

# STALIN MOVES WEST

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These rules use the following color system: **red** for critical points such as errata and exceptions, **Blue** for examples of play. Check for e-rules updates to this game @ [www.worldatwarmagazine.com](http://www.worldatwarmagazine.com)

## 1.0 INTRODUCTION

**Stalin Moves West** is a strategic level simulation of a potential World War II campaign in which the Third Reich did not invade the Soviet Union in 1941 and instead Stalin launched an invasion of central and Western Europe. The game has several different scenarios which look at various situations in which such a war might have occurred. This is a two-player game: one player controls the Soviets and the other the Axis.

## 2.0 COMPONENTS

A complete game of **Stalin Moves West** includes a 22x34in game map, this rule set and one sheet of 176 die-cut counters. Players will need to provide themselves with one six-sided die.

### 2.1 Map

The map shows the Soviet Union and Eastern Europe as they were in 1941-42. A hexagonal ("hex") grid has been printed over the map to regulate unit placement and movement in the way squares are used on Chess boards. A unit is always in only one hex at any one instant.

### 2.2 Friendly & Enemy

A friendly country or unit is one that's controlled by you the player. An enemy country or unit is one that's controlled by the opposing player.

**Axis:** Germany, Hungary, Italy, Romania, Slovakia, and Volunteer contingents  
**Soviets:** The USSR.

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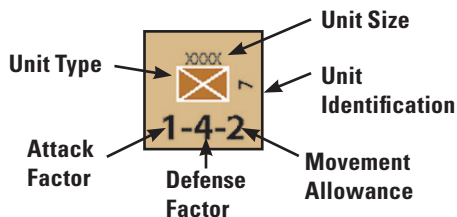
## 2.3 Counters

There are two types of cardboard counters:

**Units:** Units represent military forces.

**Markers:** Markers provide administration functions.

## 2.4 Combat Units



**Important:** Some German units are marked with an asterisk in the upper right corner. The asterisk denotes those units that may be used to build armies (9.0).

### Mechanized Units

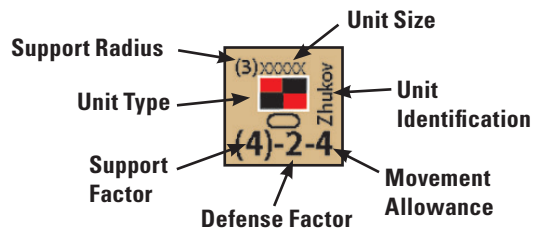
- Armor, Tank, or Panzer
- Mechanized Infantry/Panzer grenadier
- Antiaircraft (Flak)
- Axis Allied Mobile Forces

### Non-Mechanized Units

- Infantry
- Combined Arms
- Shock
- Mountain
- Amphibious
- Cavalry
- Airborne
- Fortress
- Partisan
- Security

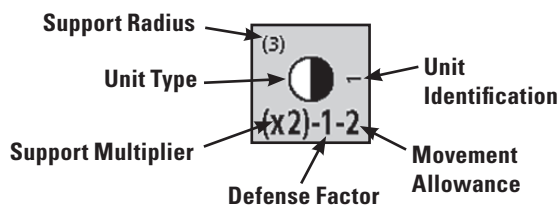
## Support Units (mechanized)

### Headquarters Unit

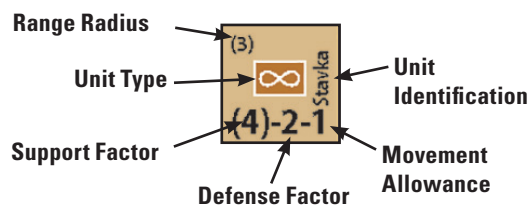


## Support Units (non-mechanized)

### Supply Unit



### Airbase



## Back Printing

Axis units are back printed with a National Flag



**Exception:** The German Berlin garrison is a special case (21.2).

All Soviet units are back printed with their untried side.



**Exception:** Soviet Headquarters

## 2.5 Unit Sizes

XXXXX = Army Group HQ

XXXX = Army

[XXXX] = Army Abteilung, Group

XXX = Corps

[XXX] = Corps Group



## 2.6 Abbreviations

### Axis

**BB:** Brandenburger

**CSIR:** *Corpo di Spedizione Italiano in Russia* (Italian Expeditionary Force)

**DH:** German Army Mission

**FK:** Fliegerkorps (Air Corps)

**GD:** Gross Deutschland

**Gr 21:** Group 21

**H:** Hungarian

**HK:** Higher Corps Command

**I:** Italian

**Mob:** Mobile

**Mtn:** Mountain

**OKW:** *Oberkommando der Wehrmacht*, (Supreme Command of the Armed Forces).

**Ost:** *Ostend* (Eastern Troops)

**R:** Rumanian

**Slovak:** Slovakian Troops

**SS:** *Waffen SS*

**Vol:** Volunteer

### Soviet

**FMG:** Front Maneuver Group

**ADD:** Air Defense Division

**Res:** Reserve

**NKVD:** *Narodnyi Kommissariat Vnutrennikh Del* (People's Commissariat of Internal Affairs)

**STAVKA:** High Command of the armed forces of the Soviet Union

## 2.7 Unit Nationality by Color & Name

The national groupings of units have unique background colors to assist in their easy identification.

### Axis

**German:** Black on Gray

**Romanian:** White on Blue (dark blue unit symbol)

**Hungarian:** White on Blue (green unit symbol)

**Slovakian:** White on Blue (light blue unit symbol)

**Italian:** White on Blue (gold unit symbol)

### Soviet

**Soviet:** Black on Tan

## 2.8 Game Markers

There are five game markers. Players can use them for administrative functions, including:

**Soviet and Axis Turn Markers:** Record the current turn on each side's Game Turn Record Track.



**Soviet and Axis Mobilization Point Markers (MOP):** Record each side's current number of Mobilization Points.



**Weather Marker:** Used as a reminder of inclement weather.



## 2.9 Charts and Tables

**Air Superiority Table (on map):** Used to resolve air attacks against enemy airbases (20.3).

**Air Landing Table (on map):** Used to determine success of air landing operations.

**Combat Results Tables (CRT) (on map):** There are two Combat Result Tables; the Assault Table and Mobile Table. Both are used to resolve ground combat (14.12).

**Combat Results Explanations Chart (on map):** Details the combat results shown on the CRTs.

**Mobilization Charts:** There are two Mobilization Charts included at the end of the rules (7.0). One for the Axis and one for the Soviets. Each chart shows the number of MOP required to build various units. It also provides the base number of MOP received each game turn.

**Mobilization Points Tracks (on map):** Players can track the number of MOP available for the current game turn.

**German Reorganization Chart (on map):** Designates the number of corps required to exchange for an army.

**Terrain Effects Chart (TEC) (on map):** Shows the types of map terrain and their effects on movement and combat.

**Turn Record Chart (TRC) (on map):** Players can track the current game turn. Also, the weather marker can be placed in the current game turn box if there is inclement weather in affect.

## 2.10 Scale

Each hex on the map represents about 43 miles, or 70 kilometers from side to opposite side. Each game turn represents one month in summer and two in winter.

## 3.0 SET UP

### 3.1 Deployment

Players choose which scenario they will play and which side they will command. The scenario instructions provide initial deployment and special rules (25.0). Each player places units for their side, in the order



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listed. Play starts with the first turn of the scenario and continues until its final turn, or until one player wins a sudden death victory or one player concedes.

### 3.2 Scenario Length

Both scenarios of **Stalin Moves West** are seven game turns long (25.0).

### 3.3 Units

Units may be designated by specific identification (e.g., Tukhachevsky HQ), or the quantity of generic types (e.g., 3 x combined arms armies) or attack-defense-movement values (3-2-6).

