Computer Controlled Board Game Simulation of WWII

Europa Series Fire in the East

(Europa I)

German (& Allied) invasion of Russia, June, 1941 through March, 1942

First off, let me say, this computer game uses the Vassal engine (www.vassalengine.org) to control the game and handles most of the mechanics of the game but you'll need to know the rules to actually play it correctly (and effectively). Also, if you are blessed with lots of extra room (and can buy a ping pong table for setting up a physical game), and a wife who thinks it is great you've occupied the entire living room for a month or two playing the game (causing it to look like a destroyed WWII Division's bivouac area during your gaming time), then you're more fortunate than me and you don't need this computer game I've coded – I've coded this game simulation for those of us who are not as blessed. In addition, this game is no longer being published unfortunately, but is an excellent game on the subject, with considerable research done by the designers. I would hate to see their excellent work lost over time.

The Europa I - Fire in the East was the first the "monster games" that I played. I was privileged to helped play test *Dran Nach Osten* before it was remade and improved, by some of the original designers, as *Fire in the East*. It is a WWII (World War 2) operational level board game covering the war between the Axis (primarily German) and Russia. The first part of the conflict (9 ½ months) is what this game represents. I've implemented it from board game to a computer game and cover in this computer simulation – the game's campaign of the German surprise attack, June 1941, through the end of the first winter containing the Soviet counter attack, ending March 1942 – most, if not all, the bookkeeping mechanics are now handled by the computer leaving the players free to concentrate on their strategy to win with whatever side they are playing.

This Computer game is used to control and handle the routine "mechanics" of playing the board game and what those rules require in tracking values, eliminating the need for a table in the living room to hold the game, the need to have everyone in the same room or at the same time, and a bunch of paper & pens for keeping tract of losses, replacements, combats, calculating odds, etc.. What you will need to supply is a winning strategy, with operational tactics and knowledge of the game rules - the wise use of planning, grand tactics and knowledge of the rules is the "combat experience" that will give you an edge in this game (or most any other game for that matter).

- Keyboard Combinations Nomenclatures used in the game:

Alt-? = Hold the *Alt* key on keyboard and press the key following the "-".

Ctrl-? = Hold the *Ctrl* key on the keyboard and press the key following the "-".

Ctrl Shift-? = Hold the *Ctrl* and Shift key on the keyboard and press the key following the "-".

Alt Ctrl Shift-? = Hold the *Alt*, Ctrl and Shift keys on the keyboard & press the key following the "-".

Shift-? There are <u>no</u> keyboard combinations that use only the "Shift key and a letter or symbol" to avoid the possible accidental keyboard activations during a conversation or messaging in the Chat window.

- The Game Turn Sequence from the board game in Fire in the Ease is what's given here in phases -

The turn phases has German turn phases, then Soviet turn phases, making one Game Turn:

German's turn phases –

1. Initial:

2. Movement:

3. Air:

4. Combat:

5. Exploitation:

Soviet's turn phases -

1. Initial:

2. Movement:

3. Air:

4. Combat:

5. Exploitation:

The above is one game turn which is $\frac{1}{2}$ month of time in game time scale.

There are a number of actions you can do in each phase. A detailed list of these actions is available in the rules or in the "Charts" button under the "Turn Sequence" tab on the Main map menu bar. Also, all the keyboard combination needed for each phase in the turn sequence is detailed under the section where it is used and described below in "How to play this game as given by Phases".

Situation: The Germans, without their allies (Axis), have planned a Surprise Attack against the Soviet army and will attempt to win a victory over the Soviet before they can regroup from the Axis attack. The Soviets were hoping the Axis will delay their attack until the Soviet army was strengthened more than it was at the time of the actual Surprise Attack.

Victory Conditions:

Germans - The victory points must be 14 or more points to win a (marginal) German victory. (See Rule 37.B. & C. on page 29 of the game rules.)

Soviet - The victory points must be 11 or less points to win a (marginal) Soviet victory. (See Rule 37.B. & C. on page 29 of the game rules.)

Game start: The Game Turn should be started on Turn 1941 Jun, I (to run the German Surprise Attack Turn), then continue with the regular turns starting on Jun, II '41. (The game Turn should begin on Jun I '41. If the Game Turn does not show 1941 Jun I, then put the mouse over the *Game Turn Icon* and *Left-Click* then *Right-Click* the displayed Phase and select "Set Turn". Select the starting phase from the list that comes up [Initial phase] for 1941 Jun I). Starting on this phase you'll need to perform the Surprise Turn first against the Soviets and skipping over all Soviet phases on the 1941 Jun I turn.

Game end: The Game is over after the end of March II, 1942.

Game Scale: Each Hex is 16 miles across; One complete game turn (Axis and Soviet each completing all their phases is one turn) = ½ month; counters represent Battalions (II), Regiments (III), Brigades (X), and Divisions (XX).

Game Mechanics:

- Everything that any game unit can be instructed to do can be seen by Right-Clicking on the game unit to bring up a menu listing all the options available to the game unit or a sub-menu to the listed option.
- All game units that are able to move can be Left-Clicked and mouse button held down then dragged to whatever location you wish within their movement limitations. Some of the most heated arguments (and hurt feelings) I've seen in this game (other than die rolls) have to do with a game unit's movement where did it come from and how did it get where it is at. The following rule is intended to substantially reduce or eliminate these arguments. Since each game unit leaves a "movement trail" when you move it, each side will know where each game unit started and how it got to where it is currently located. This shows the other player(s) how your game unit moved

through the hexes on the map – its path. You need to move the game unit in a straight line along the hexes, thus leaving an unambiguous trail, in each direction the game unit moves. You can release the game unit before a change of direction then Select it again and move it in a new direction. This will show the change in direction showing the hex where the game unit's direction changed. This movement trail will also be important to resolve questions of movement costs and possible zones of control effects during the Movement Phase. The "movement trail" lines left by moving the game unit is the game unit's movement in the movement/air/exploitation phases through whatever terrain it covers - no exceptions. If you do not make a **clear** movement trail, your opponent will decide what hexes your unit moved through using any hexes the opponent chooses that the movement trail touched or passed through including moving the game unit back if it doesn't have the movement points to reach the player's final intended hex location – even if the original moving player doen't think the path the opponent selected makes any sense!! This is the cost of not having a path that is clear! When moving, make your game unit's paths clear! If you make a mistake, in the upper left corner of the game window is an "Undo" icon/button ">" - press this to "Undo" your last action taken. You can go back and "Undo" a number of actions, but you cannot redo an action after you "Undo" that action - there is no "Redo" icon/button to redo the "Undo" just made. So be careful with your moves.

Ground Units – All ground units eliminated, no matter what their state of isolated or non-isolated, are eliminated by Right-Clicking on the ground unit(s) to be eliminated and Left-Clicking on Eliminated (or pressing Ctrl-E). The game will perform the correct action for the eliminated game unit(s) as described below:

Isolated Ground Unit: A ground unit marked as Isolated will not generate Special Replacement Points (SRPs) if it is of the kind that generate SRPs (See rule 34.B.3, page 27) and they will be placed into the Eliminated Box if it is a replaceable unit. If the ground unit has a cadre, it will substituted in place for the eliminated unit.

Non-isolated ground unit: A non-Isolated ground unit will generate Special Replacement Points (SRPs) if it is of the kind that generate SRPs. (See rule 34.B.3, page 27) They will be placed into the Eliminated Box if it is a replaceable unit. If the ground unit has a cadre, it will replace the eliminated unit in place.

