied Hango. For all game purposes, once Finnish (or other Axis) units gain control of these hexes, they are considered to be part of Finland, even if the Soviet player regains control.

Finland had only limited war aims, and, unlike most other Axis Allies, was successful in resisting German pressure to play an ever-larger role in the war against the Soviet Union. The following rules cover Finland's situation.

Finnish units may not attack any hex of Leningrad or any hex adjacent to the city. Finnish units may enter these hexes if the Soviet player leaves them unoccupied and may overrun these hexes if able to do so. Finnish air units may not fly any air missions in these hexes as long as the hexes are Soviet-controlled.

Finnish units may not enter Soviet ZOCs, overrun Soviet units, or attack Soviet units in hexes beyond the Finnish stop line. The stop line is the line of rivers and lakes running as follows: the Neva River (2A/0831 to 2A/0930), Lake Ladoga, the Luga River (2A/0725 to 2A/0619), Lake Onega, and the White Sea Canal (6A/4619 to 6A/3818). Note that Finnish units may enter hexes beyond the stop line if the Soviet player does not position his units to prevent this.

Only a limited number of German forces are allowed to operate in Finnish territory south of the A weather line. A maximum of 5 REs may operate in this region. For this limit, combat/motorized units are counted at double their RE size, and air units are counted as being 1 RE in size. Position AA counters and resource points are not counted against this limit. German forces in excess of this limit may not enter this region. All German forces operating in Finnish territory south of the A weather line are bound by the Finnish operational limits.

The RE limit for German forces may be raised if the Soviet player launches an invasion of southern Finland. Each German initial phase, the RE limit is increased by 20 REs if there are any non-isolated Soviet units within 7 hexes of Helsinki. Soviet units at Hango are not considered for this calculation if Hango has been continuously Soviet-controlled since the start of the game.

Germany and Finland have agreed that the Arctic is a German-controlled theater of war, not a Finnish one. Accordingly, German operations in the Arctic, including Finnish territory in the Arctic, have no special limits placed on them. Since the Arctic is a German theater, no more than 10 REs of Finnish units may

operate outside Finland in the Arctic.

C. Italy. Italian forces may operate only in weather zones C and D.

Rule 33 — Axis Garrisons

Partisans are not covered explicitly in *Fire in the East*. The following rule is an approximation of their effect for *Fire in the East*. Dot and major cities in the USSR captured by the Axis must be garrisoned by Axis units. The garrison of a dot city must be 1 RE in size; the garrison of a major city must be 3 REs in size. The garrisoning unit may not be artillery, antiaircraft, or antitank. The German player must garrison a captured city starting with the game turn following the turn of its capture. For example, if Smolensk is captured in the Jul II 41 turn, then the city must be garrisoned in the Aug I 41 turn. However, a city does not have to be garrisoned if there are supplied Soviet units within 5 hexes of the city or if a supply line can not be traced from the city to an Axis regular source of supply.

Garrisons are checked at the start of the initial phase of each Soviet player turn. If an Axis-controlled Soviet city is lacking its garrison (either entirely or in part), then the Soviet player receives a number of infantry replacement points: 1 for a dot city and 3 for a major city. Also, Axis units may not trace supply lines through the hex (or hexes) of a city lacking its required garrison. The replacement points the Soviet player receives due to this may be added to the replacement points of any Soviet military districts on the map.

In poor weather (mud, frost, and snow), the Axis must garrison captured reference cities as well as dot and major cities. The Soviet player does not receive any replacements if the Axis fails to garrison a reference city, but Axis supply lines may not be traced through a hex containing an ungarrisoned reference city.

The German player is not required to garrison cities in territories acquired by the Soviet Union in 1940. This includes all cities in the Baltic States and all cities in the region between the Axis-Soviet demarcation line and the 1939 Soviet-Rumanian border.

Rule 34 — Reinforcements and Replacements

A. Reinforcements. Players receive reinforcements during the course of the game, as given on their orders of battle. A player's reinforcements are placed on the map during his initial phase. Reinforcements may be placed only in friendly-controlled hexes; these hexes may be in enemy ZOCs.

1. Axis. German reinforcements arrive in various ways, corresponding to their listing on the Axis order of battle:

German reinforcements are placed in any hexes on the west edge of the map in Greater Germany, Hungary, Rumania, Bulgaria, or Greece. Alternatively, they may be kept off-map and enter via naval transport in the Baltic or Arctic.

German, Arctic reinforcements are placed in any ports in Norway.

The *German, Sweden* reinforcement is placed in any rail hex on the west edge of the map in Sweden; its movement is governed by Rule 31.B.

German, Finland reinforcements are placed in any cities in Finland from which a supply line can be traced to a regular source of supply. These units may not be placed in Finnish cities south of the Arctic if doing this would exceed the RE limit for German forces in this region.

German, East reinforcements are placed in any cities in Greater Germany or the USSR from which a supply line can be traced to a regular source of supply.

Italian reinforcements are placed in any hexes on the west edge of the map in Greater Germany, Hungary, Rumania, Bulgaria, or Greece.

Hungarian reinforcements are placed in any hexes on the west edge of the map in Hungary.

Finnish reinforcements are placed in any cities in Finland south of the A weather line.

Slovakian reinforcements are placed in any hexes on the west edge of the map in Greater Germany.

Rumanian reinforcements are released from reserve status (see Rule 32.A).

2. Soviet. Soviet reinforcements are placed in cities in military districts, at specific locations on the map, or on map edges when arriving from off-map military districts.

Reinforcement arriving at an on-map military district are placed in cities in the military district, as follows:

- a) One unit is placed at each non-isolated major city.
- b) One unit then is placed at each non-isolated dot city.
- c) One unit is placed at each isolated city.

d) Step a through c are repeated until all units arriving at a military district are placed. These reinforcements may not be placed in a hex in violation of the stacking limit. Reinforcements unable to enter play without violating stacking are eliminated. If all dot and major cities of a military district are Axis controlled, then reinforcements scheduled to arrive in the district are eliminated. Reinforcements eliminated though inability to enter play may enter play only through replacement.

Reinforcements scheduled for a specific location (which usually is a city) are placed at that location. If unable to enter play due to stacking limits or due to enemy control of the location, they are eliminated.

Reinforcements arriving from off-map military districts are placed as follows:

Reinforcements from Eastern military districts are placed off the east edge of the map. The reinforcements enter play during the movement phase, using rail movement (operational or strategic, at the Soviet player's option), entering in any rail hexes on the east edge of the map.

Reinforcements from the Volga Military District are placed in any hexes on the east edge of the map from hex 2A/3101 through hex 4A/0901.

Reinforcements from the Transcaucasus Military District are placed in any hexes on the south edge of map 4A from hex 5101 through hex 5112 or on the east edge of map 4A from hex 4701 through hex 5101.

B. Replacements. Players receive replacement points (RPs), which are used to replace eliminated units or to rebuild cadres to full strength. RPs are received and used during the player's initial phase. Unused RPs may be accumulated for use in later turns.

Each replacement point replaces one attack strength point of a unit. A unit with 0 attack strength has its replacement cost based on its defense strength. A unit with 0 combat strength is replaced at a cost of one replacement point. Position AA is replaced at a cost of 1/2 RP per AA strength point. A division headquarters is replaced at a cost of 1 RP.

Replacement points may be used to replace an eliminated unit at its cadre strength. The RP cost is equal to the strength of

the cadre. RPs may be used to replace a unit at its full strength; the cost is equal to the full strength of the unit.

RPs may be used to rebuild a unit at cadre strength to its full strength. The cost for this is equal to its full strength minus its cadre strength. For example, a 7-6 division at its 3-6 cadre strength requires 4 RPs. To be rebuilt, a cadre must be in a city or fortress, be able to trace a supply line to a regular source of supply, and may not be in an enemy ZOC. The unit may not move or attack on the turn it is rebuilt.

There are two types of replacement points: infantry and armor. *Note:* The labels infantry and armor are terms of convenience, each type of RP actually represents more than just infantry or armor replacements, and Soviet replacements differ somewhat. For example, Soviet armor replacements represent armor, other vehicle, artillery, and certain specialized personnel replacements while German armor replacements mostly represent armor and truck replacements.

1. Axis. The Axis receives replacement points on the first turn of each month, as listed on the Axis replacements table. Axis replacements are based on nationality, and RPs of one nationality may not be used for other nationalities. For example, German RPs may not be used to replace Hungarian units. Replaced units appear exactly the same as reinforcements of the same nationality. Only German, Rumanian, and Finnish forces receive replacements. Other Axis forces do not receive replacements, and only the German forces receive armor replacements. Replaced units enter play as follows:

Finnish replaced units enter play the same as Finnish reinforcements.

Rumanian replaced units enter play in any cities in Rumania.

German replaced units enter play the same as German reinforcements arriving on the west edge of the map.

Armor RPs are used to replace reconnaissance, flammpanzer, truck, and assault gun units, and panzer non-divisional units. Infantry RPs are used to replace all unit types not listed for armor replacements (such as infantry, motorized antitank, field artillery, etc.) except panzer divisions, panzergrenadier units, and motorized infantry units.

Both armor and infantry RPs are used to replace (and to rebuild cadres of) panzer divisions, panzergrenadier units, and motorized infantry units. The armor and infantry RP costs of replacing these units is given on the Axis replacement chart.

The German player may replace a truck using armor replacements. It costs 4 armor RPs to replace a truck.

The German player may replace only a limited number of units of certain unit types or of certain German forces. These restrictions are considered separately for each Axis nationality. The limits are:

- 1) Only one engineer RE (construction, combat, assault, railroad) may be replaced per month.
- 2) Only one artillery RE may be replaced per month.
- 3) Only one airborne RE may be replaced per 3-month (6-turn) span.

4) only one Brandenburger battalion may be replaced per month. (A Brandenburger battalion does not count against the airborne unit replacement limit.)

2. Soviet. The Soviet player receives replacement points during the Soviet initial phase of each turn starting with the Aug 1 41 turn. Soviet replacement points are generated at cities in the military districts and at factories.

Armor replacements are used to replace tank, light tank, mechanized, motorized rifle, assault gun, NKVD (unit type), antitank, antiaircraft, and artillery units. Infantry replacements are used to replace all other units.

The Soviet player receives armor replacements from factories. He receives 1 armor RP per functioning factory each turn starting with the Aug 1 41 turn. The RPs from non-isolated factories are placed in a general pool. Units replaced by RPs from this pool may be placed at any unisolated factories. RPs from this pool are used to rebuild cadres that require armor RPs. An isolated factory is treated separately. Its RPs do not go into the general pool; they accumulate only at the factory itself. Units replaced by these RPs must be placed at that factory, and other armor RPs may not be used to help replace the unit. If such a factory is no longer isolated in a Soviet initial phase, all of its accumulated RPs go into the general pool. If a factory with separately accumulated RPs is captured by the Axis, then all its accumulated RPs are lost.

The Soviet player receives infantry replacements from replacement cities in the military districts, as listed on the Soviet replacement chart. Each district maintains a separate pool of RPs. A city of a district contributes its RPs to the pool unless it is isolated. Units replaced from these pools are placed in cities in the military district in the same manner as reinforcements for the district, except that units replaced from the general district pool of RPs may not be placed at isolated cities. If a replacement city is isolated, then its RPs are accumulated and used separately for the city, in the same manner as for an isolated factory. A city captured by the Axis produces no RPs, and all RPs accumulated at that city are lost. If all cities in a district are captured by the Axis, then all accumulated RPs for that district are lost. If the Soviets recapture a replacement city, it begins to produce replacements again on the sixth turn following its recapture.

The infantry RPs of a military district may be used to rebuild a cadre only if the cadre is in a city in the district. (All standard rules for rebuilding the cadre must be followed.)

Units replaced at factories in the Urals or by RPs the Eastern military districts enter play the same as reinforcements from the Eastern military districts. Similarly, units replaced by RPs from the Volga and Transcaucasus Military Districts enter play the same as reinforcements from those districts.

The Soviet player receives infantry RPs due to failure by the Axis to garrison captured cities (Rule 33). These RPs may be added to the RP pool of any on-map military districts. The Soviet player may receive (and use) these infantry RPs before the Aug 1 41 turn.

The Soviet player may replace only a limited number of units of certain unit types or of certain Soviet forces:

- 1) Cavalry units may be replaced only in military districts in weather zones C or D (Kiev, Odessa, Kharkov, Volga, North Caucasus, Transcaucasus).
- 2) Only one NKVD (unit type) RE may be replaced per month.
- 3) Only one parachute or parachute-infantry RE may be replaced per 3-month (6-turn) span.
- 4) Only one combat engineer RE may be replaced per month.
- 5) Mountain units may be replaced only in the Transcaucasus or Eastern Military Districts.
- 6) Ski units may be replaced only in the Arkhangelsk,

Leningrad, Moskva, or Eastern Military Districts.

7) All other winterized units may be replaced only in the Arkhangelsk or Eastern Military Districts.

3. Special Replacements. When unisolated non-motorized units are eliminated due to combat or overrun, the owning player receives infantry replacements. Combat/motorized and artillery units do not provide special replacements, nor do isolated non-motorized units. Only German, Finnish, and Soviet forces receive special replacements; Hungarian, Italian, Rumanian, and Slovakian forces do not.

When an eligible unit is eliminated, the owning player should place the unit to one side. When a eligible unit is reduced to cadre, the owning player should note the actual strength point loss (i.e., full strength minus cadre strength). In the initial phase, the phasing player calculates the total strength loss of his eligible units; this calculation always uses the units' attack strengths. Finnish losses (and special replacements) are calculated separately from German losses.

The player next calculates the number of infantry RPs received due to special replacements. The German and Finnish loss totals are divided by 4; the Soviet loss total is divided by 5. (Fractions are always rounded down.) The resulting number is the number of infantry RPs that force receives due to special replacements. German and Finnish RPs are added to their respective accumulated RP pools. Soviet RPs are added to the accumulated RP pools of any of his on-map military districts; however, no military district may receive more than half of these RPs. district. RPs received due to special replacements may be used in the initial phase in which they are calculated.

Example: In a Soviet initial phase, the Soviet player finds that he has lost 103 attack strength points of unisolated non-motorized units. Thus, he receives 20 infantry RPs as special replacements and may add these RPs to the RP pools of any of his on-map military districts. However, no more than 10 of these RPs may be added to any individual RP pool.

C. Withdrawals. The orders of battle require certain units be withdrawn from play at various times. Any unit of the indicated nationality, size, type, and strength may be taken. (Unit identifications are given for historical interest and may be ignored.) An isolated unit may not be withdrawn. A withdrawn unit is totally out of play and may not be replaced.

If no unit in play can be withdrawn, then an eliminated unit is withdrawn and the player forfeits RPs equal to the unit's replacement cost. If the player does not have sufficient RPs (of the correct types) to meet this cost, then the remainder needed is deducted from the RPs scheduled to arrive in following turns. Since there are no replacements for Hungarian, Italian, and Slovakian units, German replacements are deducted instead.

D. Conversions. The orders of battle specify that certain units be converted from one strength and/or type to another. The player may convert a unit in any of his initial phases on or after the turn the conversion is specified on the order of battle. A unit to be converted must have been in play on the map at the start of the initial phase. When converted, it must be in a city or fortress, be able to trace a supply line to a regular source of supply, and may not be in an enemy ZOC. The unit may not move or attack on the turn it is converted. The unit is removed from play and the new unit is put in its place. Units removed from play through conversion may not be replaced.

E. Special Considerations.

1. Soviet Militia Units. Starting with the Nov I 41 turn, the Soviet player may withdraw up to 2 militia units per Soviet initial phase. For each unit withdrawn, the Soviet player receives infantry RPs equal to the unit's attack strength plus one. For example, withdrawing a 2-4 militia division gives the Soviet player 3 infantry RPs. A militia unit must be in a Soviet replacement city to be withdrawn, and its replacement points are added to the RP pool of the city's military district. (If the city is isolated, then the RPs are added to the city's own accumulated RPs.)

Militia units, whether withdrawn per above or eliminated in combat, may not be replaced.

2. Soviet 3-6 Rifle Divisions. Starting with the Aug I 41 turn, the Soviet player may convert up to four 3-6 rifle divisions per turn to their 4-6 strengths. All regular rules for conversion must be met. Once converted, the unit remains at its 4-6 strength for the rest of the game, even if it is subsequently eliminated and replaced. Eliminated 3-6 rifle divisions must be replaced at their 3-6 strengths.

Note: Soviet 3-6 rifle divisions have 4-6 rifle divisions printed on the backs of their counters. Neither division has a cadre. When a 3-6 rifle division is eliminated, it should be kept separately from other eliminated units so that it won't be confused with eliminated 4-6 rifle divisions.

3. Soviet Guards. The Soviet order of battle specifies when units are converted to Guards status. The regular conversion rules are followed, with the exception that the units removed from play due to conversion to Guards status may subsequently be replaced. (In such a case, a new formation has been raised with the old formation's identification.)

Any Soviet regular, winterized, or Naval ground unit of the correct size and type may be converted into Guards. The conversion may require or yield RPs. To determine this, add one to the attack strength of the unit being converted and subtract the attack strength of the Guards unit from this. If the result is negative then that is number of RPs needed to make the conversion. If the number is positive, that is the number of RPs gained by the conversion. Infantry RPs come from or go to the military district in which the conversion occurred; armor RPs come from or go to the general pool of armor RPs. For example, a 3-6 rifle division is converted to a 5-6 Guards rifle division in Moskva; thus, 1 infantry RP from Moskva military district must be spent for this conversion.