## 4.0 VICTORY CONDITIONS

There are two ways to win the game.

### 4.1 Sudden Death Victory

The game immediately comes to an end if one side controls all mobilization and resource hexes on the map. That side wins an overwhelming victory.

### 4.2 End of Game Victory.

If there has been no sudden death victory, then at the end of the last turn of the scenario, each player totals their victory points (VP). This is done by checking enemy hexes that your units occupy. Subtract the Axis VP from the Soviet VP. The result is the level of victory.

**Soviet VP:**

**Berlin:** 10

**Each Axis Resource Hex:** 4

**Each Axis Mobilization Hex:** 2

**Each non-mobilization/resource city west of the Soviet border:** 1

**Axis:**

**Each Soviet Mobilization Hex:** 4

**Each non-mobilization city east of the Soviet border:** 1

### Level of Victory

**20 or more:** Soviet Decisive Victory

**15-19:** Soviet Operational Victory

**10-14:** Soviet Marginal Victory

**5-9:** Draw

**0-4:** Axis Operational Victory

**Less than zero "0":** Axis Decisive Victory

***Note:** The Soviets must take the offensive to win the game.*

## 5.0 SEQUENCE OF PLAY

The game is played in sequenced game turns. Each game turn is divided into two player turns (each composed of several parts called phases) and a Joint Administrative Phase. All actions during a game turn take place in a prescribed order called the Sequence of Play.

### 5.1 Sequence of Play Outline

#### 5.1.1 Soviet Player Turn

**Soviet Mobilization Phase (7.0 & 8.0):** The Soviet player receives and expends MOP to mobilize reinforcements.

**Soviet Movement Phase (10.0):** The Soviet player can move any or all his units permitted under the provisions of 10.0.

**Soviet Combat Phase (14.0):** The Soviet player can conduct attacks.

**Soviet Exploitation (Exploit) Phase (11.0):** The Soviet player can move qualified units.

**Soviet Exploit Combat Phase (14.0):** The Soviet player can conduct attacks with qualified units.

#### 5.1.2 Axis Player Turn

**Axis Mobilization Phase (7.0 & 8.0):** The Axis player receives and expends MOP to mobilize reinforcements.

**Axis Reorganization Phase (9.0):** The Axis reorganizes units.

**Axis Movement Phase (10.0):** The Axis player can move any or all his units permitted under the provisions of 10.0.

**Axis Combat Phase (14.0):** The Axis player can conduct attacks.

**Axis Exploit Phase (11.0):** The Axis player can move qualified units.

**Axis Exploit Combat Phase (14.0):** The Axis player can conduct attacks with qualified units.

#### 5.1.3 Joint Administrative Phase

**Attrition Segment (Optional rules only):** Check units for attrition (26.0).

**Turn Advance Segment:** Move ahead the game turn marker one space on the Turn Record Track (TRT). If it is the last turn of the scenario, the game ends and the players check for victory (4.2).

***Note:** The Soviets do not have a Reorganization Phase.*

## 6.0 MAP GEOGRAPHY & HEX CONTROL

The map shows the Soviet Union (USSR), the Greater German Reich, the General Government (German-occupied Poland), Hungary, Romania, and Slovakia as they were in 1941-1942. Players may move their units anywhere on the map within the movement rules. There are no neutral countries.

### 6.1 Front Lines

The starting front line is the Soviet border with the Greater German Reich. All units initially deploy for the scenario on their own side of the initial front line.

## 6.2 Unit Control

A player controls all countries designated by the scenario for his side. Generally, all units on each side are friendly to each other; see specific rules for details.

## 6.3 Hex Control

A side “controls” a hex if any of the following is in effect:

- A unit of that side physically occupies the hex.
- A unit of that side enters the hex, then leaves, and an enemy has not yet reoccupied it.
- If the hex was on that side of the front line at the start of the scenario and no enemy unit has entered it.
- The presence of an enemy ZOC (13.0) negates control of a hex unless occupied by a friendly unit.

## 6.4 Hex Occupation

Certain game functions may require your forces to physically occupy a hex (as opposed to just controlling it). You occupy a hex if one or more friendly units are in that hex. Occupation also gives you control of that hex. This is regardless of supply state (17.0) or presence of enemy zones of control (EZOC) (13.0).

## 7.0 MOBILIZATION POINTS (MOP)

MOPs are a measure of each side’s industrial and political strength. Scenarios will provide a starting number of MOPs for each side. MOPs are used to purchase units. Each player openly records his own MOP total using the track on the map.

### 7.1 Soviet MOP

The Soviet player receives the number of MOP listed below:

**Each Game Turn:** One (1) MOP for each Soviet mobilization hex the Soviet player currently controls.

**Additional MOP:** The Soviet player receives additional MOP on the game turn listed.

**Game Turn One:** 3

**Game Turn Two & Three:** 4

**Game Turn Four & Five:** 5

**Game Turn Six & Seven:** 6

### 7.2 Axis MOP

Axis MOP can be used for any Axis country; you do not have to keep track of them by country. Each game turn the Axis receive the number of MOP listed below:

**Each Game Turn:** One (1) MOP for each Axis controlled mobilization hex.

**Each Game Turn:** Two (2) MOPs for each Axis controlled resource hex.

**Additional MOP:** The Axis player receives additional MOP on the game turn listed.

**Game Turn One:** 0

**Game Turn Two:** 4

**Game Turn Three:** 5

**Game Turn Four:** 6

**Game Turn Five:** 7

**Game Turn Six:** 8

**Game Turn Seven:** 9

**Important:** Players do not receive MOP for captured enemy mobilization/resource hexes.

## 7.3 Mobilization

You can expend MOP to bring certain additional units into play (8.0).

## 7.4 MOP Limits

If a player’s MOP total reaches 19 it can go no higher. A player cannot expend MOP such that the index goes lower than zero. MOP may be accumulated from turn to turn but a player may not save more than 19 MOP.

***Note:** If the MOP reaches zero, there is no additional effect. There is no morale collapse owing to the ferocity of combat.*

## 8.0 MOBILIZATION & REINFORCEMENTS

Reinforcements are new units which enter play.

### 8.1 Reinforcement Procedure

Mobilize units during the friendly Mobilization Phase. Expend MOP per the costs on the appropriate Mobilization Table (at the end of the rules). Deduct the number of MOP and place the units per below.

***Note:** The Axis cannot build German armies by expending MOP. The Axis builds German corps and reorganizes them into armies during the Reorganization Phase (9.0).*

### 8.2 Restrictions

- You may never have more units in play than those in the counter mix.
- You must place reinforcements on the turn you expend the MOP.
- Reinforcements may initially be placed over-stacked, but stacking restrictions must be met by the end of the ensuing Movement Phase (12.0).

### 8.3 Soviet Reinforcements

Soviet reinforcements are placed are in any of the following locations:

- Soviet controlled mobilization hexes in the Soviet Union.
- STAVKA Reserve Area.
- Fortresses are placed in any hex occupied by a Soviet unit in general supply (17.0). See scenario instructions for special rules concerning these units.

### 8.4 German Reinforcements

German reinforcements are placed are in any of the following locations:

- Axis controlled mobilization hexes in Greater Germany
- OKW Reserve Area.
- Fortresses are placed in any hex occupied by a German unit in general supply (17.0).

**Important:** German army level units can be created only via Reorganization (9.0).



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### 8.5 Axis Allied Reinforcements

Axis Allied reinforcements are placed in any of the following locations:

- Hungarian and Romanian: Mobilization hexes in their own countries.
- Italian: OKW Reserve.
- Slovakian: OKW Reserve.
- Fortresses are placed in any hex occupied by any Axis unit in general supply (17.0).