Air Units – Due to the fact that Air Units are never in a state of Out of Supply or Isolated but only vary where they go when eliminated as determined by the current "Front Line" or how it was eliminated, the player will need to choose which eliminated box each Air Unit should go as described below:

Eliminated over Friendly Territory: If an eliminated air unit was considered in Friendly territory, which is within 2 hexes of a hex controlled by the air units' player, you will need to Right-Click on the Air unit, then Left-Click on EFT (or press Alt-Ctrl-F). (See rule 26.C.&D.1, page 17)

Eliminated over Enemy Territory: If an eliminated Air unit was not considered in Friendly territory, meaning when it was more than 2 hexes away from a hex controlled by the Air units' player, it is automatically considered in Enemy territory. You will need to Right-Click on the Air unit, then Left-Click on EET (or press Alt-Ctrl-E). (See rule 26.C. & D.2, page 17)

Destroyed on the Ground: If the eliminated Air unit was destroyed on the ground for any reason, i.e., by enemy bombing the Air unit on an airbase or the airbase being occupied by an enemy ground unit and not escaping, it is placed in the Remnants Box. You will need to Right-Click on the Air unit, then Left-Click on Rem (or press Alt-Ctrl-R). (See rule 26.D.3., page 17)

- Keyboard combinations:

The following is a description of important Keyboard combination uses (shortcuts) that can be used in the game, instead of using the Game unit's Right-Click Menu. Most Keyboard shortcuts require that you Select one Game unit before pressing the Keys (Right-Click or Left-Click on Game unit to Select it). (In attacking or defending Keyboard combinations, most the time more than one Game unit may need to be selected to have the action performed on them.) The Key combinations listed here are given for a PC type computer. However, any type computer (Mac, Unix, etc.) can run this game and interact with any other type computer, but you'll need to convert the keyboard combinations' Alt, Ctrl, Shift to your computer's equivalent if you're not using a PC type computer. As you read the list of Keyboard combinations, it may seem like a lot of different Keyboard combinations, but after playing, it will not be as complicated as it may appear at first, plus there is always the unit's right-click menu with all the options that unit can do. Also, a list of Keyboard combinations that are most commonly used together in each of the game phase are giving below.

- Selecting / Unselecting a Game unit or Game units:

Most Keyboard combinations require that you Select one (1) or more Unit/Game unit in the game before pressing the Keyboard combination to make the Keyboard combination work properly.

Select one unit by Left-Clicking or *Right-Clicking - on a single Game unit to Select it.*Select groups of units by Left-Click and hold left mouse button down, then drag across the map to select a group of Game units on the map - continue to drag the box around the game units you wish to select. If you missed Game units and/or selected too many Game units, then do this: Hold the Shift key while Left-Clicking on a Game unit to add the Game unit to the selection. Hold the *Ctrl* key while *Left-Click*ing on a Game unit to remove the Game unit from the selected game units.

- Game unit Movement with mouse:

Left-Click - on a Game unit, then drag, while holding down the *Left mouse* button, to any location desired that is allowed by the rules and within movement range of the Unit(s) selected.

Menu (Toolbar) Buttons on top of Game Main Map Window



The Main Map Toolbar is loosely organized in the order you will need each button going from left to right during the game turn sequence.



These options are explained in the sections in the area of **How to play this game as given by Phases** where they apply. However, here's a brief description of their functions.

(Personally, I encourage you to leave them all on. It makes for a faster and more fun game play.)

Allows a chance to move the odds column up 1 column. – this option, when checked, will allow the game to raise the odds column by 1 column for any attack where the remaining amount of attack factors to defense factors, expressed as a percentage, is rolled by a percentage die roll. If the percentage die roll is within the percentage remainder, the odds column will raise up to the next higher column.

Each stack of Attacking Air units can be randomly attacked by Patrolling Fighter. The Air Phase is a very interactive phase in this game and the board game rules are not conducive to computer play. I've designed a way around this problem while getting the same end results. With this option checked, the non-phasing player's fighters will have a Patrol Zone around them during the air phase until they execute a Patrol Attack. When the phasing player has finished their air unit movement (leaving their movement trails), the nonphasing player will be able to see each air unit that passes through any fighter unit's Patrol Zone. Non-phasing player chooses a single hex containing phasing air units. The nonphasing player may then adds as many fighters to this patrol attack whose Patrol Zone was passed through by a phasing air unit going to the chosen map hex. To send the fighter, Right-Click on the fighter unit and Left-Click on the Perform Patrol Attack (or press Ctrl-P). The fighter unit's attack factor column, on the PA Map, will be incremented by one and the fighter unit's Patrol Zone will be removed so the fighter unit cannot patrol attack again this phase. (It is necessary to first choose the non-phasing patrol attacking air units before sending the phasing air units to the PA Map because as soon as the phasing air units are sent to the PA Map, their movement trails will disappear.) After all the fighters the non-phasing player can or wants to send are sent, then the non-phasing player will need to Select the current hex being Patrol attacked, Right-Click on the hex patrolled attacked and Left-Click on Patrol Attack (or press Ctrl-P). The units in the hex will be sent to the PA Map, "PAMap", which should have been automatically opened when the Air Phase was reached when the game turn was advanced from the Movement phase to the Air Phase. If the PA Map is not visible, Left-Click on the PA Map button to open it on the main map toolbar. Left-Click on Execute Patrol Attack button on the PA Map menu bar. Each phasing player's air unit that is turned back by the patrol attack will be surrounded by a

light blue border. The non-phasing player will then need to Left-Click on Return Air Units on the PA Map menu bar to return the phasing player's units to the map hex they were originally located on in the main map. The non-phasing player can continue this procedure until all phasing air mission hexes have been either patrol attacked or the non-phasing player is finished patrol attacking. (Even though the non-phasing player will know what and where every phasing mission air units will go before allocating and resolving Patrol Attacks, the non-phasing player cannot decide what air unit to Patrol Attack (unless there is only one in the hex) because the Patrol Attack will be randomly allocated against the available phasing air units in the target hex. A successfully Patrol Attacked air unit [and therefore marked as returned] will still be an available target to be Patrol Attacked with remaining non-phasing Patrol Attacking fighters against that hex.)

Allow Computer allocation and resolution of Air to Air Combat. The non-phasing player, after finishing all patrol attacks, can fly fighter air units, as interceptors, to any phasing player's air mission that are in range. After non-phasing player has flown all the desired fighter interceptors, the non-phasing player needs to open the Air to Air Map, by Left-Clicking on Air to Air Map if not opened already. On the Air to Air Map, Left-Click on Fight ALL Air to Air combats (may take a few minutes to resolve them all). After the Air to Air combat is resolved, Left-Click on Return All Units on the Air to Air Map toolbar. All the air units will be returned to the main map hex location where they were before moving to the Air to Air Map. The Air to Air Map can perform 20 air to air combats at a time. If there are more than 20, after resolution of the first 20 and return of those air units, Left-Click on Zero All Variables on the main map toolbar, then perform the same sequence for the next set of 20 air missions. If any of the air units have a light blue border from the previous patrol attack (has light blue border), even though selected and moved to the Air to Air Map, it will not participate in or be affected by the Air to Air combat resolution. When both player's air and mission units are returned, each player will need to eliminate, abort, and return all affected air and mission units – this process is described in **Air Phase:** 3. Resolve air combat (21) below.

Undo Move: "P" Allows you to undo your last move or action. It will undo one previous action performed (move, Fire, Rotation, etc.) for each press of the Undo Button.

