

# TRC3 Q&A

The following material has been obtained from the magazines of Owen (Chip) Pharr, a long time wargaming friend.

The following is extracted from “The Question Box” on page 34 of Volume 13, Number 2, Copyright 1976, of the Avalon Hill *General* magazine. This errata was in response to Avalon Hill’s **first edition** of *The Russian Campaign*. Obvious spelling errors have been corrected.

## RUSSIAN CAMPAIGN:

Most of the questions pertaining to this game have evolved around attempting to graft another game's characteristics onto this game system. For example, do rivers and lakes freeze and become clear terrain in the winter (*STALINGRAD*); do Stukas undouble river defense positions against ground attacks (*BLITZKRIEG*), may the Germans start in Hungary (*STALINGRAD*) etc. If you accept the rules for what they do say, there is really only one problem with the *RUSSIAN CAMPAIGN* rules. The inevitable typo is found in 10.6 which should refer to the Baltic -- not the Black Sea.

Design-wise there will always be those who find fault as in the case of the individual who chided us for giving SS units supposedly superhuman strength by bring them back as replacements each year. Had he stopped to think it over, our critic might have realized that the rule gives credence to the fact that SS units were always first in line for refitting and replacement rather than recognizing any uncanny ability to return from the dead. Be that as it may, response to *RUSSIAN CAMPAIGN* has been overwhelmingly enthusiastic and the following questions and answers are presided in hopes of presenting an air tight set of rules for the rules lawyers among you who delight in nit picking.

**Q.** May a Stuka tracing its range from AGN attack units in a Military District other than the Baltic on the first turn?

**A.** Yes. See 15.6. Stukas only have to trace their range from a HQ unit. Airpower is not an intrinsic part of any Military District. It can be freely lent to other areas is range.

**Q.** May the Germans use sea movement on the first impulse of the first turn?

**A.** No – even though sea movement is possible without a port, no Axis units exist off the board (to use the off-board Axis ports) at that point of the game.

**Q.** May the Russian player replace one Guards Armoured unit and one Guards Infantry unit during the same turn?

**A.** Yes -- but he could not replace a Guards Armoured unit and an Armoured unit during the same turn.

**Q.** Are defensive benefits cumulative; i.e., are cities behind a river tripled?

**A.** No

**Q.** Are paratroopers dropped prior to combat?

**A.** Yes

**Q.** Does an unsuccessful invasion count towards the two invasion limit?

**A.** Yes

**Q.** May a Rumanian (or other nationality) Panzer Grenadier unit be substituted for a German one when taking replacements?

**A.** No

**Q.** Can you use two Stuka counters in the same attack?

**A.** No

## General Information

**Q.** What happens if a Stuka takes part in an attack against defenders on more than one hex?

**A.** The entire attack is still improved by three odds.

**Q.** Is normal movement (including retreat/advance) allowed across the rail bridge which connects GG19 with HH21?

**A.** No -- see the last sentence of 9.5.

**Q.** May units retreat/advance across the Straits of Kerch? May supply be traced across Straits?

**A.** Yes, Yes

**Q.** Do HQ units move similar to infantry in respect to having to stop on mountain and woods hexes?

**A.** Yes

**Q.** Suppose that a Russian unit is advancing along a rail line previously controlled by the Germans. At the start of the Russian turn the rail marker is at K17. The Russian begins at J16 and advances to L19. Does the rail counter move to L21 at the end of the German player's next turn provided the Russian unit is still there?

**A.** No. It moves to L19 at the end of the *Russian* turn provided L19 is out of German ZOC. German units could then use rail movement up to L21; Russian units up to L19.

**Q.** Must units which took place in an automatic victory attack and remain adjacent to enemy units surrender if other friendly units do not manage at least a soak-off attack vs. the adjacent units?

**A.** Yes -- the whole purpose of 16.3 is to deny Automatic Victory capability in congested areas against a stacked defense.