### 8.6 Replacements

Units that have been eliminated may be brought back into play as reinforcements by paying the MOP cost for them. Certain types of units cannot be replaced.

### 8.7 Special Reinforcements

Scenarios will give players special reinforcements (if any). These are received on the turn listed at no cost in MOP.

### 8.8 No Demobilization

You may not remove units from the map once mobilized other than via combat loss or supply expenditure.

## 9.0 REORGANIZATION

The Axis player can use corps to build German army level units. Additionally, German army level units can be broken down into corps. Building and breaking down army level units is termed reorganization. The German Reorganization Chart (on the map) gives the details for army and corps equivalents.

**Note:** Army level units include German armies, panzer groups, and Abteilung. Other nationalities cannot conduct reorganization.

### 9.1 Breakdown

The Axis player can breakdown units voluntarily in the Reorganization Phase. The Axis may also breakdown army level units in the Combat Phase to take losses by corps. To break down, remove the army level unit from the map and replace it with the number and type of corps indicated on the chart.

### 9.2 Combining

The Axis player can combine corps during the Axis Reorganization Phase. The involved corps must be in the same hex or in OKW Reserve. If on the map, they must be in general supply (17.0). Remove the required corps from the map/reserve and place them in the same location with an appropriate army or army Abteilung counter.

**Important:** This does not expend a supply unit.

### 9.3 Restrictions

- Only German units may breakdown or combine.
- Players may not break down or combine units during initial deployment (unless scenario instructions allow this).
- Corps cannot combine if the hex is in an EZOC (13.0).
- Armies can breakdown in an EZOC.
- Armies and corps can reorganize in the OKW Reserve area.

### 9.4 Army Availability

All armies not on the map are available for reorganization beginning game turn two.

## 10.0 MOVEMENT PHASE

Each player has a Movement Phase and an Exploit Phase during their player turn. The units which can be moved depend on nationality and other factors. During each friendly Movement Phase, you may move some, none, or all friendly units. Within a Movement Phase, there are three types of land movement:

- Normal movement (10.1 thru 10.6).
- Railroad movement (10.7).
- Forced march (10.8).

### 10.1 Procedure

During the Movement Phase, you can move any or all friendly units. You move units one at a time, tracing a path of contiguous hexes through the hex grid. Units may be moved in any direction or combination of directions within the hex grid printed on the map. As each unit enters a hex it expends one or more movement points (MP) from its movement allowance (MA). Consult the Terrain Effects Chart for further details. Units may not move into enemy reserve areas. All countries are belligerent; there are no neutrals.

### 10.2 Movement Restrictions

You move your units only during your own Movement or Exploit Phase. Once you've moved a unit and removed your hand from it, it may not be moved again that phase unless your opponent allows it. A unit may expend all or some of its MP before stopping. Unused MP may not be accumulated from phase to phase or turn to turn, nor may they be transferred from unit to unit. Units may never enter an enemy occupied hex, nor may they enter or cross prohibited terrain. They may not move directly from one EZOC directly to another EZOC (13.0).

**Important:** This applies to units using minimum movement.

**Note:** Retreats and advances after combat are special forms of movement and do not use MP (15.0 & 16.0).

### 10.3 Zero Movement Allowance Units

These may not move once placed on the map except to go into the dead pile.

### 10.4 Effects of Terrain

A unit must expend one MP to enter a clear terrain hex. To enter other types of hexes, a unit must expend more than one MP per hex. When the TEC calls for an MP expenditure to cross a hexside that cost is in addition to the cost for entering the hex.

### 10.5 Minimum Movement

All units with a printed MA of one "1" or more may move a minimum of one hex per friendly Movement or Exploit Phase, no matter the TEC costs involved, by expending all their available MP at the very start of that move.

**Important:** Units may not use minimum movement to move into or across prohibited terrain.

### 10.6 Road Movement

Railroads are considered to have roads running alongside them. Units moving along roads (not by rail movement, but using normal movement) pay one-half an MP per hex entered. Units do not pay additional movement costs for hex or hexside terrain while using road movement. Units may use road movement during both their Movement Phase and Exploit Phase.

**Note:** Roads in railroad hexes may be used regardless of supply state and which side controls the railroad.

### 10.7 Railroad Movement

You can conduct railroad movement during a friendly Movement Phase only (not in the Exploit Phase).

- Units may move via railroad by paying 50% of their printed MA (round up fractions).
- The hex that railroad movement is initiated must be in a general supply (17.0).
- Units may start or move adjacent to enemy units while using rail movement, subject to normal ZOC rules (13.0).
- The unit may move an unlimited number of hexes along a friendly rail net. Rail nets are defined as follows:

**Soviet Rail Net:** The Soviets may conduct rail movement only on the Soviet side (east) of the printed USSR border.

**Axis Rail Net:** The Axis may conduct rail movement only on the Axis side (west) of the printed USSR border.

- The unit may move normally before and after railroad movement, however a unit may only move by rail once per Movement Phase.

**Example:** A German panzer corps with a MA of 6 could move one hex to a railroad, pay 3 MP, and then move by rail any number of hexes. After completing the rail move, the unit could then spend its remaining two MP to move normally. It could not make another railroad move in the same turn.

- Each side may move a maximum of three army equivalents per Movement Phase using rail movement. An “army equivalent” is defined as:

One army level unit; OR,  
Three corps; OR,  
One support unit.

### 10.8 Forced March

You can increase the MA of all friendly units within a supply unit’s radius by declaring a forced march at the beginning of a friendly Movement or Exploit Phase. The supply unit is expended immediately. A supply unit cannot move and provide forced march support in the same phase.

- Units that initiate forced march need only start the Movement Phase in a supplied position. They may move out of supply during that move.
- Supply units may use forced march movement, but a supply unit would still have to be expended.

- Forced march has no effect on railroad movement.
- Forced march may be used to enter and exit a reserve area. When exiting a reserve area using forced march, the supply unit must have begun the Movement Phase in the reserve area.
- Forced march increases a unit’s MA as follows:

**Axis:** Double the printed MA of all Axis units conducting forced march.

**Soviet:** Multiply the printed MA of all Soviet units conducting forced march by the force multiplier of the expended supply unit. If the number is one, then there is no enhancement (use the unit’s printed MA).

**Example:** A Soviet combined arms army with a movement of 2 supported by a supply unit with a support multiplier of x2 would have its MA increased to 4. If the support multiplier was x1, then the unit’s MA would remain at 2.

### 10.9 Reserve Areas and Movement

Units enter or exit a friendly reserve area via friendly map edges during a friendly Movement or Exploit Phase. A unit which enters a reserve area pays one additional MP then ceases movement. A unit which exits a reserve area pays the movement cost of the first hex along the map edge. A unit can enter and exit a reserve area using railroad movement. Units cannot enter an enemy reserve area, nor may they attack into it. Airbases and HQ units cannot support operations into or out of a reserve area.

**Soviet map edges:** All land hexes on the north and east map edge in the USSR are adjacent to the Stavka Reserve.

**Axis map edges:** All land hexes on the west and south map edge in Greater Germany and Romania are adjacent to the OKW Reserve.

### 11.0 EXPLOIT MOVEMENT

Exploit movement is conducted in the same manner as the Movement Phase (10.0). Railroad movement cannot be used. Only certain units can move during an Exploit Phase. Eligible units may move both in the Movement and Exploit Movement Phase.

**Axis:** All German panzer, panzergrenadier, and HQ units may move (Axis allied mobile units cannot).

**Soviet:** All armored, mechanized, and HQ units which begin their Exploit Phase within the radius of a friendly HQ.

### 12.0 STACKING

Having more than one friendly unit in the same hex at the same time is called “stacking.”

#### 12.1 Soviet Stacking Limit

- One army or three corps; plus,
- One support unit; plus,
- One fortress.