4. Disbanding Soviet Units. The Soviet player may disband any Soviet combat/motorized divisions and cadres (including Guards). The Soviet player disbands these units in the Soviet initial phase, removing the unit from play. A unit is disbanded the same as a unit is withdrawn from play (per section C). The Soviet player receives armor RPs equal to the replacement cost of the disbanded unit. Once disbanded, the unit is permanently eliminated and may not be replaced.

5. Replacement Pool Units. The Soviet order of battle specifies that a number of units be placed in the Soviet replacement pool. These units may not enter play except through replacement.

Rule 35 — Lend-Lease

During the course of the game, the Soviet player receives lend-lease air units, resource points, and armor replacements. Lend-lease reinforcements are delivered to the USSR via two routes: a northern route (labeled *Lend-Lease North* on the Soviet

order of battle) and a southern route (labeled *Lend-Lease South*).

Lend-lease reinforcements arriving via the northern route arrive at any Soviet-controlled Arctic ports that are not ice-bound on the turn the lend-lease arrives. If there is no port available, the lend-lease reinforcements for that turn do not arrive at all. If a port is available, then each arriving lend-lease air unit, resource point, and armor RP must be checked for the effects of German anti-shipping forces. Two dice are rolled for each item; on a roll of 3 or less, the item was sunk in transit and does not arrive. Lend-lease that does arrive is placed as follows: a) resource points are always placed at the port; b) if the port is not isolated, then armor RPs are placed in the general armor RP pool and air units are placed in the available box; c) if the port is isolated, then the armor RPs and air units are stockpiled at the port. In following Soviet initial phases, these items go to their proper destinations if the port is no longer isolated. If the German player ever gains control of the port hex, then all stockpiled armor RPs and air units at the port are eliminated.

Lend-lease resource points arriving via the southern route do not risk loss in transit and may enter the map from the Transcaucasus Military District.

The Soviet player receives one Royal Air Force group allowance on Sep I 41. This GA may be used only to activate the Hurri 2 air unit received as lend-lease. If this air unit is not received (due to any reason), neither is the RAF GA. The RAF group allowance is withdrawn from play on Nov I 41. The Hurri 2 air unit is then turned over to the Soviet air force. It may remain in play if the Soviet player GA total allows; otherwise, it is placed in the available box and may be activated at a later date.

While the Hurri 2 air unit is activated by the RAF group allowance, this air unit is treated as if it were a Guards air unit. Once turned over to a regular Soviet GA, it is treated as a regular air unit. (The Soviet player may use one of his Guards conversions to keep it at Guards status.) A Hurri 2 counter is provided in both regular and Guards colors for this purpose.

The Soviet player may not reduce the RAF group allowance through the air replacement procedures, even if the Hurri 2 air unit is eliminated while the RAF group allowance is in play.

Rule 36 — Preparing for Play

The maps are laid out to form a complete game map. Map 5B goes in the upper left corner; map 6A goes in the upper right corner; map 1B goes in the left center; map 2A goes in the right center; map 3B goes in the lower left corner; and map 4A goes in the lower right corner. There is a one-hex overlap between adjacent maps. For example, when assembling the maps, the 5100 hex row of map 5B overlaps the 0100 hex row of map 1B (or vice-versa).

The counters should be sorted by nationality, type, size, and strength. Unit designations are given for historical interest and may be ignored for deployment and play of the game.

The orders of battle specify the initial deployment for both sides. (Abbreviations used on the orders of battles are displayed at the end of each order of battle.) In general, ground units are deployed in their historical army areas. These units may be deployed in any hexes of their army areas. Soviet units are deployed in Soviet territory, and Axis units are deployed in Axis territory. The stacking limit may not be violated when units are deployed. Each army deploying along the Axis-Soviet demarcation line has a range of hexes for deployment. No unit of

the army may be deployed in any hex north or south of this range. For example, units of the German 16th Army (deployment range 1B/2723 to 1B/2923) may not deploy in hexes north of the 1B/2700 row or south of the 1B/2900 row.

The Soviet player deploys the ground units of his border military districts first. These districts are: the Leningrad, Baltic Special, Western Special, Kiev Special, and Odessa Military Districts. Along the Soviet borders with Greater Germany, Hungary, and Rumania, every hex in the Soviet Union adjacent to a border hexside must be occupied by or in the ZOC of a Soviet unit. Along the Soviet border with Finland, every border hex containing a transportation line entering the Soviet Union must be occupied by or in the ZOC of a Soviet Unit. Units listed in the non-division section of each military district are deployed stacked with any other units in the military district.

The German player then deploys all of his ground units, as specified on the Axis initial order of battle.

The Soviet player then deploys all of his remaining ground units. The Soviet player does not activate his air units at this time. His available air units are placed aside for the resolution of the surprise attack turn (Rule 31.F), and the Soviet player activates and deploys his air units after this attack.

The German player activates Axis air units. Air units not activated are placed on the available box of the German air chart. The German player then chooses which of his Luftwaffe air units (only) will make the surprise attack against the Soviet Air Force; these are placed to one side for the resolution of the attack in the surprise attack turn. The remaining air units are deployed on the map. Axis-Allied air units are placed at airbases in their home countries. Up to three Luftwaffe air units may be placed at airbases in Norway. The remaining Luftwaffe air units are placed at airbases in Greater Germany or Rumania, and the air units making the surprise attack will be deployed in Greater Germany and Rumania following the attack.

After all forces are deployed, the game begins with the German surprise attack turn of the Jun II 41 turn. The weather is clear in all weather zones on this turn.

At the start of the game, the German player controls Norway, Finland (except for Hango), Greater Germany, Hungary, Rumania, Bulgaria, and Greece. The Soviet player controls the USSR and Hango. Sweden and Turkey are neutral.

Rule 37 — Victory

A. Game Length. The game starts with the Jun II 41 turn and end with the Mar II 42 turn.

B. Victory Determination. Victory is based on the number of victory objectives in the USSR the German player controls on the final turns of the game. The German player controls an objective for victory purposes if he controls all hexes of the objective at the end of each game turn from Feb II 42 through Mar II 42. The German player receives victory points for control of victory objectives, as follows:

Moskva	5
Leningrad	3
Kiev	2
Each other Soviet major city	1
Smolensk	1
Murmansk	1
Sevastopol	1

The German player gains 1 victory point each time the Soviet

player moves the Soviet capital. The German player gains 2 victory points each time he captures the Soviet capital. The German player gains 1 victory point for each Soviet factory that is destroyed. The German player loses 1 victory point for each Axis major city that is controlled by the Soviet. (Soviet control of a city for victory purposes follows the same rules as for Axis control of objectives.)

C. Levels of Victory. At the end of the Mar II 42 turn, victory points are totaled. This total determines the game's winner and his level of victory:

<i>Victory Point Total</i>	<i>Level of Victory</i>
5 or less	Soviet Decisive Victory
6 or 7	Soviet Substantial Victory
8 or 9	Soviet Marginal Victory
10 to 13	Stalemate
14 or 15	German Marginal Victory
16 to 18	German Substantial Victory
19 or more	German Decisive Victory

Rule 38 — Advanced Rules

The following rules cover certain game mechanics in greater detail than presented in the previous rules. These rules are not optional and should be used by experienced players. For players gaining experience with the game system, these rules can be disregarded.

A. Retreats and Overruns. During the combat phase, a unit or stack required to retreat due to a combat result (Rule 9.F) may retreat into an enemy occupied hex if able to overrun (Rule 13) the hex. The overrun odds are calculated as normal, but movement point costs are ignored. The effects of enemy ZOCs on retreats are implemented before the overrun odds are calculated. *Example:* A stack of two Soviet 10-5-8 tank divisions is attacked and a DR is achieved. The stack is surrounded, but one of the adjacent hexes is occupied by a 1-10 supported battalion, and no German ZOC is exerted into that hex. Accordingly, the Soviet tank divisions retreat into this hex, overrunning the battalion. If a German ZOC was exerted into this hex, the tank divisions would be reduced to their 4-2-8 cadre strengths and thus be too weak to overrun the battalion.

B. Antiaircraft Fire.

1. Overruns. If units are unable to overrun a hex containing enemy units due to the support of air units flying defensive support in hex, the units may attempt to drive off the enemy air units and then overrun the hex. The attacker specifies which units are executing the overrun; these units must be at least strong enough to overrun the hex assuming no defensive support air units are there. The procedure used for firing AA against defensive support air units during the combat phase (Rule 22.B) is followed. Only the units participating in the overrun may fire AA. If the overrun is possible after AA is fired, then the hex must be overrun. If the overrun is not possible, then the overrunning units must cease movement (and all other activities) for the remainder of the movement phase. They may attack during the combat phase, with no special restrictions placed on them.

2. Harassment. Units may fire AA during the movement and exploitation phases against air units flying harassment. To fire AA, the unit (or units) must enter the hex containing the air units flying harassment, ending their movement for the phase in the hex. The units may then fire AA against the air units flying harassment in the hex. If any air units are drive off, the harassment cost in the hex is recalculated and used for all subsequent movement. Only one AA attack may be made per hex containing air units flying harassment per movement or exploitation phase. Only combat/motorized units may fire AA during the exploitation phase.

C. Velikie Luki-Riga Rail Line. The rule stating that all rail lines in the Baltic States are standard gauge is a simplification for playability purposes. Actually, the rail line from Velikie Luki to Riga is broad gauge, including its portion in Estonia map 1B, hexes 2407 to 2309 to 2212 to 1816. All other rail lines in the Baltic States are standard gauge, including those that cross this broad gauge line. For example, all other rail lines running into or through Riga are standard gauge.

D. Winterization. The Grossdeutschland and Lehr units of the German army are winterized. These are the motorized regiment with the *GD* unit identification and all German army units with *Lehr* as part (or all) of their unit identification.

E. Soviet Artillery Replacements. In addition to any artillery

units replaced through armor replacement points, the Soviet player may replace one artillery unit each time Soviet replacements are taken (that is, each turn starting with Aug 1 41). For this replacement to be taken, two Soviet artillery units must be removed from the replacement pool; these two units may never be replaced or otherwise re-enter play. The attack strength of each of the two discarded units must be equal to or higher than the attack strength of the replaced unit.

Rule 39 — Optional Rules

The following optional rules may be used upon agreement by both players. Players should decide which optional rules will be used before choosing sides.

A. Bridges. A transportation line crossing a river/major river hexside is a bridge. A bridge is controlled by a player if he controls both both hexes adjacent to the bridge hexside or if he was the last to do so. At the start of the game, bridges on the Axis-Soviet demarcation line are not controlled by either player. Bridges may be demolished by bombing and by ground units.

Air units may bomb a bridge. (This is a tactical bombing mission.) The bombing air unit flies to either hex adjacent to an uncontrolled or enemy-controlled bridge hexside and may be intercepted by enemy interceptors able to fly to that hex. After air combat, AA is fired. AA fire may come from either (but not both) of the two hexes adjacent to the bridge hexside, firing player's choice. Surviving air units then bomb the bridge, using the bombing table. Three bombing hits demolishes the bridge.

A ground unit may demolish a bridge by spending 4 MPs in either hex adjacent to the bridge to do so. The bridge must be friendly controlled or uncontrolled. If the player controls both hexes adjacent to the bridge, the demolition is automatic. If one adjacent hex is enemy controlled, then a die must be rolled after the MPs are spent: the bridge is demolished only on a roll of 1 through 3. (Several demolition attempts may be made in the same turn.)

A demolished bridge may not be used for any movement purposes, such as road movement, rail movement, administrative movement, etc. For example, a unit using a road to cross a river and enter a woods hex normally pays 1 MP to do so; it must spend 3 MPs to do so if the bridge is destroyed (1 MP for the river and 2 MPs for the woods hex). Supply lines may be traced across a demolished bridge without penalty.

An engineer may repair a demolished bridge; it may also repair an (as yet) undemolished bridge that has taken bombing hits. A bridge may be repaired only if the player controls both hexes adjacent to the bridge. Repairing a bridge across a non-major river costs the engineer 4 MPs. Repairing a bridge across a major river costs the engineer 8 MPs, and the engineer must trace an overland supply path to a resource point, which must be expended. Repairing a bridge that has bombing hits but is not demolished is the same as repairing a demolished bridge except that a resource point is never required.

A Brandenburg unit may attempt to seize a bridge when it enters a hex adjacent to a bridge hexside. If there are no enemy ground units in the other hex adjacent to the bridge hexside, the attempt is automatically successful. If there are enemy units adjacent, then one die is rolled and the Brandenburg success table is consulted. A Brandenburg unit may attempt to seize a bridge once per German player turn and must end its movement in a hex adjacent to the bridge. It may attempt to

seize a bridge during the movement phase when it moves adjacent to the bridge. It may attempt to seize a bridge in the air phase if it is air dropped adjacent to the bridge. A seized bridge immediately becomes German controlled. In addition, in the combat phase of the German player turn the bridge was seized, any one Axis unit may attack across this hexside without being affected by the terrain effects of the river hexside. Only one unit (of any size) may benefit from this; other units attacking across the hexside are affected by the river, as normal.

B. Capturing Resource Points. A player may voluntarily destroy his resource points at any time in his player turn only. During a player, whenever a unit gains control of a hex containing enemy resource points, half (round down) of the resource points in the hex are captured, and the remainder are immediately destroyed. A captured resource point is treated in all respects the same as the player's own resource points. *Example:* During the German combat phase, Axis units attack a hex occupied by a Soviet rifle brigade and five resource points. The result of the combat is a DR, and the rifle brigade retreats from the hex, carrying two resource points with it (Rule 12.F). Axis units advance after combat into the hex, gaining control of the hex. One resource point there is captured (half of the 3 points there, rounded down), and the remaining 2 points are immediately destroyed.

C. Finnish War Effort. The standard rules show Finland's historical participation in the war. This rule covers the separate nature of the Finnish foreign policy and Finland's independent relationship with Germany.

Before any units are deployed, the German player draws at random a card from a deck of playing cards to determine Finland's war effort. The card is not revealed to the Soviet player until the end of the game. (The German player should seal the card in an envelope, which the Soviet player may open after the game is played to conclusion.)

The card determines Finland's war effort. The limits of Rule 32.B are modified as follows:

Ace of Spades. Finland is totally committed to the Axis cause and is in the war from the start of the game. (Axis forces in Finland may not operate against the USSR during the surprise attack turn but may do so in the regular German player turn of Jun II 41.) All units of Army Norway may be deployed anywhere in Finland. The Leningrad and stop line restrictions are ignored; Finnish forces may operate anywhere in weather zones A and B. Any number of Finnish REs may operate in the Arctic outside Finland; and any number of German REs may operate in Finnish territory south of the Arctic.

Any Other Ace, King. Finland is strongly allied with Germany. This is the same as Finland being fully committed (see above) except that the restriction on operations against Leningrad is in force and a maximum of 20 REs of German units may operate in Finnish territory south of the Arctic. (This limit may be increased, per Rule 32.B, by a Soviet invasion of southern Finland.)

Queen, Jack. Finland pursues an independent war policy. The restrictions of Rule 32.B are followed except that 10 REs of German units may operate in Finland south of the Arctic and 20 REs of Finnish units may operate in the Arctic outside Finland.

10, 9, 7, 7, 6. Finland pursues an independent war policy. The provisions of Rule 32.B are followed, without modification.

5, 4. Finland pursues an independent war policy. The provisions of Rule 32.B are followed, with the following exceptions:

Finland is initially neutral (per Rule 31.B) and enters the war on the Jul I 41 turn. The units of Army Norway may not deploy inside Finland and may not enter Finland on Jun II 41. Only 3 REs of German units may operate in Finnish territory south of the Arctic, and only 5 REs of Finnish units may operate in the Arctic outside Finland. The German reinforcement entering in Sweden on Jun II 41 instead enters as an Arctic reinforcement on Jul I 41.

3. Finland pursues an independent war policy. The provisions of Rule 32.B are followed, with the following exceptions: Finland is initially neutral (per Rule 31.B) and enters the war on the Jul II 41 turn. The units of Army Norway may not deploy inside Finland and may not enter Finland until Finland enters the war. No REs of German units may operate in Finnish territory south of the Arctic, and no REs of Finnish units may operate in the Arctic outside Finland. The German reinforcement entering in Sweden on Jun II 41 instead enters as an Arctic reinforcement on Jul I 41.

2. Finland is neutral (per Rule 31.B). The units of Army Norway may be deployed in Norway (as a deception measure so that the Soviet player will not be certain that Finland is neutral). Alternatively, Army Norway units may not be deployed initially, entering play instead as regular German reinforcements on Jul I 41. German Arctic reinforcements may enter as normal or may enter as regular German reinforcements. The German reinforcement entering in Sweden on Jun II 41 instead enters as an Arctic reinforcement on Jul I 41.

D. The 22nd Air Landing Division. The German 22nd Air Landing Division was employed entirely in a ground role in the campaign. Thus, breakdown components for this division are not provided (which effectively means that the unit is limited to a ground role). The decision on how to employ this division may be left to the German player rather than imposed. Accordingly, allow this division (the 8-6 air landing division) to break down into an air landing headquarters and three 2-5 unsupported air landing regiments. These breakdown components may be found in various other Europa games.