Move through Log File and Server Control: "S" Only used in PBEM (Play By Email) games and Setting up your initial connection at start of an online game. (See Help → User's Guide → Game Play)

Ctrl-S: Will bring up or close Server Control window on right side of Chat window, if no game unit is selected.

Dead Units: "This opens up a window that shows ground units that have been eliminated in the course of the game for either Axis or Soviet.

Game Pieces: "Pieces" All the game Units for all armies and markers, are accessible through this button. Left-Click on the tab of your choice and the Left-Click on the type of units desired, then Left-Click on the game unit wanted for reinforcements.

Dice Types: "Left-Clicking on these produce random 1d6, ", (1 die of 6 sides) roll; 2d6, "(2 dice of 6 sides) roll; 1d100, "(1 die of 100 sides) roll – percentage die. Normally the game rolls the correct die set needed to determine result in Combat, and other game functions. There will be times you will need to "roll" the dice yourself. For instance, when you check for AA (antiaircraft) fire, check for Tactical or Strategic bombing hits (and when you want to see random numbers appear in the Chat Window causing your opponent to wonder what you are doing). The

roll will be displayed as "***1d6 Die = ?? *** <name>"; where ?? is the random roll between 1-6, or 2-12 or 1-100; and, name is the name of the person (entered at sign-in) that clicked the die button.

Ctrl-F1: Roll **1d6** Die (1d6 - 1 die, 6 sided), "\[\tilde{\tilde{\tilde{1}}}\]".

Ctrl-F2: Roll **2d6** Dice (2d6 - 2 dice, 6 sided), "\[\tilde{\tilde{1}}\]".

Ctrl-F3: Roll **1d100** Die (1d100 - 1 dice, 100 sided), " , - percentage die.

- Notes: "F Notes" This is where you will enter the information for your next Airborne Assault. After Left-Clicking on Notes, Left-Click on Delayed, then enter all the information required for doing an Airdrop (Airborne Assault), like the next location of the starting units, the hex location of the planned Airdrop, the turn the Airdrop will be done on, et cetera. When the turn arrives, under the Delayed tab, Left-Click on the Check box to the right on the Note under Revealed to allow the other player to see and verify the Airborne operation details.
- Charts: " All the game charts for CRT, Air Units, Air Loss Charts, ground unit breakdown chart, Game Turn (to put replaceable units that only become available after a period of time), Weather, and their modifiers, Setup OB (Order of Battle), Reinforcements, etc.
- Game Turn: "Clicking on Game Turn will bring up a small Game Turn window. This window has the Game Turn with the current game phase displayed in it including a minus "—" on the left side and a plus "+" on the right side. Pressing the plus will move the game to the next game phase; pressing the minus will move the game one phase prior to the current phase. (Be careful about moving the game turn phase back phases. There are a number of game functions that happen between phases and moving back a phase or two could really mess-up your game.) If the game appears frozen after pressing the "white" plus (+) icon you'll be able to see if it is still working (i.e., still doing it's calculations) because the plus icon" + "becomes light blue in color "+".

 Ctrl-T: Moves game turn phase to next phase; if last phase of game turn, then to next game turn, 1st phase.
- PA Map: "If you have not disabled the <u>optional feature</u> for Patrol Attack resolution to be handled by the computer, then this map will automatically become visible at the start of the Air phase of each player. It can be opened or closed by <u>Left-Clicking</u> on the <u>PA Map</u> button.
- Send to Air to Air Map: "Send to Air to Air Map" "If you have not disabled the optional feature for Air to Air Attack resolution to be handled by the computer, then after patrol attacks are finished and non-phasing player has flown the interceptor air units, Left-Click to each hex with a stack of phasing and non-phasing player's air units, selecting all units (ground and air) in the hex (just Left-Click on the chosen map hex), then Left-Click on "Send to Air Map" button. The stack (all ground and air units) will be moved to the Air to Air Map, to see the units on the Air to Air Map, Left-Click on this button, "Air to Air Map", press again to close the map. Even though all ground units are sent to the Air to Air Map as well, you will not see them until the Return All Units button is pressed on the Air to Air Map toolbar.
- Air to Air Map: "Air to Air Map "This will bring up the Air to Air Map where Air to Air combat is resolved. After you have sent each stack (up to 20 stacks at a time) to the Air to Air Map, you'll need to Left-Click on the Fight All Air to Air Combat button, "FightALL Air to Air Combats", located on the Air to Air Map. This will determine, in each stack, all the No affects, returns, aborts and KIAs. After all the Air to Air combats are resolved (could take a few minutes), Left-Click on the Return All Units, "Return All Units".
- Zero Air to Air Map: "Zero Air to Air Map)" If there are more than 20 air to air combats during an air phase, Left-Click on Zero Air to Air Map located on the Toolbar button (after Left-Clicking on Return All Units, "Return All Units", has been pressed) to clear all the variables for the next set of air to air combats.

- Attack: "Left-Click this button to calculate the attack factors of all Selected attacking ground and Selected attacking (supporting) air units. The game will adjust the attack factors for the effects of turns unsupplied ground units and the limitations on the addition of tactical air factors. Terrain hexes and hexside effects will require the results in the calculated attack factor's small window to be manually adjusted to take these terrain features into account for the defender's hex and hexsides attacked across.
- Defend: "Left-Click this button on the hex of the defending unit(s) to calculate the defense factors of all Selected defending ground and Selected defending (supporting) air units. The game will adjust the individual unit's defense factors for the affects of turns unsupplied and the limitation to the addition of defensive tactical air factors. It will then request the summed total of die roll adjustments (modifiers) for this combat. It will calculate the combat ratio, roll a 1d6 die for combat resolution and will adjust by the die roll, as adjusted by the total modifiers, then display the combat results in the Chat window.
- Find on Map: " Left-Click to Highlighted their location on main map.
 " Highlight/Unhighlight all *3-6 Infantry Unit locations on the main map (see Rule 34.D & 34.E.2).
 - ", Highlight/Unhighlight all Non-Op air unit locations on the main map (see Rule 23).
 - ", Highlight/Unhighlight Engineer units locations on the main map (see Rule 14.A).
 - ",Highlight/Unhighlight all Resource units locations on the main map (see Rule 12.F).
 - "Type of the main map (see Rule 31.A.5)." "Type of the main map (see Rule 31.A.5)."
 - ", Highlight/Unhighlight all Airbase counter locations on the main map (see Rule 17).
 - "Image: "Image
- **Total All Countries' Air Units:** ", Left-Click button to add up each country's air units on the main map and display those totals on the Nation's Active Air Group window, located in the Baltic Sea (left side of main map). This is a convenient way to check if the on map air units agree with the air groups allowed amounts on the Air charts under the Charts button on the main map toolbar.
- Map Image: "Takes a picture of the entire game map, not just what is currently showing on the screen when you take it. You will be able to see the entire map with all the on map game units.
- Map Zoom: "QQQ", Left-Clicking the "+" button gives a closer up view of the map, Left-Clicking the "-" button bring you view further out to see more map. Instead of zooming in or out, you can Left-Click the middle magnifying glass lets you select what level of zoom you want to use.
- **Hide Units:** " This will remove all Game units and Units from the map showing only the game map that is underneath all the Game units. This will give you a clear view of the underlying terrain (this will also remove any destroyed markers on fortresses).
- Overview: "This will bring up a smaller window showing the entire game map with all visible Units on it. It helps to get a bigger perspective on the battle and you can Left-Click on the Overview map which will reorient the main map to the location where you Left-Clicked on the Overview map.
 - Ctrl Shift-O: Opens/Closes Overview Map in upper left corner of game map.
- Show Marker Units: "Left-Clicking "will move Markers (forts, airbases, resources points, rail breaks, and so forth) to the top of the hex where they are across the whole main map. Left-Clicking it again will again rotate the Marker in the hex they are in. Left-Clicking it one more time (a third time) will rotate the Marker to the bottom of the hex they are in their normal position. This makes it easy to see where all the markers are on the main map in relation to each other and other game units.