#### 12.2 Axis Stacking Limit

- One army or four corps; plus,
- One support unit; plus,



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- One fortress.
- Additionally, Germans can stack one army plus one corps.

**Note:** a German army level unit is considered one army regardless of its corps composition.

**Example:** The Axis could have one German army plus one panzer corps, plus one supply unit in a hex containing a fortress.

## 12.3 Application

Stacking limits apply at the end of the Movement, Exploit, and Combat Phases (friendly and enemy). Friendly units may move through hexes containing other friendly units at no extra cost or penalty. There is no limit to the number of friendly units that may enter and pass through a single hex in one phase. If a hex is over-stacked at the end of Movement, Exploit, or Combat Phase (friendly or enemy), the owning player must eliminate excess units.

**Example:** You could over-stack units during a Mobilization Phase if those units were then moved off or otherwise reorganized during subsequent phases of that turn.

## 12.4 Friendly Stacks

Friendly units of different nationalities may not stack together (again, at the end of a Movement, Exploit, or Combat Phase).

## 12.5 Prohibitions

A friendly unit may never enter a hex containing enemy units. A player can place any number of friendly units in a friendly reserve area.

## 12.6 Scenario Deployment

Players must observe stacking limits during set up.

## 13.0 ZONES OF CONTROL

The six hexes immediately surrounding a unit's hex constitute its zone of control (ZOC). All units always exert ZOC. ZOCs affect enemy movement, lines of supply, and other game actions as described.



**Example:** The German 2<sup>nd</sup> Infantry Corps exerts a ZOC into all six adjacent hexes.

## 13.1 ZOC & Other Units

ZOCs are not negated by the presence of friendly or enemy units in the hex. ZOC generally extend into and out of all terrain types and across all hexsides except for all-sea hexes. All units of both sides always exert ZOC, regardless of the phase or player turn or their supply status.

## 13.2 Multiple ZOC

Both friendly and enemy units may exert ZOC into the same hex at the same time. There are no additional effects if more than one unit, friendly or enemy, projects its ZOC into the same hex at the same time.

## 13.3 Effects on Movement

Units must stop moving when they first enter an EZOC. They may move no farther during that Movement or Exploit Phase. Units may exit EZOC in two ways:

- Due to combat results that call for retreat/pursuit; OR,
- Due to disengagement.

## 13.4 Disengagement

Disengagement is moving a friendly unit out of an EZOC during a friendly Movement/Exploit Phase. Disengagement may take place only at the very start of a unit's movement. The exiting unit must enter a hex that does not contain an EZOC. Such units may enter another EZOC later during the same move, if that first hex they entered does not contain an EZOC.

**Important:** You cannot move directly from one EZOC to another EZOC during a Movement or Exploit Phase.

## 13.5 Effects on Combat

Attacking is voluntary; you do not have to attack because you have units in an EZOC. Units are penalized for retreating into a hex containing an EZOC (15.0) even if the hex is friendly occupied. Units may advance after combat (pursue) into but not through an EZOC.

## 13.6 Effects on Supply

Supply lines may be traced into but not through hexes containing EZOC.

**Important:** ZOC are not negated by the presence of friendly units.

## 13.7 Effects on Control

An EZOC negates friendly control of a hex that is not occupied by a friendly unit.

**Designer's Note:** ZOC are strong in the game to represent the savagery of combat on the Eastern Front, as well as the pace and scale of operations which are beneath the scale of the map. For example, there are no concentric attack bonuses because this is factored into units being eliminated for retreating into EZOC even if those hexes are friendly occupied.

## 14.0 COMBAT

Units engage in combat to destroy enemy units and seize hexes.

## 14.1 Combat Phases

Each player has two Combat Phases in each of their own player turns.

**Combat Phase:** All friendly units may conduct attacks during a friendly Combat Phase.



**Exploit Combat Phase:** Only the following units can attack in their Exploit Combat Phase:

**Soviet:** Mechanized class units which are within command radius of a Soviet HQ.

**Axis:** German mechanized class units (regardless of HQ); and other German units which are within command radius of a German HQ. No Axis allied unit can attack during an Exploit Combat Phase.

**Support:** All HQ (19.0), air (20.0) and supply units (17.0) can provide support during an Exploit Combat Phase, regardless if mechanized or not.

#### 14.2 Combat Strictures

A given friendly unit may attack in one, both, or neither of its Combat Phases (within other restrictions). Friendly units never attack during the enemy player's Combat Phases.

- Combat is always voluntary.
- Attacking units must be adjacent to the defending enemy units they will attack.
- The player whose turn is in progress is termed the "attacker," and the other player is the "defender" (regardless of the overall situation across the map).
- There are two different Combat Results Tables (CRT) on the map; assault and mobile.

#### 14.3 Combat Procedure

To resolve an attack, implement the following procedure and steps in the order given:

- The attacker declares which attacking units will be attacking which defending units. He also designates any supply units, HQ, and airbases which will support the attack.
- Total the combat strengths of all attacking units involved in the attack, including airbases and HQ. Make any modifications for supply status.
- Total the defense strength of all defending units in the battle. Make any modifications for defensive terrain.
- Divide the attacker's strength by the defender's strength and multiply that result by 100 to get a percentage.
- Consult the appropriate CRT under the appropriate percentage column.
- The attacker rolls one six-sided die, and immediately applies the combat result.
- Resolve the next attack, if any.

#### 14.4 Which Units May Attack

A unit must have a printed attack factor of one "1" or more to be able to attack. Units with parenthesized attack factors are "support units"; their roles in combat are explained below. The attacking player may resolve his attacks in any order desired. He does not have to declare beforehand all the attacks he will launch during that phase. He can attack with all, some, or no units.

- A given defending unit or stack may be attacked from as many as six adjacent hexes at the same time.
- A unit may not attack more than once per Combat Phase.
- A hex may be attacked no more than once per Combat Phase.

#### 14.5 Multi-Unit & Multi-Hex Combat

If an attacking unit is adjacent to more than one hex of enemy units, it may attack only one of those hexes. No single attack may have as its objective enemy units in more than one hex. An attacking force in two or more hexes can combine the combat strengths of its units and attack as a single force into a single target hex. Within those limits, attacks may potentially involve any number of attacking or defending units.

#### 14.6 Combat Strength Unity

A given unit's attack and defense factors are always unitary. That is, a given unit's combat strength may not be divided among different combats on attack or defense. Units stacked in the same hex may be combined for an attack, or they may attack separately into different hexes, or some (or all) might simply not attack at all.

#### 14.7 Defending

Units defending in the same hex must be attacked as a single combined total; they may not be attacked separately.

#### 14.8 Attack Bonuses

Attack bonuses are as follows:

**Headquarters:** The attacker may add in the support strength of one HQ that is within its support radius.

**Maximum Attack Supply:** The attacker may increase the attack strength of all units within the supply range of a friendly supply unit.

- The supply unit is then expended.
- The attack strength of each unit within supply range of the supply unit is multiplied by the number (#) in the lower left of the supply counter.
- Supply range is determined by tracing from the supply unit to the unit receiving the maximum attack supply, not the hex being attacked.
- Some units could be in range to receive maximum attack supply, and some could not.

**Air Support:** The attacking player can add airbase support factors to an attack.

**Important:** An HQ or airbase may have its attack strength increased through use of maximum attack supply. The supply unit used to double the HQ attack strength can also be used for other units involved in the attack if they are within range.

#### 14.9 Multiple Attack Bonuses

A player can add all support bonuses applicable to an attack.

#### 14.10 Co-belligerents

Units of different countries may not combine on the attack. See HQs for a special case (19.0).