E. The Sivash. The Sivash is a shallow, swampy body of water off the northeast coast of the Crimea; it is impassable to ships. Accordingly, naval units may not enter at any time any hex in the line from 4A/2929 through 4A/3230.

F. Special Weather Effects.

1. Frozen Rivers and Lakes. The rule that lakes and rivers are frozen during snow turns in zones A, B, and C is a simplification for playability purposes. The following rule covers this subject in more detail.

Rivers and lakes in a zone are freezing on the turn that: 1) the zone's weather changes from clear or mud to snow or 2) the zone's weather is frost for the second consecutive turn. River flotillas treat a freezing river or lake as being frozen; the river or lake is treated as being unfrozen for all other game purposes.

A freezing river or lake becomes frozen on the following turn and remains frozen as long as the weather in its zone remains frost or snow. The effects of frozen rivers and lakes remains unchanged from the standard rules.

2. Spring Thaw. Rivers (including major rivers) in a zone are in flood on the turn that the weather for the zone turns from frost or snow to mud. The MP costs to cross flooding river hexsides are: River: +2 MP; Major River: +4 MP.

Counters

1. Soviet marine brigades were printed with the naval troops symbol instead. All Soviet brigades with naval troops symbols are marines.
2. All Soviet rifle brigades are supported. (A few brigades, both regular and winterized, were printed without their supported dots.)
3. The Soviet 13th Cavalry Division's movement rating is 8, not 6.
4. The ID of the "5 Don" Soviet Militia cavalry division should actually be "15 Don."
5. The Italian "Balbo" cavalry unit is a brigade, not a division.

Game Credits

Karl Gaarsoe's name was misspelled. Sorry, Karl.

The following names were omitted from the credits: Lyle Dundek as an art department assistant; Rick Morris, Oliver Wilson, and Matt Ridgeway as playtesters.

Map

1. **Map 2A:** 1) A rail line should connect the rail lines in hexes 2A:3609 and 2A:3607. 2) Hex 2A:0126 is an intermittent lake hex.
2. **Map 5B:** 1) Hexsides 5B:5108/1B:0207 and 5B:5107/1B:0207 are river hexsides. 2) Hex 5B:5102 is an intermittent lake hex.
3. **Map 6A:** Hexes 6A:3032 and 6A:1632 are clear hexes.

Orders of Battle

1. Axis OB:

Army Group North, 18th Army: 1 × 1-2-8 mot Art III 110 is correct, not mot Art II.

Army Group Center, 9th Army: 1 × 3-8 Art III 783 is correct, not 3-6.

Rumania, Rumanian Air Force: Ignore the PZL.24 in the remnants.

Finland: Finnish Forces: References to "fortresses" should be "forts."

Aug I 41, Rumanian: Release from Reserve: In addition to the units listed here, all Rumanian units listed as being released from reserve on the Oct I 41 turn are released from reserve on this turn instead.

2. Soviet OB:

Western Special MD, 10th Army: Delete 1 × 4-6 Rifle XX 8. Add 1 × 3-6 Rifle XX 86.

Kiev Special MD, Army Boundaries: The correct deployment ranges are: 5th Army from 1B:4424 to 1B:4824, 6th Army from 1B:4925 to 1B:5028, 26th Army from 1B:5129 to 3B:0330, and 12th Army from 3B:0429 to 3B:1320.

Kiev Special MD, Reserves: 1 × 11-6-8 Tank XX 10 is correct, not 10-5-8. The following are light tank cadres, not full-strength divisions: 3-2-8 Lt Tank Cdr 20, not 9-5-8 Tank XX; 2-1-8 Lt Tank Cdr 35, not 7-4-8 Tank XX; 3-2-8 Lt Tank Cdr 40, not 8-4-8 Tank XX.

Odessa MD: a) 9th Army: Delete 1 × 4-3-8 Cavalry XX 2. Add 1 × 3-6 Rifle XX 196. b) 9th Rifle Corps: Delete 1 × 3-6 Rifle XX 234. Add 1 × 4-6 Rifle XX 156 and 1 × 4-3-8 Cavalry XX 2.

Moskva MD: Delete 2 × 4-8 Motorized XX 106, 107.

North Caucasus MD: Delete 1 × 4-8 Motorized XX 103, 1 × 4-6 Rifle XX 156, and 2 × 3-6 Rifle XX 86, 196.

Stalin Line: References to "forts" actually mean "fortified areas." A fortified area may not be placed within two hexes of another fortified area.

Soviet Air Force and Air Defenses: The reference to "major airfields" actually means "permanent airfields."

Jul II 41, Transcaucasus MD: 2-1-8 Lt Tank Cdr 54 is correct, not 2-18.

Jul II 41, From Eastern MDs: a) Ignore the listing for the appearance of the ten 6-4-8 tank divisions. Instead, receive the following: 6 × 2-1-8 Lt Tank Cdr 102, 103, 104, 106, 109, 110 and 4 × 6-4-8 Tank XX 101, 105, 107, 108. There are no counters for the 105th and 110th. Use the 59th and 111th Tank XX counters instead. b) Delete the following: 1 × 6-6 Rifle XX 57 (Wnt), 3 × 5-6 Rifle XX 22, 35, 39 (Wnt), 1 × 4-7 Mountain XX 79 (Wnt), 2 × 4-6 Rifle XX 94, 105 (Wnt).

Aug I 41, Add to the Replacement Pool: 1 × 4-6 Rifle XX 8 and 1 × 3-6 Rifle XX 234.

Aug II 41, From Eastern MDs: Delete: 1 × 6-4-8 Tank XX 59, 1 × 3-8 Cav XX 59, 1 × 4-6 Rifle XX 66 (Wnt).

Sep II 41, Kharkov MD: There is no counter for 1 × 3-2-8 Tank X 14. Use the spare 4th Tank Brigade counter in its place.

Oct I 41, From Eastern MDs: Delete 1 × 3-8 Cavalry XX 58.

Oct II 41, From Eastern MDs: 1 × 4-6 Rifle XX 114 is called for but has no counter. Use any eliminated 4-6 Rifle XX counter in its place.

Nov I 41, From Eastern MDs: Add 1 × 6-4-8 Tank XX 112.

Dec I 41, From Eastern MDs: Delete 1 × 6-6 Rifle XX 12 (Wnt).

Jan I 42, From Eastern MDs: Ignore the entry of 1 × 3-2-8 Tank X 4.

Feb I 42, Moskva MD: 1 × 2-1-8 Tank X 70 is correct, not 3-2-8. Thus, the tank brigade reinforcements for this district are 4 × 3-2-8 Tank

X 36, 38, 62, 94 and 2 × 2-1-8 Tank X 70, 153.

Charts

1. Unit Identification Chart: a) The symbols identifying two markers were not printed. To see what a bridge demolished marker looks like, turn over a line cut marker. Disrupted group allowance markers are the markers with "Disr." printed on them. b) Mechanized and Panzergrenadier units have full ATEC, not 1/2. c) Ignore the line "Soviet" line for heavy AA units. There are no Soviet heavy AA combat units.

2. Soviet Game Chart, Replacements: a) For the Arkhangelsk MD, add Viipuri to the "Other cities in MD" column. b) The infantry RP rate for the Eastern MDs should be 6, not 3.

Rules

Rules 5, 6A, 12D, 31G. Reduced ZOCs: Units with ZOCs may have reduced ZOCs. A reduced ZOC is the same as a standard ZOC, except for the following: It costs 0 MPs to leave a hex in an enemy reduced ZOC. It costs 1 MP to move directly from one enemy reduced ZOC to another. Always use the standard ZOC costs when both reduced and standard ZOCs are present. All units with ZOCs that have been out of supply for two or more consecutive turns have reduced ZOCs. All Soviet units with ZOCs have reduced ZOCs in weather zones B, C, and D on the Jun II 41, Jul I 41, and Jul II 41 turns.

Rule 7A3. Regauging: A rail hex may not be used for rail movement during the player turn it is regauged.

Rule 10C. AEC/ATEC Proportions: Change all mentions of 1/5 to 1/7. +1 AECA, -1 AECD, and -1 ATEC effects may be achieved with proportions that are at least 1/7 but less than 1/2.

Rules 13 and 20F2d. Overruns and Defensive Air Support: Ignore the presence of all defensive air support when calculating the overrun odds.

Rule 14A4. Railroad Engineers: It costs 1 MP to regauge a rail hex in clear weather and 2 MPs in poor weather. Quick construction may be used for regauging. For quick construction, at least one unit must be a railroad engineer; the other unit may be any unit with construction abilities or Soviet workers.

Rule 20F2c and d. Ground and Defensive Air Support: The total printed tactical bombing strength contributed by the air units may not exceed the total printed combat strength in the hex of the side they are supporting.

Rule 31A5c. Fortified Areas: A fort may not be built in a hex containing a fortified area (Rule 14A1). A fortified area may not be replaced once eliminated (Rule 34B2).

Rule 31F1. Ground Surprise Attack: Note that ignoring rivers on the border for the purposes of combat does mean their combat effects are ignored for the purposes of overruns as well.

Rule 31G. Soviet Unpreparedness: For the purposes of combat on the Jun II 41 turn, Soviet major city hexes are treated as if they were clear terrain hexes containing dot cities.

Rule 32B. Finland: a) The last sentence of the second paragraph should read: "Soviet forces may *not* operate in Finland on the Jun II 41 turn." b) In the sixth paragraph, the river called the "Luga" is actually the Svir.

Rule 34A2. Soviet Non-Divisional Reinforcements: Soviet reinforcements listed under the non-divisional units heading appear in any non-isolated Soviet-controlled major cities in the USSR. No more than one unit of the same unit type (e.g., combat engineer, field artillery, antitank, etc.) may appear in a city in a turn; the entry of units unable to enter play due to this restriction must be delayed to later turns.

Rule 34B. Replacements: A unit rebuilt to full strength from cadre may move and attack on the turn it is rebuilt.

Rule 34B1. Axis Replacements: The sentence on replacements for the other Axis forces should begin: "Other Axis forces do *not* receive replacements..."

Rule 34B2. Soviet Replacements: Soviet motorcycle units are replaced using armor RPs, not infantry RPs.

Rule 34E4. Disbanding Soviet Units: A unit must be in regular supply in order to be disbanded. The RPs received for a disbanded unit may not be used in the turn the unit is disbanded. They may be used in any following turn.

Rule 34E6. Soviet Fragile Divisions: Any Soviet division that has a cadre side is fragile. It may not be replaced once eliminated and may not be rebuilt from cadre strength to full strength.

Rule 36. Preparing for Play: Brandenburgers may be air dropped during either German air phase of Jun II 41. These operations are planned when the German player deploys his forces (that is, after the Soviet player deploys his border military district forces but before he deploys the rest of his forces).

More Optional Rules

1. **Me 110D:** The German player may take an Me 110D night fighter in place of an Me 110E fighter reinforcement once during the game. Otherwise, the Me 110D does not enter play.

2. **Soviet Parachute-Infantry:** Soviet parachute-infantry brigades actually have limited drop capabilities. To allow for this, the airborne operations rule (Rule 25) is modified: a) If the disruption die roll is -3 or less, the dropped unit is immediately eliminated. Note that this applies to all drops, not just parachute-infantry drops. b) Modify the disruption die roll for a parachute-infantry drop by -4, in addition to all other modifiers.

3. **Heavy Antiaircraft:** Heavy antiaircraft units are not halved in strength when attacking a fortress.

4. **Air-Naval Interaction.** When flying the naval unit bombing mission (Rule 20F2h), an air unit may fly to a search hex instead of flying to a target hex and resolving its mission during the air phase. This allows the air unit to remain in the hex into the enemy player's turn and gives the air unit a chance to bomb enemy naval units at that time. When flying to a search hex, the air unit has its movement allowance reduced by 4 MPs. A search hex may be any full or partial sea hex; it need not contain any enemy naval units. An air unit flying this mission has a search zone, which is composed of all full or partial sea hexes within four hexes of its search hex.

An air unit flies to a search hex during its air phase, and any patrol attacks, interception, and air combat involving the air unit occurs during this phase. AA is not fired at the air units during this phase. The air unit does not bomb during this phase. Instead, it remains in its search hex into the enemy player's movement phase. During this phase it may bomb an enemy naval unit that is/moves at sea in its search zone. For the purposes of this rule, a naval unit is at sea if it is in a full or partial sea hex and is not in port. AA is fired at the air unit immediately before it bombs. If one or more naval units are moving together within the search zones of several air units, all these air units may bomb the naval units at the same time. (Note that this is mostly for the purposes of Rule 22B, as a ship being bombed can receive AA support from one not being bombed.) If the air unit survives AA fire, it bombs its target. All of a player's air units flying this mission return to base at the end of the enemy player's movement phase.

If a naval unit is hit due to this bombing, it must immediately return to port and end its movement for the turn there. If it is carrying cargo, the cargo is disembarked at this port. However, the naval unit may not return to a port that is in the search zone of the air unit that successfully bombed the naval unit unless no other port is available. *Note:* When returning to port, the naval unit could be bombed by other air units if it enters their search zones.

When using this rule, a player must indicate all sea movement of his naval units in a sea zone before any naval bombing in the zone is resolved. (Thus, the non-phasing player will see all sea movement in a zone before he has to resolve any bombing.) A player may arrange the sea movement of his naval units so that several naval units are moving together, either for all or for only part of the movement.

More Designer's Notes

Errata: In the designer's notes, the first full sentence of page three lacks an important word: "...the Soviets simply can *not* stack the same combat strength per hex that the Germans can."

More OB Notes: 1) During the period covered by the game, Rumanian mountain and cavalry formations were actually called brigades. However, the game shows them as divisions, as this is the best way to represent these units in game terms. By the way, the Rumanians redesignated these formations as divisions in 1942 without any organizational change. 2) The "Norwegen" assault gun battalion (1-10) is a composite unit of two independent assault gun batteries in Army Norway. Both batteries in theory became battalions later in the war, but in reality they stayed approximately at battery size. 3) The German 49th Corps HQ was a mountain corps HQ. Somehow the corps marker was produced as an infantry corps. Fortunately, this makes no difference in play of the game. 4) Although divisional breakdowns in Europa are usually along organizational lines, breakdowns for Finnish divisions are an exception. Instead of breaking down into three regiments (per their organization), they break down into two brigades (for example, the 3rd Division operates this way during 1941). The only problem is that the German player can now play games with the 10 RE limit on Finnish forces in the Arctic and with rail capacity by breaking down 3 RE divisions into two 1 RE brigades before sending them north. I don't think this is a major problem requiring a special rule to fix. If you do, however, then count these brigades as 1 1/2 REs each. 5) The German security

regiments with movement ratings of 7 are bicycle security regiments.

Expanded Sequence of Play

The following is a list of activities that occur during the course of a game turn. Within each phase activities are numbered in the order in which they should be conducted. Activities within a numbering may be done in any order. The appropriate rules sections for the activities are given in parentheses.

Start of Game Turn

1. Determine weather (29B).

Initial Phase

1. a) Land late-returning air units (20F2d and e).
b) Transport supply to ports (28D and E).
c) Check Axis garrisons (33).
2. Check the isolation (3I) and supply (12) status of all units.
3. a) Transfer factories and the capital (31D and E).
b) Receive reinforcements (34A), replacements (34B), and lend-lease (35); do conversions (34D), withdrawals (34C), and disbanding (34E4).
c) Do air replacement system activities (26 and 27).
d) Repair naval units (28F).
4. a) Repair air units (23).
b) Construct forts and permanent airfields (14A1).
5. Plan airborne operations (25D).

Movement Phase

1. Break down units (15).
2. a) Move ground units, including administrative, road, and rail movement (6 and 7).
b) Execute overruns (13), including resolution of overrun AA (38B1).
c) Move and replenish ships, move river flotillas, and conduct naval transport (28).
d) Demolish rail lines (7C), airbases (17D), and bridges (39A).
e) Use the construction abilities of engineers (14A1).
f) Regauge rail lines (14A4).
g) Fire AA against air units flying harassment (38B2).
3. Assemble broken-down units (15).

Air Phase

1. Initiate missions (20), move air units (18), and resolve patrol attacks (19).
2. Fly interception and scramble missions (18, 20A, 20B).
3. Resolve air combat (21).
4. Fire AA (22).
5. Resolve most missions (20), including airborne operations (25).
6. Return phasing air units to base (18).
7. Return non-phasing air units to base (18).

Combat Phase

1. During the German combat phase, the Soviet player announces which hexes his ships are supporting with gunfire (28B2).
2. Resolve combat (9 and many other rules).

Exploitation Phase

Note: Only combat/motorized may perform activities in this phase.

1. Break down units (15).
2. a) Move units, including road movement (6 and 7B).
b) Execute overruns (13), including resolution of overrun AA (38B1).
c) Demolish rail lines (7C), airbases (17D), and bridges (39A).
d) Fire AA against air units flying harassment (38B2).
3. Assemble broken-down units (15).

End of the Soviet Player Turn

1. Scuttle river flotillas (28E).

When Appropriate

Note: The following may occur in the movement, air, combat, and exploitation phases.

1. a) Resolve air unit escape when airbases are captured (17B).
b) Resolve ship escape when ports are captured (28B4).
c) Abandon O-capacity airfields (17D).
d) Destroy resource points (39B).
e) Capture resource points (39B).