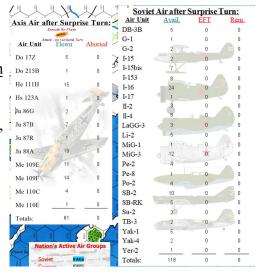
Clear Move: "Removes the thin red move line from all units on the game map. There is no need to use this button as the game will remove these move lines itself during the game at the appropriate times. However, after your initial setup you may wish to clear the move lines to start with an uncluttered screen for your first movement phase.

How to play this game as given by Phases

(after reading the board game's rules, proceed below)

Surprise Turn resolution (first turn of game only - Rule 31.F.):

The air phase of the Surprise attack has been made very easy to resolve. On the main map, far left side, each player will see the Axis Air after Surprise Turn and the Soviet Air after Surprise Turn windows. After both players have setup all their ground units, the Axis player will press the Execute Air Phase Attack on 1st Game Turn button. After pressing this button, a small window will open, one at a time, for each air unit the Axis player has that can attack in the Surprise Turn. The Axis player can press Enter (return) to use all the air units of that type in the Surprise Turn or can enter a lesser amount to use in the Surprise Air Attack Turn. The unused air units will be available on the Jun II, '41 turn for operations on the main map. What air units the Axis player will use for the Surprise Air Attack will then be used in the calculations for German and Soviet air losses. After the Attack, the Rem'ed, Non-



Op, Eliminated in Friendly Territory (EFT) air units will be identified on each player's respective Surprise Attack maps, (those shown to the right). The air units the Axis player did not use in the Surprise Attack should be deployed on the main map for Jun. II '41 turn air phase. All the air units used in the Surprise Attack on the Axis side and the total of the Soviet air units should remain in the "Available" box on the Axis Air Chart tab and the Soviet Air Chart tab until after the resolution of the Jun. II '41 turn. Before starting the Jul. I '41 turn remove the German air units from the air Available Box and place on the main map in Germany or Rumania and mark the Non-Op air units by Right-Clicking on the air unit, then Left-Clicking on Op / Non-Op (or press Ctrl-F). The Soviet air units will need to be distributed to the EFT (Eliminated in Friendly Territory box, the Remnant box or deployed on friendly airbases. The group allowance will need to be adjusted according to the Rule 31.F. After this is completed, the Axis Air after Surprise Turn and the Soviet Air after Surprise Turn windows can be closed by Right-Clicking on the window and Left-Click on Delete (or press Ctrl-X).

Phases, Axis or Soviet –

Start of next Game Turn

- Advance Game Turn phase, if not advanced already, to the current Game Turn's **Initial Phase:**.
- 1. Determine weather (29.B.). (weather doesn't change until Sep. I '41)

Open *Charts*, Left-Click on Turn & Weather tab. Roll the 1d6 die, "\", (or press F1) and cross reference the die results with the weather table. If weather changes, drag yellow X, "\", left to uncover the new weather on each respective weather zone, if any change in that zone.

Initial Phase:

- 1. a) Land late-returning air units (20.F.2.d. and e.).
 - Select the returning air units and move to an airbase within its range.
- b) Transport supply to ports (28.D. and E.).

Select any Ship unit that will transport supply and move to the port to place the supply. If Soviet ship and transported to a non-port hex, all ground units tracing supply to it will be in Special Supply. You show the ground units that are in Special Supply by Right Clicking on the ground unit to bring up its menu. Click the Special Supply line (or Alt-Ctrl-Shft-U). This will cause a

Special Supply indicator on the left-bottom side of the game unit. When the Special Supply ends (after 1 game turn), the game will automatically remove the Special Supply status. Special Supply does not stop turns out of supply. Although the ground unit will function as if in full supply while operation on Special Supply and does not roll for elimination due to lack of supply, its time out of supply will continue to count until the ground unit is put into full supply (see Rule 12).

c) Check Axis garrisons (33).

(Press the Hide Unit button to find the locations needing a garrison.)

2. Check the isolation (31) and supply (12) status of all units.

<u>If a unit is isolated</u>, Select the unit and <u>Right Click</u> to bring up the Menu, then <u>Select Isolated</u> (or <u>Alt-I</u>). This is important when a unit is eliminated so the game knows how to treat the unit when eliminated. If the unit becomes non-isolated, <u>Right Click</u> on Selected ground unit and Select <u>Isolated</u> again (or <u>Alt-I</u>) to remove the Isolated indicator.

If a unit is out of supply, Select the unit and Right Click to bring up the Menu, then Select Unsupplied (or Ctrl-U). This is important when a unit is checking for elimination for lack of supply. The game will keep count on how many turns a unit has been out of supply on the bottom of the unit, so you know how many turns the unit has been unsupplied when rolling for unit elimination. If the unit becomes supplied, Right Click on Selected ground unit and press Supplied (or Alt-S) to remove the unsupplied indicator.

3. a) Transfer factories and the capital (31.D. and E.).

To transfer a factory, ", or the capital, ", Select the factory or capital and drag it along the path of its move according to Rules 31.D and 31.E..

b) Receive reinforcements (34.A.), replacements (34.B.). and lendlease (35); do conversions (34.D.), withdrawals (34.C.), and disbanding (34.E.4.).

To receive reinforcements, open the Pieces tab, "Pieces", along the top of the game window on the toolbar. Select the appropriate country, the "type" of unit tab, then Select the reinforcing unit and drag it to the map location of its appearance.

To receive replacements, go to the Special Replacement Accumulated window. Add the replacement points to each category for each country as received. You add by Left-Clicking on the currently available number of replacement points, this will open a small window where you will enter the new total amount of replacement points after adding to the current total available the new additional amounts. To convert the SRPs (Special Replacement Points for

Special Replac	ement	Accui	mula	ited
	SRPs	RPs	ARM	ART
Soviet	(0) / 5	0 RPs	0	0
German	(0) / 4	0 RPs	0	
Finnish	(0) / 4	0 RPs		
Rumanian		0 RPs		
Soviet Naval		0 RPs		
German Naval		0 RPs		

Germany, Finland and the Soviets) to RPs (Replacement Points), simply Left-Click on the current accumulated SRPs Factors of the respective country and it will be automatically be calculated and added to that country's available RPs (Replacement Points) with the fractional portion available for use in future SRPs conversions.

To use replacements, go to the Special Replacement Accumulated window and Left-Click on the RPs value for the respective country and respective type of Replacement Point. Subtract the used amount from the available points to replace the eliminated unit(s) you want. You subtract by Left-Clicking on the currently available amount of replacement points for the country, this will open a small window to enter the remaining replacement points still available after subtracting the used points from the prior total available. To find the available replacements, Left-Click on the Soviet/Axis Elimination map, drag the replaced unit to the location the unit is to go according to the replacement rule 34.B..