#### 14.11 Defensive Bonuses

Defensive bonuses are as follows:

**Hex Terrain:** Defending units benefit from the terrain in the hex they occupy. The terrain in hexes occupied by attacking units does not affect combat. The effect of terrain on combat is reflected by doubling the



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defender's combat strength. The TEC lists those defensive multiples. Terrain effects aren't cumulative; if there's more than one type of terrain bonus available in a hex, the defending force receives only one multiple. No defender may ever be more than doubled for any reason or combination of reasons.

**River/Lake Hexsides:** A force receives the benefit for defending behind a river or lake hexside only if all attacking units are attacking across such hexsides.

**Exception:** Water hexside-doubling does not enhance the defense of a unit that is already doubled due to some other reason.

### 14.12 CRT Choice

The attacker always chooses which of the two CRTs will be used in each attack.

- The attacker can always choose the Assault CRT.
- To choose the Mobile CRT, the attacking force must include at least one mechanized class unit (armor, etc.).
- The Mobile CRT cannot be used to attack a defender in a city hex; you must use the Assault CRT.

**Important:** The presence of a mechanized unit does not force the attacker to choose the Mobile CRT.

### 14.13 Combat Resolution

The combat percentage is determined by dividing the attacker's strength by the defender's strength and then multiplying it by 100. Use the column corresponding to that percentage on the CRT when rolling the die.

**Example 1:** The attacker has 20 combat factors and the defender 12. Thus  $20/12 \times 100 = 167$ ; so, that combat is resolved on the 150-199% column.

**Example 2:** The attacker has 10 combat factors and the defender 12.  $10/12 \times 100 = 83$ ; so, the combat is resolved under the 50-99% column.

### 14.14 Combat Result Explanations

The Combat Results Definitions Table (on map) details the outcome of each result.

### 14.15 Unit Elimination

Units are eliminated by removing them from the map and returning them to the Reinforcements Box (unless non-replaceable).

- The choice of which units to be eliminated is up to the owning player.
- Certain results call for the elimination of one unit. If you have armies which can break down, you can break down into corps and eliminate one corps. If a combat result calls for a unit to be eliminated, and there are insufficient corps available to do so: the army may still break down and the number of available corps is placed on the map. If no corps are available, the army is eliminated.

**Important:** You may not break down units during combat (other than to take losses). This includes not being able to break down an army into its component corps to advance in separate directions.

**Note:** If the Mobile CRT has been chosen, and it calls for unit elimination, you can choose to eliminate mechanized or non-mechanized units.

**Example:** A DA result causes a German army to breakdown, but the Axis player has only one corps available (all others are on the map). He removes the army and places that one corps in the hex.

## 15.0 RETREAT AFTER COMBAT

When a combat result requires a player's units to be retreated, the player designated by the result must immediately move those units the indicated number of hexes away from their combat position. The owning player always conducts the retreat. Retreat is not normal movement; it is counted in terms of hexes rather than MP. Units may always retreat the number of hexes indicated regardless of their printed movement allowance.

### 15.1 Retreat Priorities

Retreat is subject to the following restrictions. If a unit is unable to retreat it is eliminated instead.

- Units may not retreat into or through EZOC. Friendly units do not negate EZOC.
- Units may never retreat into hexes containing enemy units.

**Exception:** An army unit which can breakdown can retreat into a hex containing an EZOC. It breaks down into its component corps and one of the corps is eliminated. The surviving corps can continue to retreat together. If they retreat into another EZOC then eliminate another corps.

- Units may not retreat off the map or into terrain or across hexsides that cannot be entered or crossed by land movement. They can retreat into a friendly off map reserve box if they are on a suitable map edge.
- Units may retreat into and through hexes containing friendly units, even in violation of stacking rules. If a unit would end its retreat over-stacked, it must continue retreating until it reaches a hex within stacking limits. If such a hex is not available, then that unit is eliminated.
- A retreating unit may not move into the same hex more than once. It must end the retreat the number of hexes away from its original hex equal to the retreat requirement (or more, to avoid over-stacking). There is no doubling back.
- In no case, may a unit be retreated into a hex that would cause it to be eliminated or over-stacked if other retreat paths are available.
- Within the strictures given above, stacked units may be retreated together or separately.
- Units with a MA of zero are eliminated if forced to retreat.

### 15.2 Multiple Defenses

Units that retreat into a hex that is attacked later that same phase defend normally and contribute their defense strengths normally.

## 16.0 PURSUIT

Pursuit is a special form of movement that may occur after each combat. Pursuit must be conducted before the resolution of the next battle is begun.

**Note:** Pursuit is simply "advance after combat."

### 16.1 Pursuit Procedure

If a combat result calls for a player to conduct pursuit, he may immediately move the number of hexes indicated with eligible units involved in that attack. The first hex must be the one the defending enemy unit(s) occupied. Any second or subsequent hex (if allowed) may be in any direction.

### 16.2 Pursuit Distance

The combat result will specify the distance that units can pursue. Generally, this is one hex for non-mechanized units, and one or more for mechanized (Combat Results Definition Table).

### 16.3 Qualified Units

To pursue, a unit must have a printed MA of one or more, and have participated in the attack. Support units can never pursue.

### 16.4 Details

Pursuit does not expend MP. It may only be made into hexes the pursuing units could normally enter during a Movement Phase.

- Pursuing units may ignore EZOC in the first hex of pursuit (the hex the defender vacated). After the first hex, they must stop if they enter a hex in an EZOC.
- They may not enter hexes containing enemy units.
- Pursuit is at the owning player's option.
- A unit can pursue into some, none, or all the allowed pursuit hexes.
- Pursuit cannot be enhanced by expending supply.
- Pursuit cannot use rail or amphibious movement.
- If the defending hex is not cleared of units, no pursuit may be conducted.

## 17.0 SUPPLY

Units are not required to be in general or attack supply to move and/or attack. They can always move and attack using their printed MA and attack factors. Units can conduct all game actions normally, except for those for which general or attack supply is specified. There are two types of supply:

**General Supply:** Used to sustain units on the map, and to support reorganization.

**Attack Supply:** Used to enhance movement and attack.

### 17.1 Supply Units

Supply units are treated like combat units. They are primarily used to provide supply.

**Supply Radius:** Each supply unit has a supply radius number printed in its upper left corner. Supply radius is always traced from the supply unit providing the supply to the supplied unit(s). It's traced in terms of hexes, not MP. Supply radius does not cost MP, nor can it be enhanced via roads or railroads.

**Example:** An Axis supply unit in Berlin with a radius of 3 could project supply to a German infantry corps in Posen, three hexes away.

**Support Multiplier:** This is the number following the "X" (multiplier) sign on the lower left. This is the support modifier of that supply unit when used for attack supply or forced march.

**Concealed Status:** Axis supply units are always deployed face up. Soviet supply units are deployed face down when being placed on the map or in reserve. They are revealed only when being used for attack supply. Untried Soviet supply units used for general supply are not revealed, nor does the support modifier have any effect on general supply.

### 17.2 Restrictions.

- Supply cannot be traced into hexes containing enemy units.
- Supply cannot be traced across all-sea hexes.
- Supply can be traced into but not through marsh hexes.
- Supply radius may be traced into but not out of EZOC.

### 17.3 Same Hex supply

A supply unit in an EZOC can provide supply only to units in the same hex. A unit in the same hex as a supply unit is in supply, regardless of EZOC or other conditions.

### 17.4 Tracing General Supply

A unit is in general supply if:

- A supply radius can be traced to it per (17.2), or;
- It is on or adjacent to a railroad hex which can in turn trace a path of contiguous railroad hexes back to a hex containing a friendly supply unit. No hex in the path can be enemy occupied or in an EZOC.

### 17.5 General Supply Actions

A unit must be in general supply to:

- Initiate railroad movement (10.7).
- Reorganize an army from corps (9.0).