INITIAL FORCES, JUN II 41

ARMY GROUP NORTH

18th Army. Within 5 hexes of the German-Soviet border from 1B/2224 to 1B/2424.

5×8-6 Infantry XX	1, 11, 21, 58, 61
2×7-6 Infantry XX	217, 291
2×1-8 Bicycle II	402, 403
1×1-8 mot MG II	10
1×2-1-10 Aslt Gun II	185
1×1-10 mot Antitank II	563
1×3-2-8 Artillery III	818
1×2-3-8 Artillery III	609
1×1-2-8 mot Art II	110
1×2-0-R RR Artillery II	679
2×2-6 Engineer III	519, 667
1×0-1-5 Cons III	108
1×2-10 mot hv AA III	164 (LW)
1×1-10 mot hv AA II	II/36 (LW)
1×0-1-10 mot It AA II	604

4th Panzer Group. Within 5 hexes of the German-Soviet border from 1B/2524 to 1B/2623.

1×9-10 Panzer XX	1
1×11-10 Panzer XX	8
1×12-10 Panzer XX	6
2×6-10 Motorized XX	3, 36
1×9-10 Motorized XX	Totkpf (SS)
2×7-6 Infantry XX	269, 290
2×1-10 mot Antitank II	559, 616
1×3-8 mot Artillery III	618
1×1-8 Artillery II	615
1×2-10 mot Eng III	628
1×0-1-5 Cons III	71
1×2-10 mot hv AA III	133 (LW)
1×0-1-10 mot It AA II	601
1×truck	

16th Army. Within 5 hexes of the German-Soviet border from 1B/2723 to 1B/2923.

3×8-6 Infantry XX	12, 30, 32
5×7-6 Infantry XX	121, 122, 123, 126, 253
1×2-1-10 Aslt Gun II	600
1×5-3-8 Artillery III	603
3×2-3-8 Artillery III	610, 782, 785
1×2-6 Artillery III	803
1×3-1-8 Rocket Art III	3
1×2-0-6 Siege Art II	II/84
1×2-6 Engineer III	514
1×2-8 Engineer III	541
2×0-1-5 Cons III	7, 16
1×2-10 mot hv AA III	151 (LW)
1×1-10 mot hv AA II	I/411 (LW)

Reserves. Within 7 hexes of the German-Soviet border from 1B/2224 to 1B/2923, but not adjacent to the border.

3×7-6 Infantry XX	206, 251, 254
3×3-5 Security XX	207, 281, 285
1×1-7 Security III	3
1×1-8 Police III	9 (SS-Pol)
1×0-6 RR Engineer III	4

ARMY GROUP CENTER

3rd Panzer Group. Within 5 hexes of the German-Soviet border from 1B/3023 to 1B/3122.

1×11-10 Panzer XX	12
3×12-10 Panzer XX	7, 19, 20
3×6-10 Motorized XX	14, 18, 20
4×8-6 Infantry XX	5, 6, 26, 35
1×2-1-10 Flamm pz II	101
1×1-10 mot Antitank II	643
1×5-3-8 mot Art III	69
1×2-10 mot Eng III	504
1×2-6 Engineer III	614
1×0-1-5 Cons III	104
1×2-10 mot hv AA III	149 (LW)
1×0-1-10 mot It AA II	605
2×truck	

9th Army. Within 5 hexes of the German-Soviet border from 1B/3221 to 1B/3327.

3×8-6 Infantry XX	8, 28, 87
4×7-6 Infantry XX	129, 161, 162, 256
2×2-1-10 Aslt Gun II	184, 210
1×1-10 mot Antitank II	561
1×5-3-8 Artillery III	677
1×5-3-6 Artillery III	801
1×3-6 Artillery III	783
3×2-3-8 Artillery III	70, 606, 627
1×2-6 Artillery III	802
1×1-2-8 mot Art III	613
1×3-1-8 Rocket Art III	1
4×2-0-6 Siege Art II	I/84, 624, 641, 815
2×2-8 Engineer III	512, 517
1×0-1-5 Cons III	34
1×2-10 mot hv AA III	125 (LW)
3×1-10 mot hv AA II	II/4, I/52, I/701 (LW)
1×0-1-10 mot It AA II	607

4th Army. Within 5 hexes of the German-Soviet border from 1B/3427 to 1B/3926.

4×8-6 Infantry XX	7, 17, 23, 78
8×7-6 Infantry XX	131, 134, 137, 252, 258, 263, 268, 292
2×3-5 Security XX	221, 286
2×2-1-10 Aslt Gun II	203, 226
1×1-10 mot Antitank II	529
1×5-3-8 Artillery III	41
1×5-3-6 Artillery III	697
1×3-8 Artillery III	622
1×2-3-8 Artillery III	786
1×1-0-6 Siege Art II	768
1×3-0-R RR Artillery II	702
2×2-6 Engineer III	516, 518
1×2-8 Engineer III	674
1×0-1-5 Cons III	6
1×2-10 mot hv AA III	153 (LW)
3×1-10 mot hv AA II	I/26, I/231, I/704 (LW)
1×0-1-10 mot It AA II	611

2nd Panzer Group. Within 5 hexes of the German-Soviet border from 1B/4025 to 1B/4325.

2×10-10 Panzer XX	4, 17
3×11-10 Panzer XX	3, 10, 18
2×6-10 Motorized XX	10, 29
1×9-10 Motorized XX	Reich (SS)
1×8-6-8 Cavalry XX	1
3×8-6 Infantry XX	31, 34, 45
3×7-6 Infantry XX	167, 255, 267
1×4-10* Motorized III	GD
1×1-8 mot MG II	5
1×2-1-10 Flamm pz II	100
1×2-1-10 Recon II	Lehr
2×2-1-10 Aslt Gun II	192, 201
3×1-10 mot Antitank II	521, 611, 654
1×5-3-8 mot Art III	792
1×3-8 Artillery III	617
1×2-3-8 mot Art III	788
1×1-2-8 mot Art III	623
1×3-1-8 Rocket Art III	4
1×2-0-2 Siege Art II	833
1×1-10 mot Aslt Eng II	43
1×2-10 mot Eng III	413
3×2-6 Engineer III	507, 513, 515
2×2-10 mot hv AA III	101, 104 (LW)
2×0-1-10 mot It AA II	602, 610
2×truck	

Reserves. Within 7 hexes of the German-Soviet border from 1B/3032 to 1B/4323, but not adjacent to the border.

1×8-6 Infantry XX	52
2×7-6 Infantry XX	102, 293
1×3-5 Security XX	403
1×1-7 Security III	2
1×1-8 Police III	13 (SS-Pol)
1×0-1-5 Cons III	9
2×0-6 RR Engineer III	1, 5

ARMY GROUP SOUTH

6th Army. Within 5 hexes of the German-Soviet border from 1B/4425 to 1B/4625.

3×8-6 Infantry XX	9, 56, 62
2×7-6 Infantry XX	168, 297
1×3-5 Security XX	213
1×1-0-6 Siege Art II	767
1×2-8 Engineer III	604
2×0-1-5 Cons III	23, 36
1×2-10 mot hv AA III	91 (LW)
1×1-10 mot hv AA II	I/8 (LW)

1st Panzer Group. Within 5 hexes of the German-Soviet border from 1B/4725 to 1B/4826.

3×9-10 Panzer XX	9, 13, 16
2×10-10 Panzer XX	11, 14
1×7-10 PzGrn XX	LSSAH (SS)
2×6-10 Motorized XX	16, 25
1×9-10 Motorized XX	Wiking (SS)
3×8-6 Infantry XX	44, 57, 75
3×7-6 Infantry XX	111, 298, 299
1×1-10 Motorized II	N-O (SS)
2×2-1-10 Aslt Gun II	191, 197

2×1-10 mot Antitank II 652, 670
 1×5-3-8 Artillery III 704
 1×3-8 mot Artillery III 612
 1×3-8 Artillery III 614
 1×2-3-8 Artillery III 511
 1×1-2-8 Artillery III 619
 1×3-1-8 Rocket Art III 2
 1×2-6 Siege Art III 814
 1×1-10 mot Aslt Eng II 51
 1×2-10 mot Eng III 520
 1×2-6 Engineer III 700
 1×0-1-5 Cons III 45
 1×3-10 mot hv AA III GG (LW)
 1×2-10 mot hv AA III 6 (LW)
 1×0-1-10 mot Lt AA II 603
 2×truck

17th Army. Within 5 hexes of the German-Soviet border from 1B/4827 to 3B/0231.

3×8-6 Infantry XX 24, 68, 71
 4×7-6 Infantry XX 257, 262, 295, 296
 1×6-8 Mountain XX 1
 3×6-8 Jager XX 97, 100, 101
 2×3-5 Security XX 444, 454
 1×2-1-10 Flamm pz II 102
 1×2-1-10 Aslt Gun II 243
 1×1-10 mot Antitank II 525
 1×2-3-6 Artillery III 213
 1×2-3-8 Artillery III 501
 1×2-0-R RR Artillery II 725
 2×2-6 Engineer III 601, 620
 3×0-1-5 Cons III 1, 8, 107
 1×2-10 mot hv AA III 42 (LW)
 1×1-10 mot hv AA II 1/37 (LW)

Reserves. Within 7 hexes of the German-Soviet border from 1B/445 to 3B/0231, but not adjacent to the border.

1×6-8 Jager XX 99
 1×1-7 Security III 4
 1×1-8 Police III 10 (SS-Pol)
 1×1-8 mot MG II 9
 3×0-6 RR Engineer III 2, 3, 6

BRANDENBURGERS

In any hexes in Greater Germany.

4×0-8 Para-Cmdo II 1/800, II/800, III/800, IV/800 (Br)

LUFTWAFFE

Available Air Units: 1×Ar 68E, 5×Do 17Z, 1×Do 215B, 15×He 111H, 1×Hs 123A, 10×Ju 52, 2×Ju 86G, 7×Ju 87B, 1×Ju 87R, 19×Ju 88A, 11×Me 109E, 14×Me 109F, 4×Me 110C, 1×Me 110E, 4×DFS 230

Group Allowance: 82

Permanent Airfields: Deploy in any clear or rough hexes: 15 in Greater Germany and 1 in Norway.

LW Position AA: Deploy at any airbases in Greater Germany or Rumania: 7 points hv AA, 3 points Lt AA

RUMANIA

11th Army. Within 3 hexes of the Rumanian-Soviet border from 3B/1420 to 3B/2018. (All units are German.)

1×8-6 Air Landing XX 22
 3×8-6 Infantry XX 50, 72, 76
 3×7-6 Infantry XX 170, 198, 239
 1×2-1-10 Aslt Gun II 190
 1×1-10 mot Antitank II 560
 1×1-2-8 mot Art III 49
 1×2-3-8 Artillery III 787
 1×2-8 Engineer III 617
 1×2-6 Engineer III 690
 1×2-10 mot hv AA III 18 (LW)
 1×1-10 mot hv AA II 1/43 (LW)

Rumanian 3rd Army. Up to 5 REs in 11th Army area; the rest within 3 hexes of the Rumanian-Soviet border from 3B/1326 to 3B/1421. (All units are Rumanian.)

1×7-8 Arm XX 1
 2×5-6 Infantry XX 6, 13
 3×4-6 Infantry XX 7, 8, 14
 3×4-8 Mountain XX 1, 2, 4
 3×4-8 Cavalry XX 5, 6, 8
 1×1-2-6 Machinegun X 3
 3×2-8 Artillery III 4, Cav, Mtn
 1×1-2-8 Artillery III 3A
 1×1-6 Lt AA III 3

Rumanian 4rd Army. Up to 5 REs in 11th Army area; up to 5 REs within 3 hexes of the Rumanian-Soviet border from 3B/2919 to 3B/3115; the rest within 3 hexes of the Rumanian-Soviet border from 3B/2118 to 3B/2819. (All units are Rumanian.)

2×5-6 Infantry XX 5, Gd
 2×4-6 Infantry XX 15, 21
 2×3-6 Infantry XX 35, Gran
 2×1-2-4 Fortress X 1, 2
 2×1-2-6 Machinegun X 2, 4
 2×2-8 Artillery III 3, 5
 1×2-3-8 Artillery III 4A
 1×1-6 Lt AA III 4

Rumanian Reserves. Anywhere in Rumania on or west of the line of hexes from 3B/2424 to 3B/3519.

6×4-6 Infantry XX 1, 2, 9, 10, 11, 18
 3×4-8 Cavalry XX 1, 7, 9
 1×1-4 Naval Infantry III 15/17
 1×1-2-6 Machinegun X 1
 2×2-8 Artillery III 1, 6
 1×2-6 Artillery III 8
 1×2-3-8 Artillery III 1A
 1×1-2-6 Lt AA III 1

Rumanian Air Force.

Available Air Units: 1×PZL 11, 1×PZL 24, 1×He 112B, 1×SM.79, 1×Blen 1, 1×Ju 87B, 1×He 111H

Remnants: 1×PZL 11, 1×PZL 24, 1×PZL 37

Group Allowance: 7

Permanent Airfields: 3 in any clear or rough hexes in Rumania.

HUNGARY

Hungarian Forces. Anywhere in Hungary.

2×3-8* Motorized X 1, 2
 2×3-5 Security XX 102, 108
 1×2-8 Artillery III 8
 1×1-8 Lt AA III 5

Hungarian Air Force.

Available Air Units: 1×CR.42, 1×Ju 86K, 2×Ca.135, 1×Re.2000, 1×Me 109E

Remnants: 1×CR.32

Group Allowance: 4

Permanent Airfield: 1 in any clear or rough hex in Hungary.

FINLAND

Army Norway. Up to 5 REs within three hexes of Rovaniemi (5B/2502); the rest anywhere in Norway. (All units are German.)

1×7-6 Infantry XX 169
 2×6-8 Mountain XX 2, 3
 1×3-10 Motorized XX Nord (SS)
 2×2-1-8 Panzer II 40, 211
 3×1-8 mot MG II 4, 13, 14
 1×1-10 Assault Gun II Nor
 1×0-1-5 Cons III 43
 3 point hv AA (LW)

Finnish Forces. Up to 10 REs in Finland on or north of the A weather line; the rest anywhere in Finland south of the A weather line. Fortresses are placed in any clear hexes in Finland that are south of the A weather line and at least 3 hexes from the Finnish-Soviet border.

16×5-6 Rifle XX 1, 2, 3, 4, 5, 6, 7, 8, 10, 11, 12, 14, 15, 17, 18, 19
 1×3-8* Cavalry X 1
 2×3-8* Ski X 1 Jgr, 2 Jgr
 2×1-6 Rifle III 14, 61
 1×1-8 Arm II 1
 6×0-1-5 Border II 1, 2, 3, 4, 5, 6
 1×4-3-8 Artillery III Hv
 2×3-2-8 Artillery III 1-3, 4-6
 2×0-1-5 Cons III Kar, Kan
 4×0-8 hv AA II 1, 3, 4, 5
 4 points hv AA
 3×forts

Finnish Air Force.

Available Air Units: 1×D.XXI, 1×Glad, 1×G.50bis, 1×MS.406, 1×F2-A, 1×Blen 1

Group Allowance: 4

RESOURCE POINTS

The German player has 40 resource points available. Up to 10 points may be placed stacked with the units of Army Norway, but

no more than 5 of these points may be placed in Finland. The remaining resource points may be placed anywhere in Greater Germany or Rumania.