Soviet Replacement Cities, each city has an accumulated Infantry Replacement Points that start accumulating on and after Aug. I '41. To use these Infantry points, go to each replacement city's hex (if it is a multihexed city, go to the Full City hex) and Right-Click on the red star, "*", and a

menu will show the available Infantry RPs (IRPs) that can be used from that city (if there are more than one city that accumulates IRPs in that military district, you can use the total of those city's IRPs. If you don't use them all, you'll need to decide how much of and which city you'll leave the remaining IRPs). To use the IRPs, Left-Click on Use Infantry RPs. A small window will appear where you will enter the enter the unused IRPs. If none remain, enter zero "0". Left-Click and drag the replaced Unit from the Soviet Eliminated Map to the correct location on the map according to the rule 34.B.

To receive lend-lease, place the received unit(s), as available, according to Rule 35.

<u>Do conversions</u>, by Selecting the unit to be converted, according to the requirements in rule 34.D., open the Right-Click unit's menu, then Left-Click on Delete (or press Ctrl-X) to correctly remove unit from play. The removed unit is not replaceable and permanently removed from play. Place the new unit in the same location as the replaced unit.

Note: *3-6 Infantry conversions, Starting Aug. I '41 the Soviets can convert four (4) *3-6
Infantry units to 4-6 Infantry units each turn. To perform the conversions, Right-Click on the unit to be converted, Left-Click on Convert to 4-6 Inf (or press Ctrl-C).

The *3-6 Infantry unit will be removed and permanently converted to the 4-6
Infantry unit. For easy location of available *3-6 Infantry units, on the main map menu bar Left-Click on *3-6 Infantry highlight button, "and all *3-6 Infantry unit's hexes on the main map will be highlighted in red, "and ", again.", - to remove highlight Left-Click on *3-6 Infantry highlight button, "and ", again."

<u>To withdraw unit(s)</u>, To remove withdrawn units from the map according to the rule 34.C, Select on the withdrawn unit by Right-Click the affected unit then Left-Click on Delete (or press Ctrl-X) to correctly remove the withdrawn unit.

<u>To disband unit(s)</u>, (only applies to Soviets) Select the affected unit(s), remove them from the map according to the rule 34.E.4. To remove the disbanded unit, Right-Click the affected unit and Left-Click on Delete (or press Ctrl-X) to correctly remove the disbanded unit. Add the cost of replacing the unit to the RPs available as described above in "<u>To receive replacements</u>". The disbanded unit is permanently removed and not replaceable during the game.

c) Do air replacement system activities (26 and 27).

The process is fully described in Rules 26 and 27. The only thing you'll need to do is to drag a Selected air unit from one of the boxes to another. Also, to remove a culled air unit, Right-Click on the culled air unit and Left-Click on Delete (or press Ctrl-X).

d) Repair naval units (28.F.).

To repair a hit on a navel unit, Right-Click on the naval unit and Left-Click on Repair 1 Hit on Ship (or press Alt-R). To add a hit, Right-Click on the naval unit and Left-Click on Add 1 Hit to Ship (or press Ctrl-H).

4. a) Repair air units (23).

To repair a inoperative air unit (it will have NonOp across the top of the air unit), Right-Click on the air unit and Left-Click on Op / Non-Op (or press Ctrl-F).

b) Construct forts, "○", and permanent airfields, "∠" (14.A.1.).

To construct a fort, "O", you must spend 1 resource point, "P", within supply range of the constructing unit then Right-Click on the constructing ground unit (Combat Engineer or Construction Engineer) that will construct the fort and Left-Click on Place Fort (or press Alt-F). A small window will open and ask how many phases are needed to construct the fort, there are 2 phases per game turn. Refer to the construction rule 14.A.1 through 14.A.1.d to determine how many game turns will be needed for construction, then double the number to convert the game turns into phases. A fort counter will be placed where the constructing unit is located, with the number of remaining game turns before completion. The remaining number of turns is located in

the center of the fort being constructed, "②". The game will automatically reduce the remaining game turns by 1 after each 2 initial phases (1 German + 1 Soviet Initial Phase or vice versa depending when started) that have passed after construction began.

To construct an permanent airfield, "A", you must spend 1 resource point, "P", within supply range of the constructing engineer unit then Right-Click on that ground unit (Combat Engineer or Construction Engineer) that is construct the permanent airfield and Left-Click on Place Perm. AF (or press Alt-P). A small window will open and ask how many phases are needed to construct the airfield, there are 2 phases per game turn. Refer to the construction rule 14.A.1 through 14.A.1.d to determine how many game turns will be needed for construction, depending on location and weather, then double the number to convert the game turns into phases. A airfield counter will be placed where the constructing unit is located with the number of remaining game turns before completed. This game turn number is located in the top-left quarter of the airfield being constructed, "A". The game will automatically reduce the remaining game turns by 1 after each 2 initial phases (1 German + 1 Soviet initial phase or vice versa) that have passed after construction began.

<u>To build an temporary airfield</u>, Right-Click on the ground unit (Combat Engineer or Construction Engineer) that will construct the temporary airfield must spend 4 movement points and Left-Click on Place Temp. AF (or press Alt-T), " \neq ". The temporary airfield will be placed immediately in the location of the constructing unit – there is no resource point spent to construct a temporary airfield. Later, at the end of any phase, if no unit capable of constructing the temporary airfield is in the same hex with the temporary airfield, the temporary airfield is removed from the map.

5. Plan airborne operations (25.D.).

To plan an airborne operation, Left-Click Notes, then Left-Click Delayed. Type in the landing hex, the units landing there, plus where they are starting from, and the turn they will air drop. On the turn and time of the airborne operation, you reveal the planned operation by Left-Clicking on the Reveal check box in the upper right area of the airborne operation in Note.

- Advance Game Turn phase, if not advanced already to the current Game Turn's **Movement Phase:**.

Movement Phase:

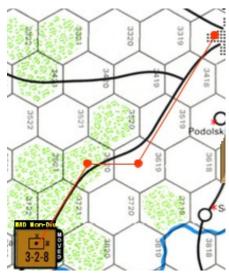
– If you hold the mouse curser over a stack on the main map, it will display the total number of units in the hex, the number of Divisions, the Number of Artillery, and the number of AA factors available in that hex, "** is a unit that does not have a field value, then a "?" will show.

1. Break down units (15).

To get to the break down units, Left-Click Charts button on the main menu, then Left-Click on the Axis or Soviet tab. On this sheet you will see all the break down units available. Read rule 15 to properly use these ground units. To exchange the full division with the appropriate break down units, refer to the left side of the chart and remove the correct break down units and place the division broken down in their place. You will Left-Click and hold than drag the units to the division's location and Left-Click and hold and drag the division to the break down area. The break down units can be supported or unsupported when placed on the map. To change from supported to unsupported or vice versa, open the Right-Click unit's menu, then Left-Click on Flip (or press Ctrl-F) to change whether the unit is supported, "", or unsupported, "". If you choose the supported ground units, you do not receive the HQ unit; if you choose the unsupported ground units, you also receive the HQ unit.

2. a) Move ground units, including administrative, road, and rail movement (6 and 7) – *The Soviets have limitations on certain combat/motorized units (see Rule 31.C)*.