**Note:** General supply does not expend supply units. A supply unit may perform any number of general supply functions during a phase or turn and remain in play on the map.

### 17.6 Automatic General Supply

The following units are always in general supply:

- Supply units
- Fortresses
- Partisans

### 17.7 Attack Supply

Attack supply is used to enhance certain game actions. Declare the supply unit to be used and the units it will support to conduct the action, and then expend the supply unit. A single supply unit can provide attack supply to all friendly units within its radius.

**Axis Supply:** All Axis supply units have the same support factor (x2).

**Soviet Supply:** Untried Soviet supply units are revealed (18.0) only after the Soviets have declared which units they are supporting.

**Attack Supply and Non-Attack Supplied Units:** Players may combine non-attack supplied and attack supplied units in the same attack (which may happen owing to the way supply radius is traced). The attack supplied units would have their attack factors multiplied



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while the non-attack supplied units would use their printed strength. A player can use more than one supply unit to support the same attack to meet supply radius requirements.

**Note:** *The Soviets could not declare two different supply units to support a single unit on the chance that one of them would provide x2 as opposed to x1.*

**Example:** A Soviet mechanized corps with an attack factor of 2 supported by a supply unit with a support multiplier of x2 would have its attack factor increased to 4. If the support multiplier was x1, then the attack factor would remain at 2.

**Note:** *A supply unit can move in a Movement Phase and provide attack supply in the same turn.*

### 18.0 SOVIET UNTRIED UNITS

All Soviet combat units except HQs are back printed with their untried combat strengths (shown as a "?") and supply units or airbases with their radius. Their actual strength is shown on the front. Soviet units are initially deployed on their untried side. They are revealed (flipped to their front side) during combat or (for supply units) by being committed to attack supply.

#### 18.1 Combat

The instant that any untried Soviet combat unit engages in combat (attack or defense) flip it to its tried side. Once revealed, a unit remains revealed until eliminated.

#### 18.2 Airbases

The instant that the Soviets commit an untried airbase to combat, reveal it. Once revealed, it remains revealed until eliminated.

#### 18.3 Supply Units

The instant that the Soviets commit an untried supply unit to attack supply or forced march, reveal it.

**Note:** *The support radius of airbases and supply units are printed on both sides of their counter and are always known. Since an airbase is revealed by defending, it is possible that the value will be known before being used.*

#### 18.4 Commitment

Once a unit has been committed to an attack supply or air action, it cannot be withdrawn, or other units used instead.

#### 18.5 Reinforcements & Replacements

Soviet units with an untried side are placed on their untried side in the Reinforcement Box. When picking them for initial deployment, mobilization, or replacement, the Soviet player picks at random, and deploys the unit on the map face down. Soviet units which have an untried side and who are eliminated are placed in the Reinforcement Box face down.

#### 18.6 General

Once a unit has been revealed, it is never flipped back to its untried side (unless eliminated). Soviet units with no untried side are always deployed face up (e.g., Headquarters).

### 19.0 HEADQUARTERS (HQ)

HQ represents higher level command control and support from front echelon forces. The parenthesized number in the upper left of the counter is their support radius.

#### 19.1 HQ Attack

HQs have a parenthesized support factor, meaning they may not attack by themselves.

- Each HQ can add its attack factor to any one attack per friendly Combat Phase.
- At least one defending enemy unit must be within the HQ support radius.
- A HQ support radius can be traced through any type of terrain, enemy units, EZOC, across seas, etc.
- When counting support radius, do not count the hex in which the HQ is located; do count the hex in which the defending force is located.

#### 19.2 General

- Only one HQ may be used to support any one attack.
- HQs are never affected by the outcome of the attack they support.
- HQs may not attack by themselves. They defend normally.
- HQ support factors may not be used to support a defense.
- HQs may move and support an attack in the same turn.

#### 19.3 Axis Coordination

Units of different nationalities on the same side may not attack together.

**Important Exception:** If a German HQ is within support range of at least one attacking unit, then units of different nationalities may attack together.

#### 19.4 Attack Supply

You can multiply a HQ support factor by expending a supply unit per (17.0). This can be the same supply unit which supports other units in the same attack (or not).

### 20.0 AIRPOWER

Airbases represent support infrastructure for major concentrations of combat aircraft. Each airbase has a range (upper left) and a support factor (lower left). Airbases can perform two missions: tactical air support and air superiority.

#### 20.1 Range

An airbase may conduct tactical air support (20.2) or air superiority (20.3) the number of hexes up to its range.

- Range is counted from the airbase to the defending hex.
- Range may be traced into and through EZOC, enemy units, and any kind of terrain.
- When counting range, do not count the hex in which the airbase is located; do count the hex in which the defending force is located.

#### 20.2 Tactical Air Support Procedure

During any friendly Combat Phase, the attacking player can add the support factor of friendly airbases to the strength of an attacking force.



An airbase may support only one attack per Combat Phase. Airbases cannot support a defense.

- No more than one Soviet airbase may support a single attack.
- The Axis can use up to two German airbases to support a single attack.
- Airbases may be combined with HQ support to support the same attack.
- Tactical air support does not negate the terrain in the defender's hex or along hexsides.
- Airbases are not affected by the outcome of ground attacks they support.
- An airbase can conduct tactical support in both the Combat and Exploit Combat Phases, if other conditions are met per 14.1.

### 20.3 Air Superiority Procedure

During friendly Combat Phases, the attacking player can use airbases to attack enemy airbases.

- Declare an airbase is conducting an air superiority attack and the hex it will attack.
- The attacked hex must contain enemy airbases.
- For each attack, resolve the combat on the Air Superiority Table.
- Compare the total attacking support factor to the defending airbase's defense factor (the middle number, not the defending airbase's support factor) and compute odds per 14.13. Roll one die on the Air Superiority Table, and apply the results.
- Resolve air superiority attacks before any ground combat.
- An airbase involved in an air superiority attack cannot be used for other air operations in the same Combat Phase.
- The defending hex may be attacked by ground combat (with any air support) in the same phase.
- Terrain has no effect on air superiority combat.
- Non-airbases in the defender's hex are not involved in the combat, nor are they affected by the outcome.
- Air superiority attacks cannot be enhanced by HQ.

### 20.4 Supply for Air Operations

You can double the support factor of an airbase by expending a supply unit. For tactical air support, this can be the same (or different) supply unit used to support ground units within radius per (17.7). Supply units can support multiple air superiority missions. They are expended immediately and are not available to support ground combat.

### 20.5 Restrictions

- Airbases may not attack non-airbases by themselves. They defend normally in their own hexes.
- Airbase support factors cannot be split between more than one attack.
- An airbase may move and support an attack in the same turn.
- German airbases can conduct both air missions in both their Combat and Exploit Combat Phase.
- Other countries' airbases (including Axis Allies) can conduct tactical support in the Exploit Combat Phase; however, they cannot conduct air superiority in the Exploit Combat Phase.

**Note:** Airbases retreat normally representing displacement of airfields and such.

## 21.0 UNIQUE UNITS

### 21.1 Fortresses

Fortress units cannot move or attack. If forced to retreat, they are eliminated. They are otherwise treated as ground combat units. Only one fortress can be placed in a hex.

**Note:** Fortresses are relatively weak since these largely represent entrenchments, improvised bunkers, and local forces.

### 21.2 Berlin Garrison

The Axis player deploys the Berlin unit on its fortress side (front). The Axis may flip it to its reverse side (with a panzergrenadier corps) during any Axis Mobilization Phase in which there is at least one Soviet unit within four hexes of the Berlin hex. Measure the distance from the Soviet unit's hex (exclusive) to Berlin (inclusive), regardless of intervening units, etc.