REINFORCEMENTS**Jun II 41***German:*

4×7-6 Infantry XX 110, 113, 125, 197

1×7-6 Infantry XX Pol (SS)

German, Sweden:

1×7-6 Infantry XX 163

Slovakian:

2×3-5 Infantry XX 1, 2

1×2-8* Motorized X Pil

1×2-1-6 Artillery III 12

Jul I 41*German:*

1×6-10 Motorized XX 60

4×8-6 Infantry XX 15, 46, 79, 86

10×7-6 Infantry XX 93, 94, 95, 96, 98, 106, 112, 132, 260, 294

1×6-8 Mountain XX 4

1×3-2-8 Panzer III 203

1×3-10* Motorized X 900 Lehr

1×3-10 Motorized X 1 (SS)

1×1-10 Motorized II RFSS (SS)

1×3-8* Cavalry X Fgln (SS)

1×1-8 Police III 11 (SS-Pol)

1×1-5 Security III 75

3×2-1-10 Aslt Gun II 189, 244, 245

3×2-0-R RR Artillery II 676, 681, 780

3×2-10 mot hv AA III 21, 37, 136 (LW)

1×0-1-10 mot It AA II 614

4 points hv AA (LW)

7 points It AA (LW)

10 resource points

Air Units: 1×Do 217E, 1×He 111H, 1×Ju 88A, 1×Me 109F

Group Allowance Increase: 1

Italian:

1×5-8 Cavalry XX 3

2×4-8 Infantry XX 9, 52

1×1-2-6 Infantry X 3 Jan

1×2-1-8 Artillery III 30C

1×0-1-6 Cons III 5

1×1-8 It AA III 30C

Air Unit: 1×MC.200

Group Allowance: 1

Rumanian:

Air Unit: 1×IAR 80

Jul II 41*German:*

1×8-6 Infantry XX 73

Aug I 41*German:*

1×3-1-8 Rocket Art III 1 Lehr

1×2-6 Engineer III 685

1×0-1-10 mot It AA II 616

1 point It AA (LW)

10 resource points

German, Arctic:

1×2-6* Infantry III 388

Hungarian:

1×3-8* Cavalry X 1

Rumanian (released from reserve):

3×4-8 Cavalry XX 1, 7, 9

1×1-4 Naval Infantry III 15/17

Aug II 41*German:*

1×7-6 Infantry XX 183

1×5-5 Static XX 339

1×4-5 Static XX 707

*Slovakian:**Convert:*

2×3-5 Infantry XX 1, 2

To:

1×4-8 Infantry XX 1

1×2-3-5 Security XX 2

Withdraw:

1×2-8* Motorized X Pil

1×2-1-6 Artillery III 12

Sep I 41*German:*

1×7-6 Infantry XX 250 (Sp)

1×6-8 Mountain XX 6

1×3-10 Motorized X 2 (SS)

2×2-5 Parachute III 7/1, 7/3 (LW)

1×3-5 Parachute III Sturm (LW)

1×2-6* Infantry III 369 (Cr)

4×1-8 Police III 22, 23, 24,

25 (SS-Pol)

2×2-1-10 Aslt Gun II 177, 202

1×1-10 hv mot AA II 1/38 (LW)

3 points hv AA (LW)

5 points It AA (LW)

10 resource points

Air Units: 1×Do 217E, 1×He 111H, 1×Ju 52, 1×Ju 88A, 1×Me 109F, 1×Me 110E, 1×Me 321

Group Allowance Increase: 1

German, Arctic:

1×2-10 Motorized III 9 (SS)

Finnish:

Air Unit: 1×Hawk 75A

Sep II 41*German:*

1×11-10 Panzer XX 2

1×10-10 Panzer XX 5

Oct I 41*German:*

1×7-6 Infantry XX 227

1×2-6 Infantry III 638 (Fr)

1×0-8 Para-Cmdo II V/800 (Br)

1×2-10 mot hv AA III 17 (LW)

4 points hv AA (LW)

2 points It AA (LW)

1 point hv RR AA (LW)

1 point hv AA (KM)

8 resource points

German, East:

4×3-1-8 Rocket Art III 51, 52, 53, 54

German, Arctic:

1×2-6* Infantry III 193

Rumanian (released from reserve):

5×4-6 Infantry XX 1, 2, 10, 11, 18

1×2-8 Artillery III 1

Oct II 41*German:*

1×7-6 Infantry XX 212

1×1-10* Motorized II FB

Withdraw:

1×6-8 Jager XX 99

*Hungarian:**Withdraw:*

1×3-8* Cavalry X 1

1×2-8 Artillery III 8

1×1-8 It AA III 5

Nov I 41*German:*

1×7-6 Infantry XX 223

1×6 Parachute XX HQ 7 (LW)

1×2-5 Parachute III 7/2 (LW)

1×2-1-10* Motorized X Flndrn (SS)

1×2-6 Engineer III 623

1×1-2-6 Artillery III 837

8 resource points

Note: Place the following unit in its box on the unit breakdown chart:

1×7-6 Parachute XX 7 (LW)

Air Units: 1×He 111H, 1×Ju 88A, 1×Me 109F, 1×Me 210A

Withdraw:

1×8-6 Infantry XX 28

1×7-6 Infantry XX 113

1×3-10 mot hv AA III GG (LW)

Finnish:

Air Unit: 1×D.XXI

Slovakian:

Air Unit: 1×B.534

Group Allowance: 1

Rumanian:

Air Units: 1×Me 109E, 1×IAR 80

Hungarian:

3×3-5 Security XX 105, 121, 124

Nov II 41*German:*

1×7-6 Infantry XX 215

Withdraw:

1×8-6 Infantry XX 5

1×8-6-8 Cavalry XX 1

*Hungarian:**Withdraw:*

2×3-8* Motorized X 1, 2

Dec I 41*German:*

1×1-10 Motorized II Sch/GG (LW)

1×1-0-6 Siege Art I 458

1×1-0-R RR Artillery I 459

1×2-10 mot hv AA III 35 (LW)

1 point lt RR AA (LW)

6 resource points

Withdraw:

1×8-6 Infantry XX 8

Air Unit Withdrawal: 1×Me 109F, 1×Ju

87B

Group Allowance Withdrawal: 2

Dec II 41

German:

3×7-6 Infantry XX 88, 216, 225

Withdraw:

1×3-6 Infantry XX DG (162)

3 points hv AA (LW)

1 point lt AA (LW)

Air Unit Withdrawal: 2×Me 109F, 1×Ju

87B, 3×Ju 88A

Group Allowance Withdrawal: 6

Finnish:

Withdraw:

1×5-6 Rifle XX 19

Jan I 42

German:

5×7-6 Infantry XX 81, 83, 113,
208, 246

1×5-6 Infantry XX 330

1×3-5 Security XX 203

2×1-5 Security III 65, 612

1×2-1-10 Aslt Gun II 209

1×2-6 Engineer III 605

1×0-1-10 mot lt AA II 619

1 point hv RR AA (LW)

6 resource points

Air Units: 1×Do 217E, 1×He 111H, 1×Ju

52, 1×Ju 87D, 1×Ju 88A, 1×Me 110E

German, Finland:

1×3-8* Mountain III 139

Withdraw:

1×6-8 Mountain XX 3

Finnish:

Group Allowance Increase: 1

Rumanian (released from reserve):

1×4-6 Infantry XX 9

1×1-2-6 Machinegun X 1

1×2-8 Artillery III 6

1×2-6 Artillery III 8

1×2-3-8 Artillery III 1A

1×1-2-6 lt AA III 1

Air Unit: 1×IAR 80

Hungarian:

Group Allowance Increase: 1

Jan II 42

German:

2×7-6 Infantry XX 211, 218

1×5-6 Infantry XX 331

1×6-8 Jager XX 5

1×3-10* Motorized X Ndr (SS)

Feb I 42

German:

1×12-10 Panzer XX 22

1×7-6 Infantry XX 205

1×5-6 Infantry XX 328

1×6-8 Mountain XX 7

1×6-8 Jager XX 28

1×1-2-6 Infantry X Norw (SS)

1×1-2-6 Security X Dirle. (SS-Pol)

1×1-8 Police III 18 (SS-Pol)

1×3-1-8 Rocket Art III 70

2×1-0-R RR Artillery I 686, 693

6 resource points

Withdraw:

1×3-5 Parachute III Sturm (LW)

German, East:

5×1-5 Infantry III 1, 2, 3, 4,
5 (LW)

German, Arctic:

1×1-8 Rocket Art II 10

Italian:

1×1-6* Infantry III Cr Leg

1×1-8 Ski II MC

Convert:

1×5-8 Cavalry XX 3

To:

1×5-8 Motorized XX 3

1×2-8 Cavalry X Balbo

Feb II 42

German:

1×5-6 Infantry XX 329

Mar I 42

German:

1×5-5 Static XX 342

1×6-8 Jager XX 8

2×1-5 Security III 51, 609

8 points hv AA (LW)

4 points lt AA (LW)

1 point lt RR AA (LW)

1 point hv AA (KM)

8 resource points

Air Units: 1×Do 217E, 1×He 111H, 1×Ju

87D, 1×Ju 88A, 1×Me 109F, 1×Me 110E,

1×Me 321, 1×Go 242A

Group Allowance Increase: 1

German, East:

1×1-5 Infantry III 14 (LW)

Rumanian:

Air Unit: 1×IAR 81

Group Allowance Increase: 1

Hungarian:

Air Unit: 1×Ju 88A

ABBREVIATIONS

Axis Order of Battle:

AA	Antiaircraft
Art	Artillery
Aslt	Assault
Br	Brandenburger
Cmdo	Commando
Cr	Croatian
Eng	Engineer
Flamm pz	Flammpanzer
Fr	French
hv	heavy
HQ	Headquarters
KM	Kriegsmarine
lt	light
LW	Luftwaffe
MG	Machinegun
mot	motorized
PzGrn	Panzer grenadier
Para	Parachute
RR	Railroad
Recon	Reconnaissance
Sp	Spanish
SS-Pol	SS-Police

Axis Units:

German Army:

FB	Fuhrer Begleit
GD	Grossdeutschland
Nor	Norwegen

Luftwaffe:

GG	General Goring
Sch	Schutzen

SS:

Dirle.	Dirlewanger
Fgln	Fegelein
Flndrn	Flandern
LSSAH	Leibstandarte-SS Adolph Hitler
Ndr	Niederlande
N-O	Nord-Ost
Norw	Norwegen
Pol	Polizei
RFSS	Reichsfuhrer-SS
Totkpf	Totenkopf

Finnish:

Hv	Heavy
Jgr	Jager
Kan	Kanakkale
Kar	Karelia

Italian:

C	Corps
Cr Leg	Croat Legion
Jan	January
MC	Monte Cervino

Rumanian:

A	Army
Cav	Cavalry Corps
Gran	Grancieri
Gd	Guard
Mtn	Mountain Corps

Slovakian:

Pil	Pilfousek
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INITIAL FORCES, JUN II 41

LENINGRAD MILITARY DISTRICT

14th Army. Within 5 hexes of the Soviet-Finnish border from 6A/1219 to 6A/3126.

2×5-6 Rifle XX 14, 52 (Wnt)
2×4-6 Rifle XX 104, 122 (Wnt)
1×0-1-5 Border III (NKVD)

At Kandalaksha (6A/2420)

1×8-4-8 Tank XX 1

7th Army. Within 5 hexes of the Soviet-Finnish border from 6A/3226 to 6A/5029.

2×5-6 Rifle XX 54, 71
1×4-6 Rifle XX 168
1×3-6 Rifle XX 237
1×0-1-5 Border III (NKVD)

23rd Army. Within 5 hexes of the Soviet-Finnish border from 6A/5130 to 1B/0402.

2×5-6 Rifle XX 43, 115
2×4-6 Rifle XX 123, 142
1×3-6 Rifle XX 177
2×0-1-5 Border III (NKVD)

10th Mechanized Corps

1×8-4-8 Tank XX 21
1×7-4-8 Tank XX 24
1×4-8 Motorized XX 198

At Hango (1B/0515)

1×3-6* Rifle X 8

Reserves. Up to 7 REs (total) in any cities within 10 hexes of Leningrad (2A/0931); the rest in any hexes of Leningrad.

1×6-6 Rifle XX 70 (Wnt)
1×3-6 Rifle XX 191

1st Mechanized Corps (-)

1×8-4-8 Tank XX 3
1×4-8 Motorized XX 163
1×1-8 M/C III 5

5th Airborne Corps

1×1-2-6 Parachute X 201
2×1-2-6 Para-Inf X 9, 10

Non-Divisional Units.

1×4-2-8 Artillery X
3×3-2-8 Artillery X
1×2-3-6 Artillery X
4×2-6 Artillery X
1×2-0-6 Siege Artillery X
3×1-6 Lt AA III
3×1-6 Engineer III

BALTIC SPECIAL MILITARY DISTRICT

8th Army. Within 5 hexes of the Soviet-German border from 1B/2125 to 1B/2523.

1×5-6 Rifle XX 90
4×4-6 Rifle XX 10, 48, 67, 125
2×0-1-5 Border III (NKVD)

12th Mechanized Corps

1×10-5-8 Tank XX 28
1×6-4-8 Tank XX 23
1×4-8 Motorized XX 202
1×1-8 M/C III 12

11th Army. Within 5 hexes of the Soviet-German border from 1B/2622 to 1B/3021.

1×5-6 Rifle XX 5
5×4-6 Rifle XX 23, 33, 126, 128, 188

2×3-6 Rifle XX 179, 184

2×0-1-5 Border III (NKVD)

3rd Mechanized Corps

1×7-4-8 Tank XX 2
1×6-4-8 Tank XX 5
1×4-8 Motorized XX 84

27th Army. One unit per city in any cities in Latvia or Estonia.

4×3-6 Rifle XX 180, 181, 182, 183

Baltic Islands. Anywhere on either Hiiumaa Island or Saaremaa Island.

1×3-6* Rifle X 3

Reserves. One unit per city in any cities in Estonia.

2×4-6 Rifle XX 11, 16

Non-Divisional Units.

2×2-3-8 Antitank X
1×4-2-8 Artillery X
3×3-2-8 Artillery X
1×2-3-6 Artillery X
6×2-6 Artillery X
1×2-0-6 Siege Artillery X
3×1-6 Lt AA III
3×1-6 Engineer III

WESTERN SPECIAL MILITARY DISTRICT

3rd Army. Within 5 hexes of the Soviet-German border from 1B/3121 to 1B/3325.

3×4-6 Rifle XX 27, 56, 85
2×0-1-5 Border III (NKVD)

11th Mechanized Corps

1×6-4-8 Tank XX 29
1×3-2-8 Lt Tank Cdr 33
1×3-2-8 Motorized Cdr 204

10th Army. Within 5 hexes of the Soviet-German border from 1B/3425 to 1B/3825.

4×4-6 Rifle XX 2, 8, 13, 89
1×3-6 Rifle XX 113
1×5-4-8 Cavalry XX 6
1×4-3-8 Cavalry XX 36
2×0-1-5 Border III (NKVD)

6th Mechanized Corps

2×9-5-8 Tank XX 4, 7
1×8-6-8 Mech XX 29
1×1-8 M/C III 6

13th Mechanized Corps

2×2-1-8 Lt Tank Cdr 25, 31
1×3-2-8 Motorized Cdr 208

4th Army. Within 5 hexes of the Soviet-German border from 1B/3925 to 1B/4324.

2×5-6 Rifle XX 6, 42
2×4-6 Rifle XX 49, 75

2×0-1-5 Border III (NKVD)

14th Mechanized Corps

2×3-2-8 Lt Tank Cdr 22, 30
1×3-2-8 Motorized Cdr 205

Reserves (including 13th Army). 3 REs of units in each dot city in the Western Special Military District (Mogilev, Smolensk, Vitebsk, Wilno). 21 REs within 3 hexes of 1B/3515. All remaining units within 7 hexes of Minsk.

1×6-6 Rifle XX 100
8×4-6 Rifle XX 17, 37, 50, 55, 64, 121, 143, 155
3×3-6 Rifle XX 24, 108, 161

4th Airborne Corps

1×1-2-6 Parachute X 214
2×1-2-6 Para-Inf X 7, 8

17th Mechanized Corps

2×2-1-8 Lt Tank Cdr 27, 36
1×2-1-8 Motorized Cdr 209

20th Mechanized Corps

2×2-1-8 Lt Tank Cdr 26, 38
1×2-1-8 Motorized Cdr 210

Non-Divisional Units.

3×2-3-8 Antitank X
1×4-2-8 Artillery X
4×3-2-8 Artillery X
3×2-3-6 Artillery X
5×2-6 Artillery X
1×2-0-6 Siege Artillery X
1×1-0-6 Siege Artillery III
4×1-6 Lt AA III
4×1-6 Engineer III

KIEV SPECIAL MILITARY DISTRICT

5th Army. Within 5 hexes of the Soviet-German border from 1B/4424 to 1B/4925.

1×5-6 Rifle XX 45
4×4-6 Rifle XX 62, 87, 124, 135
2×0-1-5 Border III (NKVD)

Hex 1B/4824

1×fort

22nd Mechanized Corps

2×6-4-8 Tank XX 19, 41
1×5-4-8 Motorized XX 215

6th Army. Within 5 hexes of the Soviet-German border from 1B/4926 to 3B/0330.

1×5-6 Rifle XX 97
2×4-6 Rifle XX 41, 159
1×4-3-8 Cavalry XX 3
2×0-1-5 Border III (NKVD)

Hex 1B/4926

1×fort

4th Mechanized Corps

2×11-6-8 Tank XX 8, 32
1×8-6-8 Mech XX 81
1×1-2-8 M/C III 4

26th Army. Within 5 hexes of the Soviet-Hungarian border from 3B/0429 to 3B/1026.

1×5-6 Rifle XX 99
1×3-4-7 Mountain XX 72 (Wnt)

1×3-6 Rifle XX	173
2×0-1-5 Border III	(NKVD)
<i>8th Mechanized Corps</i>	
1×9-5-8 Tank XX	12
1×6-4-8 Tank XX	34
1×8-6-8 Mech XX	7
1×1-8 M/C III	8

12th Army. Within 5 hexes of the Soviet border from 3B/1126 to 3B/1320.

3×3-4-7 Mountain XX	44, 58,
	60 (Wnt)
2×3-7 Mountain XX	96, 192 (Wnt)
1×3-6 Rifle XX	164
2×0-1-5 Border III	(NKVD)
<i>16th Mechanized Corps</i>	
1×8-4-8 Tank XX	15
1×6-4-8 Tank XX	39
1×4-6 Rifle XX	240M

Reserves. West of the Dnepr River, within 15 hexes of Kiev, but not south of the 3B/1300 row or north of the 1B/4700 row.