**Q.** Exactly where can Axis forces set up at the beginning of the game?

**A.** The Rumanian (R) force must start in Rumania, the Finns in Finland, and all other forces anywhere in Rumania, Poland or Hungary.

**Q.** What constitutes an advance along a railroad, for the purposes of advancing rail-heads?

**A.** 9.7 -- "the rail hex of greatest advance out of enemy ZOC at the end of every second impulse." German units need not traverse the entire rail line. Labor and rear area units not represented by counters in the game are assumed to be clearing the tracks behind the German advance. For example, the Brest-Bryansk rail line could be cleared as soon as the German enters Bryansk providing there are no intervening Russian ZOC even if German units have not moved through the Pripyat Marshes.

**Q.** Does the Luftwaffe unit have its own replacement allowance?

**A.** No. It may be taken in lieu of a 3-4 infantry unit however. It also has second impulse movement allowance equal to German infantry for those of you who doubted. The German cavalry unit can be taken as a replacement only in place of a panzer grenadier unit.

**Q.** If the German is entitled to two or more panzer replacements but has lost none may he take a 3-4 infantry for each panzer corps he is entitled to instead?

**A.** Yes

**Q.** Must each Axis unit attack as indicated on the first turn of the game, or may some units hang back and not attack until the second impulse wherever they can reach?

## General Information

**A.** The latter. The only restriction is that units which do attack on the first impulse of the game must attack in the specified Military Districts.

**Q.** Are half hexes playable?

**A.** Yes and initial placement of reinforcements/replacements on these hexes is free.

**Q.** Can you willingly hold back reinforcements/replacements after the turn they should enter?

**A.** No

**Q.** Are partisan counters placed before or after combat resolution in the Russian second impulse?

**A.** After

**Q.** Suppose an unsupplied 3-4 is on a mountain hex. What does it defend with?

**A.** 4. The rules state that the unit is halved - - fractions rounded up -- thus a "2" doubled by the mountains = 4.

## General Information

The following is extracted from “The Question Box” on page 34 of Volume 13, Number 3, Copyright 1976, of the Avalon Hill *General* magazine. This errata was in response to Avalon Hill’s **first edition** of *The Russian Campaign*.

### **RUSSIAN CAMPAIGN:**

**Q.** Must all necessary soak-offs be made prior to executing an AV attack or may the AV be used to create an unoccupied hex to soak-off from?

**A.** Before movement can be made through the AV situation all necessary soak-offs must be made.

**Q.** May either player voluntarily move units off the board?

**A.** No

## General Information

The following is extracted from “The Question Box” on page 34 of Volume 16, Number 3, Copyright 1979, of the Avalon Hill *General* magazine. This errata was published subsequent to Avalon Hill’s **third edition** of *The Russian Campaign*. Obvious spelling errors have been corrected.

### **RUSSIAN CAMPAIGN:**

**Q.** When the SS panzer corps must be withdrawn, what happens if one tries to withdraw by sea and is sunk?

**A.** Another panzer unit must be sent off in its place. Furthermore, the panzer corps must be able to move off by normal movement, rail or sea movement. A panzer unit in an isolated pocket with no access to the sea could not be withdrawn.

## General Information

The following is extracted from “The Question Box” on page 46 of Volume 21, Number 4, Copyright 1985, of the Avalon Hill *General* magazine. This errata was published subsequent to Avalon Hill’s **third edition** of *The Russian Campaign*. Obvious spelling errors have been corrected.

### RUSSIAN CAMPAIGN:

**Q.** Is rail ownership determined *before* or *after* second impulse combat?

**A.** *After* all second impulse combat is finished. Rule 4.4 is misleading.

**Q.** If the Axis captures both Moscow and Leningrad and the Russians have no ZOC along the rail line from Moscow to hex K2 to Leningrad, does the Axis gain control of this rail line all the way to K2?