### 21.3 Mountain Units

These units double their attack strength when attacking into a rough hex. If using attack supply (17.7), they triple their attack strengths.

**Note:** Mountain units pay normal movement points to enter rough terrain since they already have high movement factors.

### 21.4 Partisans

Players can attempt to build partisan units by expending MOP. Roll one die and if an odd result, place a partisan on any hex not in Greater Germany that does not contain an enemy unit or EZOC.

- Partisans cannot use rail or amphibious movement.
- Soviet partisans are stationary units; they may not move or attack. If forced to retreat, they are eliminated.
- Axis partisans are mobile units, as they represent Brandenburg and other commando type units.

### 21.5 Airborne Operations

Airborne units may make airborne moves. Airborne landings are made in the friendly Movement Phase (not Exploit Phase).

**Airborne Procedure:** The airborne unit must start in the same hex as a friendly airbase. Move the airborne unit the number of hexes equal to the airbase's range. This is regardless of terrain or intervening units/EZOC. The unit lands in any hex into which it could otherwise enter.

**Restrictions:** An airborne move cannot be made into a hex containing enemy units. It may be in EZOC. The Axis can make airborne moves in both a friendly Movement and Exploit Phase. The Soviets can make them only in a friendly Movement Phase. The airborne unit cannot conduct any other movement in the same phase; it can attack normally in the ensuing Combat and Exploit Phase. The airbase from which the airborne move originated cannot move during the same phase, nor conduct a mission in the Combat Phase immediately following the airborne operation.

**Interception:** After the airborne move the player must check for interception. Roll one die, the airborne unit is eliminated:

**Soviet:** The airborne unit is eliminated on a result of "1" or "2."

**German:** The airborne unit is eliminated on a result of "1."



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**Supply:** On the game turn after a unit has made an airborne landing, if the unit is not in general supply, the owning player must roll for attrition. Use the procedures in 26.4. This procedure continues every game turn until the unit is found to be in general supply, or is eliminated.

### 21.6 *Fliegerkorps VIII*

FK 8 has different factors than other German airbases, but is otherwise treated the same.

### 22.0 WEATHER

Starting with game turn four, players must make a weather check. The Soviet player rolls one die. If the result is within the range designated on the Weather Table (on the map) then implement the effects of weather. Use the marker as a mnemonic.

#### 22.1 *Clear*

No change to the rules.

#### 22.2 *Mud*

Mud affects units in the USSR (only):

- Supply radius for all supply units is reduced to the hex in which the supply unit occupies and its six adjacent hexes. This is judged entirely by the hex which the supply unit occupies. (E.g., a supply unit west of the Soviet border would project a full radius across the border).
- The MP cost for a forest hex increases from one to two.
- Railroads do not act as roads in USSR. They still act as railroads.

#### 22.3 *Winter*

Apply the mud effects above, and:

- All rivers freeze. Ignore river hexside penalty for movement and defense.
- Amphibious operations are not allowed in the Baltic Sea.
- Airbase support factors are halved (round up any fractions).

### 23.0 FOG OF WAR

You can always examine enemy stacks on the map. Players may not examine enemy units in their respective reserve boxes. Neither player can examine untried units until the conditions of (19.0) are met.

### 24.0 RESERVE AREAS

Each player has an off-map reserve area. For the Soviets; this is the Stavka Reserve; for the Axis, this is OKW Reserve.

#### 24.1 *Procedure*

A player can place any number of friendly units in a friendly reserve area.

- You cannot move friendly units into an enemy reserve area or attack into it.
- Airbases and HQ units cannot support operations into or out of a reserve area.
- A unit moving into a reserve area must stop all movement for that game turn.

**Example:** A unit cannot move into and out of a reserve area in the same game turn.

### 24.2 *Supply*

Units in a reserve area are always in general supply.

- A player can expend a supply unit in a reserve area to give all units in the reserve area forced march movement (which would be used upon exiting).
- Supply radius does not extend into or out of a reserve area.

## 25.0 SCENARIOS

### 25.1 *Scenario 1: No Barbarossa*

The Germans do not launch Operation Barbarossa. Instead, they divert their attention to defeating Britain in the West and in the Mediterranean. The Soviets exploit the opportunity to strike westwards.

**Scenario Length:** Seven turns.

**Starting Mobilization Points:**

**Soviet:** Roll one die, add the result to 9.

**Axis:** 0

**Shock Effect:** The following special rules are in effect on game turn one only:

- Axis side does not accrue MOP.
- Axis side cannot mobilize units.
- Axis side cannot combine corps into armies.

#### **Axis (Deploy first)**

**In Greater Germany, the General Government and/or Slovakia:**

(all units German) 5 x 3-2-6, 9 x 1-2-3, 1 x 0-2-4, 3 x 0-1-2 (security), 2 x 0-1-2 (supply); 3 x 0-2-0, 2 x (3)-2-2. Two of the above 1-2-3 units can be deployed in Romania.

**OKW Reserve Box:** (all units German) 1 x 3-2-6, 2 x 1-2-3, 1 x 0-2-4, 1 x (3)-2-2.

**Berlin:** German Berlin Garrison, 0-4-0 (fortress side up).

**HQs:** Pick two at random; then place one in Greater Germany and one in the OKW Reserve Box.

**In Slovakia:** Slovakian, 1 x 1-2-2

**In Hungary:** Hungarian, 1 x 3-5-2

**In Romania:** Romanian, 2 x 3-5-2

**Axis Special Reinforcements:** (all units are German), Place on the Turn Record Track; they become available on the indicated turns at no MOP cost:

**Turn 2:** 1 x 8-6-6, 1 x (3)-2-2, 1 x HQ (pick at random)

**Turn 3:** 1 x 5-7-3

**Regular Reinforcements:** All other Axis units are available for mobilization.

**Soviets (Deploy Second):** Each type of Soviet unit (other than HQs) are picked at random and placed face down.

**East of the Front Line:** 12 x combined arms armies, 5 x infantry armies, 7 x mechanized corps, 3 x cavalry corps, 1 x airborne corps, 4 x security units, 4 x air armies, 4 x supply units.

**East of the Front Line and within four hexes of east map edge:** 6 x fortifications.

**HQs:** Place Tukhachevsky HQ aside; he is not used in this scenario. Pick two HQ at random and place east of the Front Line.

**Tank & Shock Armies:** The Soviets cannot start to mobilize shock or tank armies until the first mud or snow turn. The Soviets can build them on all turns thereafter, regardless of weather.

**Regular Reinforcements:** All other Soviet units are placed in the Reinforcement Box and are available for mobilization.

## 25.2 SCENARIO 2: PRE-EMPTIVE WAR

With Hitler building up the Wehrmacht in the East for a possible invasion of the USSR, Stalin orders a pre-emptive Strike.

**Scenario Length:** Seven Turns

**Starting Mobilization Points:**

**Soviet:** Roll one die, add the result to 12.

**Axis:** Roll one die.

**Shock Effect:** The Axis side does accrue MOP the first turn, however, they cannot mobilize units during the first game turn.

**Axis (Deploy first):** During initial deployment the Axis may combine corps into armies.

**In Greater Germany, the General Government and/or Slovakia:** (all units German) 7 x 3-2-6, 15 x 1-2-3, 2 x 0-2-4, 3 x 0-1-2 (security), 3 x 0-1-2 (supply): 3 x 0-2-0, 4 x (3)-2-2, 1 x (5)-2-2 (air). Up to three corps can be deployed in Romania.