7×4-6 Rifle XX	80, 130, 139,
	140, 141, 146, 169
8×3-6 Rifle XX	189, 190, 193,
	195, 197, 199, 200, 228
1×4-3-8 Cavalry XX	14
<i>Hex 3B/0607 (Kiev)</i>	
1×fort	

<i>9th Mechanized Corps</i>	
1×9-5-8 Tank XX	20
1×7-4-8 Tank XX	35
1×5-6 Rifle XX	131M

<i>15th Mechanized Corps</i>	
1×10-5-8 Tank XX	10
1×7-4-8 Tank XX	37
1×8-6-8 Mech XX	212
1×1-8 M/C III	15

<i>19th Mechanized Corps</i>	
1×8-4-8 Tank XX	40
1×6-4-8 Tank XX	43
1×3-2-8 Motorized Cdr	213

<i>24th Mechanized Corps</i>	
2×2-1-8 Lt Tank Cdr	45, 49
1×2-1-8 Motorized Cdr	216

<i>1st Airborne Corps</i>	
1×1-2-6 Para-Inf X	1
2×1-2-6 Parachute X	204, 211

Non-Divisional Units.

5×2-3-8 Antitank X	
1×4-2-8 Artillery X	
4×3-2-8 Artillery X	
4×2-3-6 Artillery X	
7×2-6 Artillery X	
2×2-0-6 Siege Artillery X	
1×1-0-6 Siege Artillery III	
4×1-6 Lt AA III	
4×1-6 Engineer III	

ODESSA MILITARY DISTRICT

9th Army. Within 5 hexes of the Soviet

Rumanian border from 3B/1419 to 3B/3014 or within 7 hexes of Odessa (3B/2510).

2×5-6 Rifle XX	25, 95
5×4-6 Rifle XX	51, 74, 116, 147,
	150

1×3-4-7 Mountain XX	30 (Wnt)
2×3-6 Rifle XX	176, 206
3×4-3-8 Cavalry XX	2, 5, 9
2×0-1-5 Border III	(NKVD)

<i>2nd Mechanized Corps</i>	
2×4-2-8 Lt Tank Cdr	11, 16
1×5-4-8 Motorized XX	15

<i>18th Mechanized Corps</i>	
1×7-4-8 Tank XX	44
1×6-4-8 Tank XX	47
1×4-8 Motorized XX	218

<i>3rd Airborne Corps</i>	
2×1-2-6 Para-Inf X	5, 6
1×1-2-6 Parachute X	212

9th Rifle Corps. Within 5 hexes of Simferopol (3B/3502).

1×4-6 Rifle XX	106
1×3-6 Rifle XX	234

Non-Divisional Units.

2×3-2-8 Artillery X	
1×2-3-6 Artillery X	
4×2-6 Artillery X	
2×1-6 Lt AA III	
2×1-6 Engineer III	

STRATEGIC RESERVE FORCES

16th Army. Within 5 hexes of Orel (2A/4621).

1×7-4-8 Tank XX	57 (Wnt)
2×5-6 Rifle XX	46, 152 (Wnt)
3×4-6 Rifle XX	18, 144, 160
1×3-2-8 Artillery X	
2×2-6 Artillery X	
1×1-6 Lt AA III	
1×0-5 Construction III	
<i>5th Mechanized Corps</i>	
2×7-4-8 Tank XX	13, 17
1×8-6-8 Mech XX	109
1×1-8 M/C III	1

19th Army. Within 3 hexes of 3B/0909.

4×4-6 Rifle XX	38, 134, 158,
	162
1×3-4-7 Mountain XX	28 (Wnt)
4×3-6 Rifle XX	129, 171, 178,
	214

1×3-2-8 Artillery X	
3×2-6 Artillery X	
1×1-6 Lt AA III	
1×0-5 Construction III	

<i>23rd Mechanized Corps</i>	
2×4-2-8 Lt Tank Cdr	48, 51
1×4-8 Motorized XX	220

21st Army. Within 3 hexes of Gomel (1B/4604).

6×4-6 Rifle XX	53, 61, 117, 132,
	148, 167

3×3-6 Rifle XX	110, 172, 187
1×3-2-8 Artillery X	
3×2-6 Artillery X	
1×1-6 Lt AA III	
1×0-5 Construction III	
<i>25th Mechanized Corps</i>	
2×4-2-8 Lt Tank Cdr	50, 55
1×4-8 Motorized XX	219

22nd Army. Within 5 hexes of Velikiye Luki (1B/2601).

1×5-6 Rifle XX	186
3×4-6 Rifle XX	98, 153, 170
2×3-6 Rifle XX	112, 174
1×3-2-8 Artillery X	
3×2-6 Artillery X	
1×1-6 Lt AA III	
1×0-5 Construction III	

41st Rifle Corps. Within two hexes of Pskov (1B/1705).

2×4-6 Rifle XX	111, 118
1×3-6 Rifle XX	235
1×2-6 Artillery X	

INTERIOR MILITARY DISTRICTS

Units in the interior military districts are deployed the same as reinforcements for military districts (see Rule 32.A.2), except that all units listed as part of a corps may be deployed together.

Arkhangelsk Military District.

1×4-6 Rifle XX	88
1×2-3-7 Mountain X	1

Kharkov Military District.

1×3-6 Rifle XX	102
1×2-6 Artillery X	

2nd Airborne Corps

3×1-2-6 Para-Inf X	2, 3, 4
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Moskva Military District.

2×4-8 Motorized XX	106, 107
2×4-6 Rifle XX	91, 137
4×3-6 Rifle XX	211, 226, 232,
	233

1×3-2-8 Artillery X	
2×2-6 Artillery X	
1×1-6 Lt AA III	
1×0-5 Construction III	

7th Mechanized Corps

2×9-5-8 Tank XX	14, 18
1×9-6-8 Mech XX	1
1×1-2-8 M/C III	7

21st Mechanized Corps

2×2-1-8 Lt Tank Cdr	42, 46
1×4-8 Motorized XX	185

North Caucasus Military District.

1×4-8 Motorized XX	103
1×5-6 Rifle XX	157
2×4-6 Rifle XX	127, 156
6×3-6 Rifle XX	86, 165, 175,
	196, 203, 227

1×3-2-8 Artillery X
 3×2-6 Artillery X
 1×1-6 Lt AA III
 1×0-5 Construction III

Orel Military District.

3×4-6 Rifle XX 19, 145, 149
 2×3-6 Rifle XX 217, 222
 2×2-6 Artillery X

Non-Divisional Units. Any major cities in the interior military districts; no more than one unit of each unit type per city.

10×0-1-5 Construction X
 6×3-2-8 Artillery X
 1×2-0-6 Siege Artillery X
 4×1-0-6 Siege Artillery III

MISCELLANEOUS

Stalin Line. Twenty 2-strength point forts are placed inside the 1939 Soviet borders. No fort may be placed adjacent to another one. They are placed in the following areas: 5 forts adjacent to the 1939 Soviet-Polish border, north of hex 1B/4114; 12 forts within three hexes of the 1939 Soviet-Polish border, south of hex 1B/4814; and 3 forts adjacent to the 1939 Soviet-Rumanian border.

Factories. One each at Leningrad, Moskva, Tula, Kharkov, Stalingrad, Rostov, and the Urals (off-map).

Capital. Hex 2A/3317

Resource Points. 25 resource points anywhere in the USSR.

Railheads. One in hex 6A/4407 and one in hex 6A/3818.

SOVIET AIR FORCE (VVS) AND AIR DEFENSES (PVO)

Available Air Units: 5×DB-3B, 1×G-1, 2×G-2, 2×I-15, 7×I-15bis, 8×I-153, 24×I-16, 1×I-17, 3×II-2, 8×II-4, 3×LaGG-3, 5×Li-2, 1×MiG-1, 12×MiG-3, 4×Pe-2, 1×Pe-8, 4×Po-2, 10×SB-2, 5×SB-RK, 2×Su-2, 2×TB-3, 5×Yak-1, 2×Yak-4, 1×Yer-2

Group Allowance: 91

Airfields: 10 permanent airfields at least 3 hexes and no more than 7 hexes from the USSR-Greater Germany border; 8 airfields anywhere in the USSR. Airfields may be placed on clear or rough hexes only. No airfield may be placed within 3 hexes of another.

Position AA: 71 points heavy and 12 points light static AA; 3 points heavy RR AA. At least 2 points per hex of Leningrad and Moskva; at least 1 point per other major city hex in the USSR; at least 1 point per Soviet-controlled fortress; at least 1 point per Soviet major airfield; and the remaining points at any airbases in the USSR.

SOVIET NAVY (VMF)

Any Soviet ports on the Baltic Sea:

BB Okt. Rev.

BB Marat
 CA Kirov
 CA Gorkiy
 (CA) Petropav.
 CL Aurora

Any Soviet ports on the Black Sea:

BB Par. Komm.
 CA K. Kavkaz
 CA Voroshilov
 CA Molotov
 CL K. Krim
 CL Ch. Ukr.
 CL Komintern

Any Soviet port in the Arctic:

DD-Flot.

Hex 2A/0929:

2×river flotilla Ldga-1, Ldga-2

Hex 1B/4218:

1×river flotilla Pinsk

Hex 3B/2917:

1×river flotilla Danube-1

Leningrad:

1×3-6* Marine X 1 (Nvl)

Kronshtadt:

3 points heavy AA (Nvl)

Sevastopol:

3 points heavy AA (Nvl)

REINFORCEMENTS**Jun II 41**

From Volga MD:

1×4-6 Rifle XX 154

From Transcaucasus MD:

2×4-7 Mountain XX 47, 76 (Wnt)

1×4-6 Rifle XX 151

1B/1705:

1×river flotilla Peipus

Jul I 41

North Caucasus MD:

1×4-3-8 Cavalry XX 1

4×3-8 Cavalry XX 42, 43, 47, 65

Odessa MD:

1×3-8 Cavalry XX 32

Orel MD:

1×3-8 Cavalry XX 31

Western MD:

1×3-8 Cavalry XX 27

From Transcaucasus MD:

1×3-6 Rifle XX 136

From Eastern MDs:

1×3-6 Rifle XX 133

Kiev:

1×2-3-4 Rifle XX Kiev (Mil)

Kremenchug (4A/1432):

1×2-4 Rifle XX Krmn (Mil)

Leningrad:

1×2-3-5 Artillery X AKU

Moskva:

3×3-4 Rifle XX 1, 2, 4 (Mil)

1×2-3-4 Rifle XX 5 (Mil)

Non-Divisional Units:

5×1-8 mot NKVD III (NKVD)

1×3-2-6 Artillery X

1×3-6 Artillery X

1×3-1-8 Rocket Artillery III

1×1-2-8 Antitank X

1×1-2-6 Engineer X

3×0-1-5 Construction X

1×0-5 Construction III

1×1-6 Lt AA III

2 points hv AA

1 point Lt AA

6 resource points

Air Units: 1×I-16, 2×II-2, 2×II-4, 3×LaGG-3, 3×MiG-3, 2×Pe-2, 1×Yak-1

Group Allowance Increase: 7

2A/0719:

1×river flotilla Onega

Jul II 41

Arkhangelsk MD:

1×3-6 Rifle XX 286

Kharkov MD:

6×3-6 Rifle XX 253, 264, 284, 289, 297, 300

Kiev MD:

2×3-8 Cavalry XX 28, 34

Leningrad MD:

4×3-6 Rifle XX 245, 272, 281, 292

1×3-8 Cavalry XX 25

1×2-6* Marine X 4 (Nvl)

Moskva MD:

22×3-6 Rifle XX 229, 242, 243, 244, 246, 250, 251, 252, 254, 257, 259, 260, 262, 266, 269, 279, 280, 282, 285, 288, 305, 322

2×3-8 Cavalry XX 45, 55

North Caucasus MD:

5×3-8 Cavalry XX 38, 50, 52, 53, 56

1×3-4-7 Mountain XX 302 (Wnt)

Odessa MD:

3×3-6 Rifle XX 230, 261, 270

Orel MD:

6×3-6 Rifle XX 258, 271, 287, 299, 303, 309

From Volga MD:

1×3-8 Cavalry XX 46

Western MD:

2×3-6 Rifle XX 248, 268

1×3-8 Cavalry XX 4

From Transcaucasus MD:

1×7-4-8 Tank XX 6 (Wnt)

1×3-6 Rifle XX 236M

1×2-18 Lt Tank Cdr 54

From Eastern MDs:

10×6-4-8 Tank XX 101, 102, 104, 106, 107, 108, 109, 110, 111, 112

2×6-6 Rifle XX 26, 57 (Wnt)

5×5-6 Rifle XX 22, 32, 35, 39, 82 (Wnt)

3×4-6 Rifle XX 73, 94, 105 (Wnt)

1×4-6 Rifle XX 166
 1×4-7 Mountain XX 79 (Wnt)
One per city in the Crimea (Sevastopol, Simferopol, Kerch):
 1×2-6 Cavalry XX 1 Cr (Mil)
 1×2-4 Rifle XX 2 Cr (Mil)
 1×2-3-4 Rifle XX 3 Cr (Mil)
Elista (4A/3402):
 1×2-6 Cavalry XX Kalmyk (Mil)
Krasnodar (4A/3818):
 2×2-6 Cavalry XX 12 Kub,
 13 Kub (Mil)
Leningrad:
 1×2-4 Rifle XX 1 (Mil)
Moskva:
 3×2-3-4 Rifle XX 6, 7, 8 (Mil)
 2×2-4 Rifle XX 9, 13 (Mil)
Odessa:
 1×2-3-4 Rifle XX Odessa (Mil)
Pyatigorsk (4A/4507):
 1×2-6 Cavalry XX K.B. (Mil)
Rostov:
 1×2-6 Cavalry XX 15 Don (Mil)
Stalingrad:
 1×2-6 Cavalry XX 16 Don (Mil)
Stalino:
 1×2-4 Rifle XX Stlno (Mil)
Voronezh:
 1×3-8 Motorized X 1
Vorososhilovgrad (4A/2015):
 1×2-4 Rifle XX Vrsghd (Mil)
Yaroslavl:
 1×2-4 Rifle XX Yrslvl (Mil)
Non-Divisional Units:
 6×1-8 mot NKVD III (NKVD)
 1×3-2-6 Artillery X
 1×3-6 Artillery X
 1×3-1-8 Rocket Artillery III
 1×1-2-8 Antitank X
 2×1-2-6 Engineer X
 2×0-1-5 Construction X
 1×0-5 Construction III
2A/1731:
 1×river flotilla Ilmen

Aug I 41
Note: 1) 3-6 rifle divisions may be upgraded to 4-6 rifle divisions, per Rule 34.E.2.
 2) Replacements are received each turn starting with this turn.
Kharkov MD:
 1×3-6 Rifle XX 301
 1×3-2-8 Tank X 10
Leningrad MD:
 1×3-6 Rifle XX 265
 1×3-2-8* Rifle X 2 (Nvl)
 1×2-6* Rifle X 3 (Nvl)
Moskva MD:
 3×3-6 Rifle XX 201, 290, 307
North Caucasus MD:
 1×3-8 Cavalry XX 26
 1×2-1-8 Tank X 13
Odessa MD:
 4×3-6 Rifle XX 255, 273, 275,
 276

Orel MD:
 1×3-6 Rifle XX 277
Western MD:
 1×3-8 Cavalry XX 29
From Eastern MDs:
 5×3-6 Rifle XX 119, 120, 256,
 296, 311
 1×3-8 Cavalry XX 78
Leningrad:
 1×3-4 Rifle XX 1 Gds (Mil)
 1×2-3-4 Rifle XX 2 (Mil)
 1×2-4 Rifle XX 3 (Mil)
Moskva:
 3×2-4 Rifle XX 17, 18, 21 (Mil)
Non-Divisional Units:
 1×3-2-6 Artillery X
 1×3-1-8 Rocket Artillery III
 2×1-2-8 Antitank X
 1×1-2-6 Engineer X
 3×0-1-5 Construction X
 2×0-5 Construction III
 1×1-6 Lt AA III
 2 points hv AA
 1 point Lt AA
 6 resource points
To the replacement pool:
 2×3-2-8 Tank X 3, 17

Aug II 41

Arkhangelsk MD:
 1×2-6* Rifle X 32
 1×2-6* Marine X 12 (Nvl)
Kharkov MD:
 1×4-6 Rifle XX 4 (NKVD)
 2×3-6 Rifle XX 293, 304
Leningrad MD:
 2×4-6 Rifle XX 20, 21 (NKVD)
 1×3-2-8* Rifle X 5 (Nvl)
Moskva MD:
 6×3-6 Rifle XX 247, 291, 298,
 326, 330, 332
 1×2-1-8 Tank X 141
North Caucasus MD:
 2×3-6 Rifle XX 333, 339
 2×3-8 Cavalry XX 35, 40
Odessa MD:
 1×3-6 Rifle XX 274
 1×2-6* Rifle X 7 (Nvl)
Orel MD:
 3×3-6 Rifle XX 267, 278, 323
From Volga MD:
 5×3-6 Rifle XX 346, 350, 352,
 358, 367
 1×3-8 Cavalry XX 91
 1×2-6* Rifle X 31
From Eastern MDs:
 2×6-4-8 Tank XX 59, 60
 1×8-6-8 Mech XX 69 (Wnt)
 1×4-6 Rifle XX 66 (Wnt)
 1×3-6 Rifle XX 239 (Wnt)
 2×3-8 Cavalry XX 54, 59
Leningrad:
 1×3-4 Rifle XX 2 Gds (Mil)
 1×2-3-4 Rifle XX 3 Gds (Mil)