**A.** Yes!

**Q.** Must you enter a city that you control to gain control of its rail capacity?

**A.** No, if you control a city and it is out of enemy ZOC at the end of your turn then you automatically control its rail lines. This is the only case in which your rail head can move into a hex that you never actually entered.

**Q.** Assuming no units intervene, what happens to a stretch of rail line that is between two Axis cities and at the same time between two Russian cities?

**A.** At the end of the Axis turn it becomes Axis, and at the end of the Russian turn it becomes Russian. In effect, this means that neither side can use the stretch for rail movement (it is always enemy-controlled during the movement phases), but both sides can use it for supply.

**Q.** If a unit invades during MAR/APR,

when does it have to trace supply again?

**A.** At the end of its MAY/JUN turn. The unit is automatically supplied on the turn it invades, but it must trace supply normally on its side's next turn.

**Q.** Can the Russian player put a worker in a city on the same movement phase that he captures that city.

**A.** No, Russian workers must be placed in cities (in Russia) that were under Russian control at the start of the current Russian turn.

**Q.** If the Axis player cannot make a Panzer Grenadier substitution on the scheduled turn, can he make it later (when he gets an infantry unit of the proper type)?

**A.** No, if the substitution is not made on schedule, it is lost.

**Q.** Can an attacking unit in a woods hex retreat?

If the attacker wants it to?

**A.** No! A unit that attacks or defends while in a woods hex cannot retreat.

## General Information

The following is extracted from “The Question Box” on page 60 of Volume 30, Number 5, Copyright 1996, of the Avalon Hill *General* magazine. This errata was published subsequent to Avalon Hill’s **third edition** of *The Russian Campaign*. Obvious spelling errors have been corrected.

### RUSSIAN CAMPAIGN

**Errata 20.2:** Worker units must be placed before movement of all other units. Rule 20.2 is in error. Consequently, worker units may not be placed in a city that began the impulse under German control but is occupied by Russian units during movement.

**9.7** Can Railheads be placed in advance of your units thereby denying the enemy use of rails you have not actually occupied?

**A.** Yes. However, you do not gain possession of new rail hexes until the end of your turn. This gives the opponent the chance to retake the hexes, effectively denying to both sides the use of rails between their frontlines. The illustrations in the Series Replay of Vol. 15#4 are incorrect.

**17.1** German forces have cut off a large group of Russian units. On the Russian turn, the units succeed in fighting into Koenigsburg in Poland. Are these units now in supply?

**A.** Yes, units are in supply by tracing a path to a city and cities need not trace supply paths.

## General Information

The following is extracted from “Variant Ten (RCX)” article by Kurt A Blanch on page 27 of Volume 18, Number 5, Copyright 1982, of the Avalon Hill *General* magazine. This errata was published subsequent to Avalon Hill’s **third edition** of *The Russian Campaign*. Obvious spelling errors have been corrected.

“**AVALON HILL** has ruled that (1) Hex A10 is treated as a river junction. (2) Hex B8 and C7 are connected. (3) A unit on hex KK19 is not doubled when attacked from LL19. (4) A Russian paratroop that has been placed in reserve, but now is being brought onto the board normally (rather than by airdrop) would appear on the East edge.”

**[Note: The Kubar River in LL19 flows into the Sea of Azov. If the river flows from LL19 through KK19 and then into the sea, units on KK19 would not be double if attacked from LL19. If the river flows directly into the sea without going into KK19, then units in KK19 would be doubled when attacked from LL19. I have two Avalon Hill TRC boards. Due to grid printing alignment differences, a piece of the Kubar River on one board enters, barely, hex KK19 while on the other board it just touches the grid line. Hank Burkhalter’s web site at [www.abovethefields.com](http://www.abovethefields.com) has errata that contradicts (3) above. Also, on Hank’s electronic PBEM map the river does not come close to hex KK19 – confirming his errata. Another map prepared by Charles Bentley to be used with Hank’s PBEM set, again shows the river not entering KK19. The river on Jedko’s TRC II map also does not enter KK19. -- Charles G McLellan]**