**Berlin:** German Berlin Garrison, 0-4-0 (fortress side).

**OKW Reserve Box:** (all units German) 1 x 3-2-6, 2 x 1-2-3

**HQs:** Pick two at random and place in Greater Germany.

**In Slovakia:** Slovakian, 1 x 1-2-2

**In Hungary:** Hungarian, 1 x 3-5-2, 1 x 1-2-4.

**In Romania:** Romanian, 2 x 3-5-2, 1 x 2-1-4.

**Special Reinforcements:** Italian, 1 x 1-2-4, Place in the turn 2 box on the Turn Record Track. The unit is available at no MOP cost.

**Regular Reinforcements:** All other units are available for mobilization.

**Soviet (Deploy second):** Each type of Soviet unit (other than HQs) are picked at random and placed face down.

**East of the Front Line:** 13 x combined arms armies, 7 x infantry armies, 9 x mechanized corps, 3 x cavalry corps, 2 x airborne corps, 4 x security units, 5 x air armies, 6 x supply units.

**East of the Front Line and within four hexes of east map edge:** 6 x fortifications

**HQs:** Place Tukhachevsky HQ aside; he is not used in this scenario. Pick two HQ at random and place east of the Front Line.

**Tank & Shock Armies:** Soviets can mobilize shock armies starting with Turn 1. Soviets cannot start building tank armies until the first mud or snow turn.

**Regular Reinforcements:** All other Soviet units are placed in the Reinforcement Box and are available for mobilization.

## 25.3 SCENARIO VARIANT: NO STALINIST PURGE

This assumes that Stalin's purges did not undermine the Red Army. Set up either scenario one or two and use the following rules:

**Soviet**

- All Soviet units are placed face down and picked at random for initial deployment and mobilization. Once picked, the Soviet player reveals the units and places them face up.
- Place the Tukhachevsky HQ in the Reinforcement Box.
- The Soviets can build tank and shock armies starting with turn one.
- Soviets can stack one army (any type) plus one mechanized corps.

- Soviet mechanized units can move in the Exploit Phase without being in HQ radius.

**Axis:** At the start of play, Axis rolls one die and receives that additional number of MOP.

## 26.0 OPTIONAL RULES

Players should decide prior to starting play which, if any, of the following rules they will use.

### 26.1 Additional Air Missions

**Air transfer:** A player can move an airborne unit from one friendly airbase unit to another friendly airbase by the same procedure as airborne movement (21.7), except: there is no interception die roll. The Axis can also move German mountain and Axis supply units via air transfer (they cannot make airborne drops).

**Air Interdiction:** The Axis can use German airbases to attack Soviet supply units (in either Combat Phase). This follows the same procedure as air superiority attacks, but the target for each attack is a Soviet supply unit.

- A result of **DL1** or **BL1** eliminates the supply unit; a result of **DR** retreats the unit one die roll of hexes. Results which would affect the attacking air unit have no effect.
- If there is both an airbase and a supply unit in a hex, the airbase can be attacked but not the supply unit.

### 26.2 Flak Units

If an airbase is making an air superiority or interdiction attack against a hex containing a flak unit, add its defense strength to the defense of the airbase or supply unit (respectively). The flak unit is not affected by the combat result.

### 26.3 Defensive Supply Support

The defender can expend supply units to modify combat results. After the attacking player, has declared all support (HQ, air, supply), the defender can declare any supply unit within support radius of the defending hex to provide defensive support. Each supply unit can support one hex of defense. This has the following effects: any defender retreat result is ignored. This is regardless of the supply multiple. The supply unit is expended.

### 26.4 Ground Unit Attrition

During the Attrition Phase of winter turns, players must check their units for attrition. Check each ground unit which is not in general supply. Roll one die, the unit is eliminated if:

- In a city on a result of "6"
- In any other type of hex, on a result of "5-6"

**Note:** A German army which fails the check can break down and eliminate one corps.

### 26.5 Airbase Attrition

If this is a mud or winter turn, roll one die for each airbase. On a "6" that airbase is removed from the map and placed in the Reinforcement Box.

# STALIN MOVES WEST

**Note:** Air attrition represents the long-term downgrading of aerial operations due to combat losses and logistical issues.

## 26.6 Naval Operations

Players may use naval operations to move units via sea. There are two types of naval operations: amphibious and transfer.

**Amphibious:** Amphibious movement is conducted in the friendly Movement Phase (not in the Exploit Phase). Only marine units may make amphibious moves. Each player may make a maximum of one amphibious move per friendly turn. The unit making the amphibious move must either:

- Begin the phase on a port. Pick it up and place the unit on any other coastal or port hex in the same sea (Baltic or Black). Also, you must expend one supply unit in the port of embarkation.
- Begin the phase on any coastal hex. Pick it up and place the unit on any friendly controlled port hex in the same sea (Baltic or Black). Also, you must expend one supply unit in the port of debarkation.
- Units cannot remain at sea.
- The landing hex cannot contain enemy units.
- Stacking limits must be followed.
- Soviet units can only attempt amphibious landings in the Black Sea.
- Axis units can only attempt amphibious landings in the Baltic Sea. There are no amphibious assaults from all-sea hexes owing to doctrinal limits in the armies involved.
- After debarkation, roll one die on the Air Landing Table and implement the result.
- On the game turn after a unit has made an amphibious movement, if the unit is not in general supply, the owning player must roll for attrition. Use the procedures in 26.4. This procedure continues every game turn until the unit is found to be in general supply, or is eliminated.

**Note:** Effectively, an amphibious move must either begin or end in a port.

**Naval Transfer:** Naval transfer is a limited form of amphibious movement. The Axis player (only) can move a maximum of one corps (any type) or one supply unit per turn via sea within the restrictions above. The unit must start in a friendly controlled port and move to another friendly controlled port. A player cannot conduct both naval transfer and amphibious movement in the same turn.

**Note:** Naval transfers automatically succeed. Naval transfer does not expend a supply unit.

The Soviet player receives the number of MOP listed below:

**Each Game Turn:** One (1) MOP for each Soviet mobilization hex the Soviet player currently controls.

**Additional MOP:** The Soviet player receives additional MOP on the game turn listed.

**Game Turn One:** 3

**Game Turn Two & Three:** 4

**Game Turn Four & Five:** 5

**Game Turn Six & Seven:** 6

## Soviet Mobilization Chart

Unit Type	MOP Cost	Notes
Cavalry Corps Security Corps Supply Unit	1	
Infantry Army Mech Corps Fortress	2	
Combined Arms Army	3	
Shock Army Air Army	4	See Scenario rules for Shock Armies
Tank Army Airborne Army Amphibious Army	5	See Scenario rules for Tank Armies
Headquarters	5	Pick at random. Cannot be replaced if eliminated.
Partisans	1	See Partisan rule (21.4)

Axis MOP can be used for any Axis country; you do not have to keep track of them by country. Each game turn the Axis receive the number of MOP listed below:

**Each Game Turn:** One (1) MOP for each Axis controlled mobilization hex.

**Each Game Turn:** Two (2) MOPs for each Axis controlled resource hex.

**Additional MOP:** The Axis player receives additional MOP on the game turn listed.

**Game Turn One:** 0

**Game Turn Two:** 4

**Game Turn Three:** 5

**Game Turn Four:** 6

**Game Turn Five:** 7

**Game Turn Six:** 8

**Game Turn Seven:** 9

## Axis Mobilization Chart

Unit Type	MOP Cost	Notes
<b>German</b>		
Security Corps	1	
Infantry Corps Supply Unit	2	
Panzer Corps Mountain Corps Flak Corps Fortress	3	
Panzer Grenadier Corps Amphibious Corps	4	
Air Corps Headquarters	5	Pick HQ at random. Cannot be replaced if eliminated.
Airborne Corps	6	
<b>Axis Allies</b>		
Infantry Corps	1	
Partisan Mobile Corps Mountain Corps Fortress	2	See Partisan rule (21.4)
Infantry Army	3	
Air Corps	5	