Sep I 41

Arkhangelsk MD:
 2×3-6* Rifle X 1, 2
Kharkov MD:
 1×3-6 Rifle XX 295
 1×3-2-8 Tank X 12
Leningrad MD:
 1×2-0-R RR Artillery X
 101 (Nvl)
Moskva MD:
 1×3-6 Rifle XX 306
 4×3-2-8 Tank X 1, 2, 9, 11
 1×3-6* Rifle X 6
North Caucasus MD:
 1×3-8 Cavalry XX 66
 1×3-6 Rifle XX 343
 1×2-1-8 Tank X 131
Orel MD:
 3×3-6 Rifle XX 283, 294, 321
From Transcaucasus MD:
 1×4-6 Rifle XX 31
 1×3-2-8 Mtn Cav XX 21 (Wnt)
From Eastern MDs:
 1×4-6 Rifle XX 249
 2×3-6 Rifle XX 310, 313
 2×3-8 Cavalry XX 30, 37
Murmansk (6A/1617):
 1×2-4 Rifle XX 1 Plr (Mil)
Tula:
 1×1-4 Rifle III 1 (Mil)
Non-Divisional Units:
 1×3-2-6 Artillery X
 1×3-6 Artillery X
 1×3-1-8 Rocket Artillery III
 3×1-2-8 Antitank X
 1×1-2-6 Engineer X
 2×0-1-5 Construction X
 1×0-5 Construction III
 1×1-6 Lt AA III
 2 points hv AA
 1 point Lt AA
 8 resource points
To the replacement pool:
 5×2-1-8 Tank X 128, 130, 132,
 133, 151

Air Units: 1×I-16, 1×II-2, 2×II-4, 3×LaGG-3,
 2×MiG-3, 1×Pe-2, 1×Pe-3, 1×Su-2,
 2×Yak-1, 1×Yak-4, 1×Yer-2
Group Allowance Increase: 7
Lend-Lease North: 1×Hurri 2
RAF Group Allowance: 1
Navy: 1 repair point

Sep II 41

Arkhangelsk MD:
 1×3-6 Rifle XX 362
Kharkov MD:
 2×3-6 Rifle XX 393, 411
 1×3-2-8 Tank X 14
Leningrad MD:
 2×2-6* Rifle X 6, 7 (Nvl)
Moskva MD:
 1×3-6 Rifle XX 328

5×3-2-8 Tank X 15, 16, 18, 20, 22

North Caucasus MD:
 1×3-6 Rifle XX 347
 3×3-8 Cavalry XX 68, 70, 72

Odessa MD:
 1×3-6 Rifle XX 320
 2×2-6* Rifle X 5, 8 (Nvl)

Orel MD:
 2×2-6* Rifle X 27, 33

From Volga MD:
 2×3-6 Rifle XX 340, 360
 1×3-8 Cavalry XX 11
 1×2-6* Rifle X 59

From Transcaucasus MD:
 1×2-1-8 Tank X 122

From Eastern MDs:
 1×2-6* Rifle X 53
 4×3-2-8 Tank X 5, 7, 23, 25
 9×2-1-8 Tank X 42, 46, 121, 129, 142, 144, 147, 148, 150

To the replacement pool:
 3×3-6 Rifle XX 60, 383, 395

Convert:
 4×Rifle XX any

To:
 4×6-6 Rifle XX 1, 2, 3, 4 (Gds)

Oct I 41

Leningrad MD:
 2×2-6* Rifle X 8, 11 (Nvl)

Moskva MD:
 3×3-2-8 Tank X 19, 21, 24

North Caucasus MD:
 2×3-8 Cavalry XX 60, 62

From Eastern MDs:
 1×6-6 Rifle XX 93 (Wnt)
 1×5-6 Rifle XX 21 (Wnt)
 2×4-6 Rifle XX 312, 316
 1×3-6 Rifle XX 194
 3×3-8 Cavalry XX 41, 48, 49
 1×2-6* Rifle X 152

Leningrad:
 1×2-4 Rifle XX 7 (Mil)

Moskva:
 1×2-3-4 Rifle XX 3 Com (Mil)

Non-Divisional Units:
 1×3-2-6 Artillery X
 1×3-6 Artillery X
 2×3-1-8 Rocket Artillery III
 3×1-2-8 Antitank X
 1×1-2-6 Engineer X
 1×0-1-5 Construction X
 1×0-5 Construction III
 1×1-6 Lt AA III
 2 points hv AA
 1 point lt AA
 8 resource points

To the replacement pool:
 3×3-6 Rifle XX 160, 205, 421

Convert:
 2×Rifle XX any

To:
 2×5-6 Rifle XX 5, 6 (Gds)

Lend-Lease North: 1 resource pt; 1 armor RP

Oct II 41

Kharkov MD:
 1×3-6* Rifle X 10
 1×2-6* Rifle X 25

Moskva MD:
 3×3-6 Rifle XX 241, 324, 344
 2×3-2-8 Tank X 27, 31
 4×2-6* Rifle X 26, 28, 47, 54
 1×2-6* Rifle X 61 (Nvl)

North Caucasus MD:
 4×3-6 Rifle XX 349, 351, 353, 359

1×3-6* Rifle X 14
 2×2-6* Rifle X 73, 78 (Nvl)

Orel MD:
 1×3-6 Rifle XX 325
 3×2-6* Rifle X 18, 19, 20

From Volga MD:
 2×3-6 Rifle XX 348, 354
 1×2-6* Rifle X 57
 2×2-6* Rifle X 66, 67 (Nvl)

From Transcaucasus MD:
 1×3-6 Rifle XX 225

From Eastern MDs:
 1×6-4-8 Tank XX 58
 1×5-6 Rifle XX 65 (Wnt)
 1×4-6 Rifle XX 114
 1×3-8 Cavalry XX 58
 2×3-2-8 Tank X 4, 8
 1×2-1-8 Tank X 145
 1×4-6 Rifle XX 238
 2×2-6* Rifle X 69, 72 (Nvl)

Leningrad:
 1×2-4 Rifle XX 6 (Mil)

Moskva:
 2×2-4 Rifle XX 4M, 5M (Mil)

Convert:
 1×Rifle XX any

To:
 1×5-6 Rifle XX 7 (Gds)

Nov I 41

Note: Militia divisions may be withdrawn, per Rule 34.E.1.

North Caucasus MD:
 1×2-6* Rifle X 82 (Nvl)

From Transcaucasus MD:
 1×3-4-7 Mountain XX 63 (Wnt)
 1×3-6 Rifle XX 317
 1×3-2-8 Mtn Cav XX 17 (Wnt)
 1×3-8 Cavalry XX 24

From Eastern MDs:
 1×7-6 Rifle XX 78 (Wnt)
 1×4-6 Rifle XX 92 (Wnt)
 1×3-2-8 Mtn Cav XX 18 (Wnt)
 2×3-8 Cavalry XX 20, 44
 1×3-2-8 Tank X 6
 2×2-1-8 Tank X 123, 124

Moskva:
 1×2-4 Rifle XX 2M (Mil)

Non-Divisional Units:
 1×3-2-6 Artillery X
 1×3-6 Artillery X

1×3-1-8 Rocket Artillery III
 3×1-2-8 Antitank X
 1×1-2-6 Engineer X
 2×0-1-5 Construction X
 1×1-6 Lt AA III
 2 points hv AA
 1 point lt AA
 8 resource points

To the replacement pool:
 1×0-6 RR Engineer X

Convert:
 2×Rifle XX any

To:
 2×5-6 Rifle XX 8, 9 (Gds)

Convert:
 2×Cav or Mtn Cav XX any

To:
 2×5-4-8 Cavalry XX 1, 2 (Gds)

Air Units: 1×I-16, 1×II-2, 1×II-4, 3×LaGG-3, 1×MiG-3, 1×Pe-2, 1×Pe-3, 1×Su-2, 1×Yak-1

Group Allowance Increase: 8

Air Units (transferred from the Soviet Far East): 2×DB-3B, 1×I-15, 3×I-15bis, 1×I-153, 4×SB-2, 6×I-16, 1×LaGG-3

Group Allowance Increase (transferred from the Soviet Far East): 16

Convert: two air units to Guards air units

Lend-Lease North: 2×P-40C; 1 armor RP

RAF Group Allowance Withdrawal: 1

Nov II 41

Arkhangelsk MD:
 1×3-6 Rifle XX 263
 1×2-6* Rifle X 46

Kharkov MD:
 2×2-6* Rifle X 22, 24

Moskva MD:
 1×3-6 Rifle XX 336
 6×3-2-8 Tank X 29, 32, 33, 35, 60, 146

North Caucasus MD:
 1×3-8 Cavalry XX 64
 4×2-6* Rifle X 11, 12, 15, 16
 1×2-6* Rifle X 83 (Nvl)

Orel MD:
 2×3-6 Rifle XX 327, 329
 1×2-6* Rifle X 17

From Volga MD:
 3×3-6 Rifle XX 338, 342, 356
 3×2-6* Rifle X 30, 52, 56

From Eastern MDs:
 2×4-6 Rifle XX 413, 415 (Wnt)
 2×3-2-8 Tank X 26, 28
 1×3-8 Cavalry XX 75

Convert:
 2×Cav or Mtn Cav XX any

To:
 2×5-4-8 Cavalry XX 3, 4 (Gds)

Dec I 41

Arkhangelsk MD:
 1×2-6* Rifle X 50

Moskva MD:
 1×2-6* Rifle X 29

North Caucasus MD:

3×2-6* Rifle X 68, 80, 81 (Nvl)

*From Volga MD:*1×2-6* Rifle X 13
1×3-6* Rifle X 79 (Nvl)*From Transcaucasus MD:*1×3-4-7 Mountain XX 138 (Wnt)
1×4-6 Rifle XX 224
1×3-6 Rifle XX 345
1×2-1-8 Tank X 83*From Eastern MDs:*1×6-6 Rifle XX 12 (Wnt)
6×4-6 Rifle XX 331, 363, 373,
377, 379, 3813×3-6 Rifle XX 361, 365, 371
2×3-8 Cavalry XX 82, 83
3×2-6* Rifle X 43, 44,

45 (Wnt)

1×2-6* Rifle X 37
1×3-6* Rifle X 71 (Nvl)*Non-Divisional Units:*2×3-6 Artillery X
1×2-1-8 mot Artillery III
2×3-1-8 Rocket Artillery III
3×1-2-8 Antitank X
1×1-2-6 Engineer X
1×0-1-5 Construction X
1×1-6 Lt AA III
2 points hv AA
1 point Lt AA
8 resource points*To the replacement pool:*

2×2-1-8 Tank X 54, 56

Convert:

1×Rifle XX any

To:

1×5-6 Rifle XX 10 (Gds)

Convert:

2×Cav or Mtn Cav XX any

To:

2×5-4-8 Cavalry XX 5, 6 (Gds)

Lend-Lease North: 1 resource pt; 1 armor RP**Dec II 41***Arkhangelsk MD:*

1×3-6 Rifle XX 368

Kharkov MD:

1×2-6* Rifle X 23

*Moskva MD:*3×2-1-8 Tank X 143, 170, 171
2×2-6* Rifle X 58, 60*North Caucasus MD:*3×3-6 Rifle XX 335, 337, 341
1×2-6* Rifle X 138
2×2-6* Rifle X 76, 77 (Nvl)*From Volga MD:*1×3-2-8 Tank X 51
2×2-6* Rifle X 118, 123*From Transcaucasus MD:*

1×3-6 Rifle XX 388

*From Eastern MDs:*1×4-6 Rifle XX 375
1×3-6 Rifle XX 387
1×1-8 Ski X 1 (Wnt)

2×3-6* Rifle X 48, 49

5×2-6* Rifle X 34, 35, 36, 40,
553×2-6* Rifle X 63, 64, 65 (Nvl)
1×1-6* Rifle X 70 (Nvl)**Jan I 42***Moskva MD:*

1×3-2-8 Tank X 58

North Caucasus MD:

1×2-1-8 Tank X 82

Orel MD:

1×3-6* Rifle X 21

*From Volga MD:*1×3-6 Rifle XX 334
1×3-8 Cavalry XX 80
1×2-6* Rifle X 121*From Transcaucasus MD:*1×4-7 Mountain XX 77 (Wnt)
3×3-6 Rifle XX 386, 396, 404
1×2-1-8 Tank X 55*From Eastern MDs:*4×4-6 Rifle XX 372, 376, 378,
382 (Wnt)
3×4-6 Rifle XX 355, 357, 369
2×3-6 Rifle XX 366, 374 (Wnt)1×3-6 Rifle XX 390
2×3-6* Rifle X 41, 42 (Wnt)
2×2-6* Rifle X 39, 127
1×3-2-8 Tank X 4
2×2-6* Rifle X 62, 74 (Nvl)
2×3-8 Cavalry XX 57, 87*Non-Divisional Units:*1×3-2-6 Artillery X
1×3-6 Artillery X
1×3-1-8 Rocket Artillery III
1×2-1-8 mot Artillery III
3×1-2-8 Antitank X
1×1-2-6 Engineer X
2×0-1-5 Construction X
1×1-6 Lt AA III
2 points hv AA
1 point Lt AA
6 resource points*To the replacement pool:*5×3-2-8 Tank X 1, 2, 3, 4,
5 (Gds)

1×0-6 RR Engineer X

Convert:

4×Rifle XX any

*To:*4×5-6 Rifle XX 11, 12, 13,
14 (Gds)*Convert:*

1×Cav or Mtn Cav XX any

To:

1×5-4-8 Cavalry XX 7 (Gds)

Convert:

2×Rifle X any

To:

2×3-6* Rifle X 1, 2 (Gds)

Air Units: 1×I-16, 1×II-2, 1×II-4, 4×LaGG-3,
1×MiG-3, 2×Pe-2, 2×Yak-1, 1×Yak-4,
1×Yak-7B*Group Allowance Increase:* 8*Convert:* two air units to Guards air units*Navy:* 1 repair point*Lend-Lease North:* 2×P-400*Lend-Lease South:* 1 resource point**Jan II 42***Moskva MD:*

3×3-2-8 Tank X 40, 68, 71

1×2-1-8 Tank X 79

From Volga MD:

1×3-6 Rifle XX 397

Feb I 42*Moskva MD:*5×3-2-8 Tank X 36, 38, 62, 70,
94

1×2-1-8 Tank X 153

1×2-6* Rifle X 38

1×2-6* Rifle X 154 (Nvl)

*North Caucasus MD:*3×3-8 Cavalry XX 13, 115, 116
1×2-6* Rifle X 135*From Volga MD:*

3×2-6* Rifle X 51, 119, 136

From Transcaucasus MD:

2×3-6 Rifle XX 398, 400

From Eastern MDs:

2×4-6 Rifle XX 380, 384 (Wnt)

2×4-6 Rifle XX 385, 391

1×3-8 Cavalry XX 79

3×2-6* Rifle X 75, 84, 85 (Nvl)

2×2-1-8 Tank X 78, 81

*Non-Divisional Units:*1×3-6 Artillery X
2×3-1-8 Rocket Artillery III
3×1-2-8 Antitank X
1×1-2-6 Engineer X
1×0-1-5 Construction X
1×1-6 Lt AA III
2 points hv AA
1 point Lt AA
6 resource points*Convert:*

2×Rifle XX any

To:

2×5-6 Rifle XX 15, 16 (Gds)

Convert:

2×Tank X any

To:

2×3-2-8 Tank X 6, 7 (Gds)

*Convert:*2×Mot or Mech XX,
or Motorized Cdr any*To:*

2×5-10 Motorized XX 1, 2 (Gds)

Lend-Lease North: 1 resource pt; 1 armor RP**Mar I 42***Arkhangelsk MD:*

3×1-8 Ski X 5, 6, 8 (Wnt)

Moskva MD:

2×2-1-8 Tank X 69, 113

1×2-6* Rifle X 161

1×1-8 Ski X 2 (Wnt)
North Caucasus MD:
 1×3-6 Rifle XX 414
From Eastern MDs:
 1×4-6 Rifle XX 370 (Wnt)
 1×4-6 Rifle XX 364
 1×3-6* Rifle X 140 (Wnt)
 1×2-6* Rifle X 137 (Wnt)
 2×2-6* Rifle X 4, 150
Non-Divisional Units:
 1×3-2-6 Artillery X
 1×3-6 Artillery X
 1×3-1-8 Rocket Artillery III
 3×1-2-8 Antitank X
 1×1-2-6 Engineer X
 1×0-1-5 Construction X
 1×1-6 Lt AA III
 2 points hv AA
 1 point Lt AA
 6 resource points
Convert:
 8×Rifle XX any
To:
 8×5-6 Rifle XX 17, 18, 19, 20,
 21, 22, 23, 24 (Gds)
Convert:
 1×Cav or Mtn Cav XX any
To:
 1×5-4-8 Cavalry XX 8 (Gds)
Convert:
 2×Rifle X any
To:
 2×3-6* Rifle X 3, 4 (Gds)
Convert:
 1×Mech or Mot XX or
 Motorized Cdr any
To:
 1×5-10 Motorized XX 3 (Gds)
Air Units: 1×I-16, 2×II-2, 2×II-4, 4×LaGG-3,
 1×MiG-3, 2×Pe-2, 1×Su-2, 1×Yak-1,
 2×Yak-7B
Group Allowance Increase: 8
Convert: two air units to Guards air units
Lend-Lease North: 1×P-39D
Lend-Lease South: 1 resource point

ABBREVIATIONS

Soviet Order of Battle:

AA	Antiaircraft
Cav	Cavalry
Gds	Guards
hv	heavy
Lt, It	Light
Mil	Militia
mot	motorized
Mtn	Mountain
Nvl	Naval (Soviet Navy)
Para-Inf	Parachute-Infantry
RR	Railroad
Wnt	Winterized

Soviet Units:

Regulars:

AKU	Red Banner Artillery
	Training Cadre
M	"Motorized"

Militia:

Com	Communist
Cr	Crimean
Gds	Guards
K.B.	Kabardino Balkar
Krmn	Kremenchug
Kub	Kuban
M	Militia
Plr	Polar
Stlno	Stalino
Vrshgd	Voroshilovgrad
Yrslvl	Yaroslavl

Navy:

Ch Ukr	Chervonaya Ukraina
DD-Flot	Destroyer Flotilla
Komintrn	Komintern
K	Krasny (Red)
Okt Rev	Oktyabrskaya
	Revolutsia
Par Kom	Parizhskaya
	Kommuna
Petropav	Petropavlovsk
Voroshlv	Voroshilov

Counters

1. Soviet marine brigades were printed with the naval troops symbol instead. All Soviet brigades with naval troops symbols are marines.
2. All Soviet rifle brigades are supported. (A few brigades, both regular and winterized, were printed without their supported dots.)
3. The Soviet 13th Cavalry Division's movement rating is 8, not 6.
4. The ID of the "5 Don" Soviet Militia cavalry division should actually be "15 Don."
5. The Italian "Balbo" cavalry unit is a brigade, not a division.