All game units that are able to move can be Left-Clicked and held then dragged to whatever location you wish within their movement limitations. Some of the most heated arguments I've seen in this game (other than being cursed by their die rolls) have to do with a game unit's movement – where did it come from and how did it get where it is at. The following rule is intended to substantially reduce or eliminate these arguments. Since each game unit leaves a "movement trail" (red line) when you move it, each side will know where the game unit started and how it got to where it is currently located. This shows the other player(s) how your game unit moved through the hexes on the map – its path. You need to move the game unit in a straight line along the hex row, column, and/or diagonal, thus leaving an unambiguous trail, in each direction the game unit moves. You can release the game unit after moving in one



direction, then Select it again and move it in a new direction when you want to change directions showing the hex where the game unit's direction changed. This movement trail will also be important to resolve questions of movement costs and possible zones of control effects during the Movement Phase, Air Phase or Exploitation Phase. The "movement trail" lines left by moving the game unit is the game unit's movement in the movement/air/exploitation phases through whatever terrain it covers - no exceptions. If you do not make a clear movement trail (as shown in example window on right), your opponent will decide what hexes your unit moved through using any hexes the opponent wants that the movement trail touched or passed through and move it back if it doesn't have the movement points to reach the original player's intended hex location – even if the original moving player doen't think the path the opponent selected makes any sense!! This is the cost of not having a path that is clear! When moving, make your game unit's paths clear! If you make a mistake, in the upper left corner of the game window is an "Undo" icon/button "> " - press this to "Undo" your last action taken. You can go back and "Undo" a number of actions, but you cannot redo an action after you "Undo" that action - there is no "Redo" icon/button to redo the "Undo" just made. So be careful or you might have to remake a lot of moves!

- b) Execute overruns (13), including resolution of overrun AA (AntiAircraft fire, rule 38.B.1.).

 Read rule 13 and 38.B.1, if AA is present, then move ground units according to Movement Phase, 2.A above's description. If you hold your mouse curser over the hex with the overrunning units, it will display the total AA available from all units in the hex. You can fire AA at each defending air unit by Left-Clicking on the 2d6 dice button on the main map window (or press F2), then cross reference the dice roll and the total AA being used with the CRT tab located in the Charts Button.
- c) Move and replenish ships, move river flotillas, and conduct naval transport (28).

Read the rules on naval units movement and restrictions, then move the ships units according to Movement Phase, 2.A. above's description, but on river/sea hexes.

d) Demolish rail lines (7.C.), airbases (17.D.), and bridges (39.A.).

Any ground unit with a combat factor greater than zero can demolish (destroy) a rail line or airbase.

<u>Demolish rail lines</u>, by moving the ground unit to the hex with the rail line running through it, <u>Right-Click</u> ground unit to open its menu, then <u>Left-Click Cut Rail Marker</u> (or press <u>Alt-C</u>). A rail cut marker will be placed in the hex of the ground unit cutting the rail line.

<u>Damage airbase capacity</u>, by moving the ground unit to the hex with the airbase in it, spend 2 movement points for each point of damage to be applied to the airbase, <u>Right-Click</u> airbase to open its menu, then <u>Left-Click Add Hit</u> (or press <u>Alt-=</u>) for each hit. A remaining capacity level

will be shown on the airbase, " . The capacity of the airbase will decrease for each hit added and increased for each hit removed, Left-Click Remove Hit (or press Alt--[minus]) for each hit removed. The capacity is the allowed number of air units that may takeoff from the airbase in the air phase for a mission; an unlimited number of air units can land at an airbase.

<u>Demolish bridges</u>, (optional rule) There is currently no process built into the computer game to handle this optional rule. Read the rule 39.A. and do as instructed. To mark a demolished bridge, open the <u>Units</u> tab, open <u>Markers</u> tab, and <u>Select and drag</u> the Bridge Demolished marker to the location of the demolished bridge.

e) Use the construction abilities of engineers (14.A.1.).

Constructing forts and airbases are covered in *Initial Phase*:, 4.b.

<u>To repair damage airbases</u>, for each 2 movement points spent by the appropriate engineer unit in the hex of the airbase repairing the airbase, 1 hit is removed. To remove 1 hit, Right-Click on airbase and Left-Click on Remove Hit (or press Alt-+) – repeat for each additional hit removed. <u>To repair a cut rail line</u>, spend 4 movement points in the hex of the cut rail lineby the appropriate engineer unit in the hex to be repaired, then to remove Right-Click on Cut Rail Line marker, then Left-Click on Delete (or press Ctrl-X).

<u>To damage/repair a port</u>, to <u>damage</u> a port, for each 3 movement points spent in the port hex, <u>Left-Click</u> on <u>Units</u> tab, then <u>Left-Click</u> on <u>Markers</u>, <u>Select Hit-1</u> or <u>Hit-2</u> and move to port hex. <u>Right-Click</u> on <u>Hit-1</u> and/or <u>Hit-2</u> marker, then <u>Left-Click Change Label</u> (or press <u>Ctrl-L</u>). Enter "Port" to identify the hit marker's purpose. To <u>repair</u> a port, spend 4 movement points for each hit repaired, then <u>Right-Click</u> on the <u>Hit-1</u> and/or <u>Hit-2</u> marker and <u>Left-Click</u> on <u>Delete</u> (or press <u>Ctrl-X</u>) to repair the port and remove the hit marker(s).

f) Regauge rail lines (14.A.4.).

Read rule section 14.A.4. to understand repairing and regauging rail lines movement costs. To repair a rail line, use the same process as *Movement Phase*:, 2.e. above. To regauge a rail line, in clear weather, costs 2 movement points, in any other weather, it costs 4 movement points. Once the movement cost is spent, advance the standard rail gauge marker, "

", for Soviet).

g) Fire AA against air units flying harassment (38.B.2.).

Use the same AA process as "*Movement Phase*:, 2.b. Execute Overruns" above, when performing AA fire against air units flying a harassment mission.

3. Assemble broken-down units (15).

To assemble broken-down units, all of the component parts of the division must be stacked in the same hex, then do the reverse of "Movement Phase:, 1. Break down units" above.

- Advance Game Turn phase, if not advanced already to the current Game Turn's **Air Phase:**.

Air Phase:

- The board game Air Phase is very interactive, difficult and long, as a computer simulation, especially when players are not within "shouting distance" while performing it. However, it is doable but with a lot of extra time and difficulty to perform. One of the advantages of these options is it allows the non-phasing player to resolve all Patrol Attacks and Air to Air Combat without the phasing player needing to do anything until these are finished and resolved. For those of you who would like to get similar results but with much less time and difficulty involved to perform it, I've included two game options to resolve patrol attacks and to resolve air to air combat. Since I've played the game with and without these options, I strongly recommend that you use the options! The game starts with them "on" by default. You can turn them off (by unchecking their box in File – Preferences – FITE Options tab, but there is actually no need to do so as you don't have to use

them even if they are "on" and available. I've included Patrol attacks option and Air to Air combat option in the descriptions below, assuming you'll want to use them.

1. Initiate missions (20), move air units (18), and resolve patrol attacks (19).

Read rule 20 to understand types of mission air units can initiate. After deciding which air mission a group of air units will perform, move the air units (according to rule 18) to their mission hex. You move the air unit(s) by Left Clicking on the air unit(s) and drag them to their mission location. [Remember the "Movement Phase:, 2.a)." "clear path" requirements above.] The same "clear path" is necessary for air units as well and the same consequences applies if you don't make a clear path.

Send Fighter Unit on a Tactical Bombing Mission: To designate a fighter unit as a mission unit, Right-Click on the fighter unit, "you want to use as a Mission Fighter, then Left-Click on Replace with Mission Fighter (or press Alt-H), "you want to use as a Mission Fighter, then Left-Click on across the top showing it is a "M.F." type air Unit. To change it back repeat the process on the Mission Fighter and it will return to the fighter unit again.