Game Credits

Karl Gaarsoe's name was misspelled. Sorry, Karl.

The following names were omitted from the credits: Lyle Dundek as an art department assistant; Rick Morris, Oliver Wilson, and Matt Ridgeway as playtesters.

Map

1. **Map 2A:** 1) A rail line should connect the rail lines in hexes 2A:3609 and 2A:3607. 2) Hex 2A:0126 is an intermittent lake hex.
2. **Map 5B:** 1) Hexsides 5B:5108/1B:0207 and 5B:5107/1B:0207 are river hexsides. 2) Hex 5B:5102 is an intermittent lake hex.
3. **Map 6A:** Hexes 6A:3032 and 6A:1632 are clear hexes.

Orders of Battle

1. Axis OB:

Army Group North, 18th Army: 1 × 1-2-8 mot Art III 110 is correct, not mot Art II.

Army Group Center, 9th Army: 1 × 3-8 Art III 783 is correct, not 3-6.

Rumania, Rumanian Air Force: Ignore the PZL.24 in the remnants.

Finland: Finnish Forces: References to "fortresses" should be "forts."

Aug I 41, Rumanian: Release from Reserve: In addition to the units listed here, all Rumanian units listed as being released from reserve on the Oct I 41 turn are released from reserve on this turn instead.

2. Soviet OB:

Western Special MD, 10th Army: Delete 1 × 4-6 Rifle XX 8. Add 1 × 3-6 Rifle XX 86.

Kiev Special MD, Army Boundaries: The correct deployment ranges are: 5th Army from 1B:4424 to 1B:4824, 6th Army from 1B:4925 to 1B:5028, 26th Army from 1B:5129 to 3B:0330, and 12th Army from 3B:0429 to 3B:1320.

Kiev Special MD, Reserves: 1 × 11-6-8 Tank XX 10 is correct, not 10-5-8. The following are light tank cadres, not full-strength divisions: 3-2-8 Lt Tank Cdr 20, not 9-5-8 Tank XX; 2-1-8 Lt Tank Cdr 35, not 7-4-8 Tank XX; 3-2-8 Lt Tank Cdr 40, not 8-4-8 Tank XX.

Odessa MD: a) 9th Army: Delete 1 × 4-3-8 Cavalry XX 2. Add 1 × 3-6 Rifle XX 196. b) 9th Rifle Corps: Delete 1 × 3-6 Rifle XX 234. Add 1 × 4-6 Rifle XX 156 and 1 × 4-3-8 Cavalry XX 2.

Moskva MD: Delete 2 × 4-8 Motorized XX 106, 107.

North Caucasus MD: Delete 1 × 4-8 Motorized XX 103, 1 × 4-6 Rifle XX 156, and 2 × 3-6 Rifle XX 86, 196.

Stalin Line: References to "forts" actually mean "fortified areas." A fortified area may not be placed within two hexes of another fortified area.

Soviet Air Force and Air Defenses: The reference to "major airfields" actually means "permanent airfields."

Jul II 41, Transcaucasus MD: 2-1-8 Lt Tank Cdr 54 is correct, not 2-18.

Jul II 41, From Eastern MDs: a) Ignore the listing for the appearance of the ten 6-4-8 tank divisions. Instead, receive the following: 6 × 2-1-8 Lt Tank Cdr 102, 103, 104, 106, 109, 110 and 4 × 6-4-8 Tank XX 101, 105, 107, 108. There are no counters for the 105th and 110th. Use the 59th and 111th Tank XX counters instead. b) Delete the following: 1 × 6-6 Rifle XX 57 (Wnt), 3 × 5-6 Rifle XX 22, 35, 39 (Wnt), 1 × 4-7 Mountain XX 79 (Wnt), 2 × 4-6 Rifle XX 94, 105 (Wnt).

Aug I 41, Add to the Replacement Pool: 1 × 4-6 Rifle XX 8 and 1 × 3-6 Rifle XX 234.

Aug II 41, From Eastern MDs: Delete: 1 × 6-4-8 Tank XX 59, 1 × 3-8 Cav XX 59, 1 × 4-6 Rifle XX 66 (Wnt).

Sep II 41, Kharkov MD: There is no counter for 1 × 3-2-8 Tank X 14. Use the spare 4th Tank Brigade counter in its place.

Oct I 41, From Eastern MDs: Delete 1 × 3-8 Cavalry XX 58.

Oct II 41, From Eastern MDs: 1 × 4-6 Rifle XX 114 is called for but has no counter. Use any eliminated 4-6 Rifle XX counter in its place.

Nov I 41, From Eastern MDs: Add 1 × 6-4-8 Tank XX 112.

Dec I 41, From Eastern MDs: Delete 1 × 6-6 Rifle XX 12 (Wnt).

Jan I 42, From Eastern MDs: Ignore the entry of 1 × 3-2-8 Tank X 4.

Feb I 42, Moskva MD: 1 × 2-1-8 Tank X 70 is correct, not 3-2-8. Thus, the tank brigade reinforcements for this district are 4 × 3-2-8 Tank

X 36, 38, 62, 94 and 2 × 2-1-8 Tank X 70, 153.

Charts

1. Unit Identification Chart: a) The symbols identifying two markers were not printed. To see what a bridge demolished marker looks like, turn over a line cut marker. Disrupted group allowance markers are the markers with "Disr." printed on them. b) Mechanized and Panzergrenadier units have full ATEC, not 1/2. c) Ignore the line "Soviet" line for heavy AA units. There are no Soviet heavy AA combat units.

2. Soviet Game Chart, Replacements: a) For the Arkhangelsk MD, add Viipuri to the "Other cities in MD" column. b) The infantry RP rate for the Eastern MDs should be 6, not 3.

Rules

Rules 5, 6A, 12D, 31G. Reduced ZOCs: Units with ZOCs may have reduced ZOCs. A reduced ZOC is the same as a standard ZOC, except for the following: It costs 0 MPs to leave a hex in an enemy reduced ZOC. It costs 1 MP to move directly from one enemy reduced ZOC to another. Always use the standard ZOC costs when both reduced and standard ZOCs are present. All units with ZOCs that have been out of supply for two or more consecutive turns have reduced ZOCs. All Soviet units with ZOCs have reduced ZOCs in weather zones B, C, and D on the Jun II 41, Jul I 41, and Jul II 41 turns.

Rule 7A3. Regauging: A rail hex may not be used for rail movement during the player turn it is regauged.

Rule 10C. AEC/ATEC Proportions: Change all mentions of 1/5 to 1/7. + 1 AECA, - 1 AECD, and - 1 ATEC effects may be achieved with proportions that are at least 1/7 but less than 1/2.

Rules 13 and 20F2d. Overruns and Defensive Air Support: Ignore the presence of all defensive air support when calculating the overrun odds.

Rule 14A4. Railroad Engineers: It costs 1 MP to regauge a rail hex in clear weather and 2 MPs in poor weather. Quick construction may be used for regauging. For quick construction, at least one unit must be a railroad engineer; the other unit may be any unit with construction abilities or Soviet workers.

Rule 20F2c and d. Ground and Defensive Air Support: The total printed tactical bombing strength contributed by the air units may not exceed the total printed combat strength in the hex of the side they are supporting.

Rule 31A5c. Fortified Areas: A fort may not be built in a hex containing a fortified area (Rule 14A1). A fortified area may not be replaced once eliminated (Rule 34B2).

Rule 31F1. Ground Surprise Attack: Note that ignoring rivers on the border for the purposes of combat does mean their combat effects are ignored for the purposes of overruns as well.

Rule 31G. Soviet Unpreparedness: For the purposes of combat on the Jun II 41 turn, Soviet major city hexes are treated as if they were clear terrain hexes containing dot cities.

Rule 32B. Finland: a) The last sentence of the second paragraph should read: "Soviet forces may not operate in Finland on the Jun II 41 turn." b) In the sixth paragraph, the river called the "Luga" is actually the Svir.

Rule 34A2. Soviet Non-Divisional Reinforcements: Soviet reinforcements listed under the non-divisional units heading appear in any non-isolated Soviet-controlled major cities in the USSR. No more than one unit of the same unit type (e.g., combat engineer, field artillery, antitank, etc.) may appear in a city in a turn; the entry of units unable to enter play due to this restriction must be delayed to later turns.

Rule 34B. Replacements: A unit rebuilt to full strength from cadre may move and attack on the turn it is rebuilt.

Rule 34B1. Axis Replacements: The sentence on replacements for the other Axis forces should begin: "Other Axis forces do not receive replacements..."

Rule 34B2. Soviet Replacements: Soviet motorcycle units are replaced using armor RPs, not infantry RPs.

Rule 34E4. Disbanding Soviet Units: A unit must be in regular supply in order to be disbanded. The RPs received for a disbanded unit may not be used in the turn the unit is disbanded. They may be used in any following turn.

Rule 34E6. Soviet Fragile Divisions: Any Soviet division that has a cadre side is fragile. It may not be replaced once eliminated and may not be rebuilt from cadre strength to full strength.

Rule 36. Preparing for Play: Brandenburgs may be air dropped during either German air phase of Jun II 41. These operations are planned when the German player deploys his forces (that is, after the Soviet player deploys his border military district forces but before he deploys the rest of his forces).

More Optional Rules

1. Me 110D: The German player may take an Me 110D night fighter in place of an Me 110E fighter reinforcement once during the game. Otherwise, the Me 110D does not enter play.

2. Soviet Parachute-Infantry: Soviet parachute-infantry brigades actually have limited drop capabilities. To allow for this, the airborne operations rule (Rule 25) is modified: a) If the disruption die roll is -3 or less, the dropped unit is immediately eliminated. Note that this applies to all drops, not just parachute-infantry drops. b) Modify the disruption die roll for a parachute-infantry drop by -4, in addition to all other modifiers.

3. Heavy Antiaircraft: Heavy antiaircraft units are not halved in strength when attacking a fortress.

4. Air-Naval Interaction. When flying the naval unit bombing mission (Rule 20F2h), an air unit may fly to a search hex instead of flying to a target hex and resolving its mission during the air phase. This allows the air unit to remain in the hex into the enemy player's turn and gives the air unit a chance to bomb enemy naval units at that time. When flying to a search hex, the air unit has its movement allowance reduced by 4 MPs. A search hex may be any full or partial sea hex; it need not contain any enemy naval units. An air unit flying this mission has a search zone, which is composed of all full or partial sea hexes within four hexes of its search hex.

An air unit flies to a search hex during its air phase, and any patrol attacks, interception, and air combat involving the air unit occurs during this phase. AA is not fired at the air units during this phase. The air unit does not bomb during this phase. Instead, it remains in its search hex into the enemy player's movement phase. During this phase it may bomb an enemy naval unit that is/moves at sea in its search zone. For the purposes of this rule, a naval unit is at sea if it is in a full or partial sea hex and is not in port. AA is fired at the air unit immediately before it bombs. If one or more naval units are moving together within the search zones of several air units, all these air units may bomb the naval units at the same time. (Note that this is mostly for the purposes of Rule 22B, as a ship being bombed can receive AA support from one not being bombed.) If the air unit survives AA fire, it bombs its target. All of a player's air units flying this mission return to base at the end of the enemy player's movement phase.

If a naval unit is hit due to this bombing, it must immediately return to port and end its movement for the turn there. If it is carrying cargo, the cargo is disembarked at this port. However, the naval unit may not return to a port that is in the search zone of the air unit that successfully bombed the naval unit unless no other port is available. *Note:* When returning to port, the naval unit could be bombed by other air units if it enters their search zones.

When using this rule, a player must indicate all sea movement of his naval units in a sea zone before any naval bombing in the zone is resolved. (Thus, the non-phasing player will see all sea movement in a zone before he has to resolve any bombing.) A player may arrange the sea movement of his naval units so that several naval units are moving together, either for all or for only part of the movement.

More Designer's Notes

Errata: In the designer's notes, the first full sentence of page three lacks an important word: "...the Soviets simply can *not* stack the same combat strength per hex that the Germans can."

More OB Notes: 1) During the period covered by the game, Rumanian mountain and cavalry formations were actually called brigades. However, the game shows them as divisions, as this is the best way to represent these units in game terms. By the way, the Rumanians redesignated these formations as divisions in 1942 without any organizational change. 2) The "Norwegian" assault gun battalion (1-10) is a composite unit of two independent assault gun batteries in Army Norway. Both batteries in theory became battalions later in the war, but in reality they stayed approximately at battery size. 3) The German 49th Corps HQ was a mountain corps HQ. Somehow the corps marker was produced as an infantry corps. Fortunately, this makes no difference in play of the game. 4) Although divisional breakdowns in Europa are usually along organizational lines, breakdowns for Finnish divisions are an exception. Instead of breaking down into three regiments (per their organization), they break down into two brigades (for example, the 3rd Division operates this way during 1941). The only problem is that the German player can now play games with the 10 RE limit on Finnish forces in the Arctic and with rail capacity by breaking down 3 RE divisions into two 1 RE brigades before sending them north. I don't think this is a major problem requiring a special rule to fix. If you do, however, then count these brigades as 1 1/2 REs each. 5) The German security

regiments with movement ratings of 7 are bicycle security regiments.

Expanded Sequence of Play

The following is a list of activities that occur during the course of a game turn. Within each phase activities are numbered in the order in which they should be conducted. Activities within a numbering may be done in any order. The appropriate rules sections for the activities are given in parentheses.

Start of Game Turn

1. Determine weather (29B).

Initial Phase

1. a) Land late-returning air units (20F2d and e).
b) Transport supply to ports (28D and E).
c) Check Axis garrisons (33).
2. Check the isolation (3I) and supply (12) status of all units.
3. a) Transfer factories and the capital (31D and E).
b) Receive reinforcements (34A), replacements (34B), and lend-lease (35); do conversions (34D), withdrawals (34C), and disbanding (34E4).
c) Do air replacement system activities (26 and 27).
d) Repair naval units (28F).
4. a) Repair air units (23).
b) Construct forts and permanent airfields (14A1).
5. Plan airborne operations (25D).

Movement Phase

1. Break down units (15).
2. a) Move ground units, including administrative, road, and rail movement (6 and 7).
b) Execute overruns (13), including resolution of overrun AA (38B1).
c) Move and replenish ships, move river flotillas, and conduct naval transport (28).
d) Demolish rail lines (7C), airbases (17D), and bridges (39A).
e) Use the construction abilities of engineers (14A1).
f) Regauge rail lines (14A4).
g) Fire AA against air units flying harassment (38B2).
3. Assemble broken-down units (15).

Air Phase

1. Initiate missions (20), move air units (18), and resolve patrol attacks (19).
2. Fly interception and scramble missions (18, 20A, 20B).
3. Resolve air combat (21).
4. Fire AA (22).
5. Resolve most missions (20), including airborne operations (25).
6. Return phasing air units to base (18).
7. Return non-phasing air units to base (18).

Combat Phase

1. During the German combat phase, the Soviet player announces which hexes his ships are supporting with gunfire (28B2).
2. Resolve combat (9 and many other rules).

Exploitation Phase

Note: Only combat/motorized may perform activities in this phase.

1. Break down units (15).
2. a) Move units, including road movement (6 and 7B).
b) Execute overruns (13), including resolution of overrun AA (38B1).
c) Demolish rail lines (7C), airbases (17D), and bridges (39A).
d) Fire AA against air units flying harassment (38B2).
3. Assemble broken-down units (15).

End of the Soviet Player Turn

1. Scuttle river flotillas (28E).

When Appropriate

Note: The following may occur in the movement, air, combat, and exploitation phases.

1. a) Resolve air unit escape when airbases are captured (17B).
b) Resolve ship escape when ports are captured (28B4).
c) Abandon O-capacity airfields (17D).
d) Destroy resource points (39B).
e) Capture resource points (39B).