Patrol attack (option). As soon as the game turn is advanced to *Air Phase*; all the non-phasing player's fighter air units will show a zone that fighter can perform a patrol attack in. The phasing player now will fly the mission and escort air units to the mission target hexes (and may wish to consider flying around patrol zones if possible). After the phasing player flies all mission and escorts to their mission hexes, the non-phasing player then picks one mission hex to resolve patrol attacks and sends any fighters whose movement trails the mission or escort air units passed through for that fighter unit's patrol zone. To send the fighter to patrol attack the phasing player's air units Right-Clicks on the fighters to bring up its menu, then Left-Click on Patrol Attack (or press Ctrl-P). The Fighter's patrol attack zone will disappear and one will be added to the count under the fighter's attack factor, on the PA map – the fighter will remain where it is at and cannot be selected again for another patrol attack during this phase. After all the patrol attacking fighters have been designated for this particular mission hex, resolve the patrol attack by going to the PA Map and Left-Click on Execute Patrol Attack. Any phasing player's mission force or escorts that are marked with a blue border, "", have been turned back and cannot complete their mission. Left-Click on Return Air Units to send the mission and escort air units back to their original hexes on the main map. The non-phasing player repeats this sequence for each mission hex until all are patrolled attacked or passed over by the non-phasing player.

2. Fly interception and scramble missions (18, 20.A, & 20.B).

<u>To fly interception</u>, the non-phasing player now flies, to any mission hex, any fighter(s) desired and within intercept range (½ movement range rounded down) of those mission hexes. To fly the fighters, <u>Left-Click</u> on a fighter and drag it to the mission hex within the interceptor's range.

3. Resolve air combat (21).

Air to Air Combat resolution (option). The non-phasing player Left-Clicks on each mission hex that contain phasing and non-phasing player air units flown there this air phase. All units, air and ground, will disappear from the hex. However, only air units of both sides that do <u>not</u> have a blue border (i.e., those not returned by a patrol attack) will appear on the Air to Air map, the rest will be temporarily held off the map. Continue adding air mission hexes until all (up to 20) air missions hexes with both phasing and non-phasing air unit in the hex have been added. The number of air missions added to Air to Air map can be check by Left-Clicking on Air to Air Map, "Airto Air Map and Inished adding air missions, resolve air to air combat by going to Air to Air Map, "Airto Air Map and Left-Clicking on Fight ALL Air to Air Combats – it may take a few minutes to finish each of these air to air battles depending on the speed of your computer. After air to air combat resolution, all air and ground units need to be return to their

original locations on the main map – this is done by Left-Clicking on Return All Units on the Air to Air map toolbar. After all air to air mission combat has been resolved, each player will need to go to each mission hex and Right-Click on each KIA air unit, "Left-Click on EET (Eliminated over Enemy Territory) or EFT (Eliminated over Friendly Territory), Return all Non-Op, "Top", and blue bordered, "Top", returned air units to a friendly airbase. This will remove "map clutter" during the next 2 phases: 4. Fire AA and 5. Resolve most missions...

The Air to Air map can hold up to 20 air mission hexes for air to air combat resolution. If the non-phasing player has more than 20, that non-phasing player will need to resolve (fight) the air to air of the first 20 by *Left-Clicking* on *Fight ALL Air to Air Combats*, clear the Air to Air map by Left-Clicking on Return All Units, then Left-Click on Zero All Variables. After this is done, the non-phasing player can repeat the above Air to Air Combat resolution procedure for the next set of up to 20 air to air mission resolutions.

4. Fire AA (22).

Read rule 22 on procedure for AA fire. To perform AA attack on air units, roll 2d6 dice, Left-Click the 2d6 picture, "[iv]", (or press F2)move the mouse curser over the hex where the AA fire originates. A small window will appear showing the total amount of AA factors in the hex. If there are nonparticipating units in the AA fire, remove their factors from the total AA factors. Use this modified amount on the AA table that you can open by Left-Clicking on Charts, then Left-Clicking on CRT. The AA chart is in the middle right on the CRT chart. Cross reference the dice roll and the AA adjusted factors - roll dice again for each air unit fired upon.

5. Resolve most missions (20), including airborne operations (25).

Read rule 20 and/or rule 25 to find steps for mission resolution.

6. Return phasing air units to base (18).

Phasing player returns all air units that are not flying defensive support mission back to a friendly airbase within movement range.

7. Return non-phasing air units to base (18).

Non-phasing player returns all air units back to a friendly airbase within movement range.

- Advance Game Turn phase, if not advanced already to the current Game Turn's **Combat Phase:**.

Combat Phase:

1 . At the beginning of the <u>German combat phase *only*</u>, the Soviet player announces which hexes his ships are supporting with gunfire (28.B.2.).

Read rule 28.B.2.. and use the Status markers, "⑤", to indicate which hex(es) and how many ship factors are defending those Soviet hex(es). These Status markers are located in Pieces, Markers, Status 1 through Status 5.

2. Resolve combat (Rule 9 and many other rules).

Combat resolution (option): There is a combat option to allow the combat odds column to increase to the next column higher based upon the percentage of extra combat factors over the needed amount for the current combat column to move up to the next combat column. I.e., if attacker has 11 combat factors and defender has 3, the odds are 3.66 to 1. This would be resolved on the 3 to 1 table unless this option is checked, in which case a percentage die roll would change the odds column on a roll of 66 or less. If the roll on the percentage die was 66 or less, the combat resolution would be on the 4 to 1 table instead of the 3 to 1 combat table.

Combat resolution process:

- Move all attacking player's ground support air units for this attack from the target hex to one of the hex(es) of attacking ground units by Left-Clicking on mission air units and dragging them to that hex.
- The computer game will adjust the attack factors according the individual attacking and defending unit's supply status but does not modify the attack and defense strength due to terrain hex or hexsides the player will need to calculate the attack strength manually to account for halving or quartering of attack strength from certain terrain effects (most of the time this will not be required). Check the terrain in the defending hex and hexsides between the hex(es) of the attacking ground units and defending hex for combat factor adjustments and positive and/or negative die roll modifications from terrain, AECA/AECD/ATEC ratios plus any other modifiers. Map terrain can be seen by Left-Clicking on Hide Units on main map toolbar. Left-Click again to un-Hide units.
- Select all attacking ground and mission air units by Left-Clicking on the attacking ground and air units, then Left-Click on Attack-Attack, "Attack," on main map toolbar. This will bring up a small window asking the attacker to verify or adjust the attack factors the computer has calculated. If there are no changes needed, press ENTER, otherwise enter the correct attacker's factors and press ENTER.
- Left-Click on the defending hex to select all the defending ground and air units then on the main window's toolbar Left-Click on Defend, "Exp". A small window will appear asking if the defense factors is correct, if correct press ENTER, otherwise enter the correct defense factors then press ENTER. The computer will open a 2nd small window and ask for the summed total of all adjustments to the die roll, enter zero (0) if none, if what is in the window is correct, press ENTER, otherwise enter the correct die roll modification to the die roll and press ENTER.
- The computer will display in the chat window the results of the attack. These results <u>must</u> be immediately implemented on the defending and/or attacking ground units before moving to the next combat and losses are <u>always</u> determined by the factors printed on the ground unit(s) attack factor or defense factor, not a value adjusted for any reason remember air units are not affected by nor are their factors added to any ground combat <u>loss</u> calculations.
- After implementing ground losses and/or retreats, perform the next ground combat starting the process at <u>Combat resolution process</u>: above and continuing the same with each combat until all ground attacks are executed (concluded).

- Advance Game Turn phase, if not advanced already to the current Game Turn's **Exploitation Phase**:.

Exploitation Phase:

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

- The Soviets have limitations on certain combat/motorized unit movement (see Rule 31.C).

1. Break down units (15).

To get to the break down units, Left-Click Charts button on the main menu, then Left-Click on the Axis or Soviet tab. On this sheet you will see all the break down units available. Read rule 15 to properly use these ground units. To exchange the full division with the appropriate break down units, refer to the left side of the chart and remove the correct break down units and place the division broken down in their place. You will Left-Click and hold than drag the units to the division's location and Left-Click and hold and drag the division to the break down area. The break down units can be supported or unsupported when placed on the map. To change from supported to unsupported or vice versa, open the Right-Click unit's menu, then Left-Click on Flip (or press Ctrl-F) to change whether the unit is supported or unsupported. If the units are supported, you do not receive the HQ unit, if the units are unsupported, you receive the HQ unit.

2. a) Move units, including road movement (6 and 7.B).

All combat/motorized game units that are able to move can be Left-Clicked and hold then dragged to whatever location you wish within movement limitations. To know which ground units are combat/motorized Left-Click on Charts, then Left-Click on Unit ID. At the top of the chart you will see all the designations of combat/motorized units. I'll repeat this statement: Some of the most heated arguments I've seen in this game (other than die rolls) have to do with a game unit's movement – where did it come from and how did it get where it is at. The following rule is intended to substantially reduce or eliminate these arguments. Since each game unit leaves a "movement trail" when you move it, each side will know where the game unit started and how it got to where it is currently located. This shows the other player(s) how your game unit moved through the hexes on the map – its path. You need to move the game unit in a straight line along the hexes, thus leaving an unambiguous trail, in each direction the game unit moves. You can release the game unit then Select it again and move it in a new direction when you want to change directions showing the hex where the game unit direction changed. This movement trail will also be important to resolve questions of movement costs and possible zones of control effects during the Movement Phase. The "movement trail" lines left by moving the game unit is the game unit's movement in the movement/air/exploitation phases through whatever terrain it covers - no exceptions. If you do not make a clear movement trail, your opponent will decide what hexes your unit moved through using any hexes the opponent wants that the movement trail touched or passed through and move it back if it doesn't have the movement points to reach the original player's intended hex location – even if the original moving player doen't think the path the opponent selected makes any sense!! This is the cost of not having a path that is clear! When moving, make your game unit's paths clear! If you make a mistake, in the upper left corner of the game window is an "Undo" icon/button "2" - press this to "Undo" your last action taken. You can go back and "Undo" a number of actions, but you cannot redo an action after you "Undo" that action - there is **no** "Redo" icon/button to redo the "Undo" just made. So be careful.

b) Execute overruns (13), including resolution of overrun AA (38.B.1).

Read rule 13 and 38.B.1, if AA is present, then move combat/motorized ground units according to Movement Phase, 2.A above's description. If you hold your mouse curser over the hex with the overrunning units, it will display the total AA available from all units in the hex. You can fire AA at each defending air unit by Left-Clicking on the 2 dice button on the main map window (or press F2), then cross reference the dice roll and the total AA being used with the CRT chart tab located in the Charts Button.

c) Demolish rail lines (7.C), airbases (17.D). and bridges (39.A).

Any combat/motorized ground unit with a combat factor greater than zero can destroy a rail line or airbase.

<u>Demolish rail lines</u>, by moving the ground unit to the hex with the rail line running through it, Right-Click combat/motorized ground unit to open its menu, then <u>Left-Click Cut Rail Marker</u> (or press Alt-C). A rail cut marker will be placed in the hex of the combat/motorized ground unit cutting the rail line.

<u>Demolish airbases</u>, by moving the combat/motorized ground unit to the hex with the airbase in it, <u>Right-Click</u> airbase to open its menu, then <u>Left-Click Add Hit</u> (or press <u>Alt-=[Equals]</u>). A hit marker will be added to the airbase's level of damage each time this is done.

<u>Demolish bridges</u>, (optional rule), " ," There is no process built into the computer game to handle this optional rule. Read the rule 39.A. and do as instructed. To mark a demolished bridge, open the <u>Units</u> tab, open <u>Markers</u> tab, and <u>Select and drag</u> the <u>Bridge Demolished</u> marker to the location of the demolished bridge.

d) Fire AA against air units flying harassment (38.B.2.).

Read rule 22 and 38.B.2. on procedure for AA fire against air units flying a harassment mission. To perform AA attack on air units, roll 2d6 dice, "Left-Click the 2 six-sided dice picture, move the mouse curser over the hex where the AA fire originates. A small window will appear showing the total amount of AA factors in the hex. If there are nonparticipating units in the AA fire, remove their factors from the total AA factors. Use this modified amount on the AA table that you can open by Left-Clicking on Charts, then Left-Clicking on CRT. The AA chart is in the middle right on the CRT chart. Cross reference the dice roll and the AA adjusted factors - roll dice again for each air unit fired upon.

3. Assemble broken-down units (15).

To assemble broken-down units, all of the component parts of the division must be stacked in the same hex, then do the reverse of "*Exploitation Phase*:, 1. Break down units" above.

Start at the Initial Phase above for the Soviet's Turn phases:

At End of the Soviet Player Turn:

1. Scuttle river flotillas (28.E.).

To scuttle, Right-Click on flotilla, then Left-Click on Eliminated (or press Ctrl-E). The flotilla will be placed into the Eliminated window. To open the Eliminated window Left-Click on Soviet on main map toolbar, " " "."

When Appropriate: – Note: The following may occur in the movement, air, combat, and/or exploitation phases.

1. a) Resolve air unit escape when airbases are captured (17.B.).

Read rule 17.B.. Roll 1d6 die by Left-Clicking on 1d6 die, ",", on main map window or press F1 for each operative air unit attempting to escape. On a roll of 1, 2, or 3, the air unit escapes and flies to a friendly airbase up to 3 times the air unit's movement rate. On a roll of 4, 5, or 6, the air unit does not escape and is eliminated. To eliminate the air unit Right-Click on the air unit, the Left-Click on Rem (or press Alt-Ctrl-R) – this will place the eliminated air unit in the Remnant Box on the Air Chart.

b) Resolve ship escape when ports are captured (28.B.4.).

Read rule 28.B.4.. Roll 1d6 die by Left-Clicking on 1 die, "," on main map window or press F1 for each ship unit attempting to escape. On a roll of 1, 2, 3, or 4, the ship escapes and is considered at sea at the port hex. On a roll of 5, or 6, the ship does not escape and is eliminated. To eliminate the ship Right-Click on the ship unit, the Left-Click on Eliminated (or press Ctrl-E) – this will place the eliminated ship unit in the eliminated Soviet window.

c) Abandon 0-capacity airfields (17.D.).

To abandon an airbase that has been reduced to zero capacity, Right-Click on airbase, then Left-Click on Delete (or press Ctrl-X).

d) Destroy resource points (39.B. – Optional Rule).

During a player's turn, that player can destroy any resource points the player owns. To destroy, Right-Click on Resource point(s) to be destroyed, then Left-Click on Delete (or press Ctrl-X).

e) Capture resource points (39.B. – Optional Rule).

When a one player captures the other player's resource points, ½ of those points, rounded up, are eliminated and the remainder belong to the capturing player.