

# PEAKS OF THE CAUCASUS

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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

**Peaks of the Caucasus** simulates the German offensive in the southern Soviet Union in 1942, and the ensuing Soviet counter-offensive. The German objective was initially the Caucasus oilfields, but the campaign turned into a struggle for the city of Stalingrad on the Volga. The game uses a variant of the “Boots system” to model higher echelon command-control and logistics, and their impact on the theater of operations. The general structure of the game is that the map is divided into two sectors: Stalingrad and the Caucasus. Various command markers will activate a player’s forces on one or the other (and sometimes both) fronts. Effectively, the player is in command of theater forces and must operate within historically based high command interference in operations, though sometimes this will result in additional operational abilities. The game scenarios start in July after the first phase of the German Fall Blau (Plan Blue) offensive, which commenced on 28 June 1942, at the point where Army Group South was divided into Army Groups A and B.

**Game Scale:** Each game turn represents one month of operations. Each hex is about 100 kilometers across. Most ground units represent two to six divisions.

## 2.0 COMPONENTS

### 2.1 Map

The map covers the southern Soviet Union in 1942. A hexagonal grid has been superimposed over the terrain features on the maps to regularize the movement and positioning of the playing pieces. The hexagons are called “hexes” in the rules.

**Clarification:** Hex 5312 is considered a Sea hex and is prohibited to ground units. A unit in hex 5610 is in the terrain on the north side of the hex, not the island in the southwest corner of the hex.

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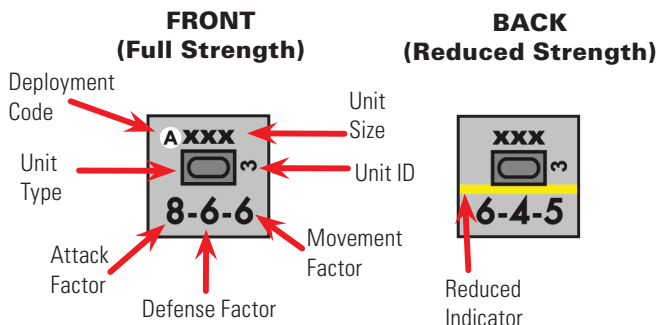
## Errata:

- On the Axis Command Markers Table, the word "replacement" is misspelled.
- Both Game Turn Record Tracks: January misspelled.

## 2.2 Playing Pieces

The pieces are referred to as "units" for military forces, and "markers" for informational pieces.

## 2.3 Ground Combat Units



## Axis Deployment/Reinforcement code:

**A:** Army Group A (initial setup)

**B:** Army Group B (initial setup)

**Number:** Turn the unit enters as a reinforcement

**Opt:** Optional unit

## Soviet Deployment/Reinforcement code:

**C:** Caucasus Sector (initial setup)

**S:** Stalingrad Sector (initial setup)

**Number:** Turn the unit enters as a reinforcement

**Opt:** Optional unit

## 2.4 Unit Types

See chart at right.

## 2.5 Unit size

**XXXX:** Army      **XXX:** Corps

**KG** = German Kampfgruppe

**[XXX]** or **[XXXX]**: Soviet operational group

## 2.6 Unit Designations

**Axis:** The term "Axis" includes all German and Axis allied (Hungarian, Italian, Romanian) units.

**Soviet:** The term "Soviet" includes all Soviet units.

## 2.7 Abbreviations

### Axis

**Alp:** Alpine Corps

**BB:** Brandenburgers

**Cav:** Cavalry Corps

**HGD:** Army Group Don Mechanized

**HGR:** Army Group Don reserve

**KG:** Kampfgruppe (battlegroup)

**LK:** Luftkommando

**Res:** Reserve

### Soviet

**BSF:** Black Sea Fleet (marines)

**CCG:** Caucasus Cavalry Group

**S:** Shock

**SCG:** Stalingrad Cavalry Group

## 2.4 UNIT TYPES

### Mechanized

Armor/ Panzer	Armored Infantry	Combined Armor & Cavalry	Truck Column
A XXX 8-6-6	5 [XXXX] 4-4-5 Gd	3 XXX 3-3-5 Mob	Opt 0-1-4

### Non-Mechanized

Infantry	Light Infantry (Jaeger)	Mountain Infantry	Shock Infantry
A XXX 4-5-3	A XXX 3-3-4 44	A XXX 3-4-4 49	6 XXXX 5-4-3 52
Marine Infantry	Cavalry	Garrison	Mobile Depot
C [XXX] 1-3-2 BSF	C [XXX] 2-2-5 CCG	S Stalingrad 0-3-0	A 0-1-(1)

### Oil Detachment

A [X] 0-1-2 ODA
-----------------------

**CMG:** Cavalry Mechanized Group

**Gd:** Guards

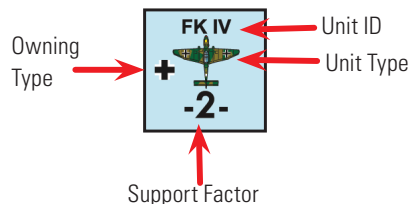
**PVO:** Air Defense Force

**RVGK:** Soviet High Command  
Reserves

**Stavka:** Soviet High command

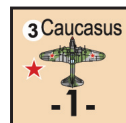
## 2.8 Air Units

### AXIS AIR CORPS



**Note:** The FK VIII-a and FK VIII-b counters represent the FK VIII in two counters rather than one. The (a & b) denote sub-units of the FKVIII.

### SOVIET AIR ARMY

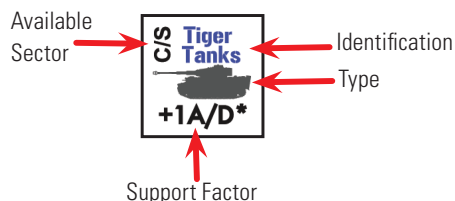


### AIRLIFT





## 2.9 Special Support Units



### Support Factor Codes

**A:** Can be used in attack      **D:** Can be used in defense

**A/D:** Can be used in attack or defense

### Available Sector Codes

See 2.10.

## 2.10 Command Markers

These activate Sectors, and sometimes provide special events.

**Stalingrad or S:** Activates friendly forces in the Stalingrad Sector.

**Caucasus or C:** Activates friendly forces in the Caucasus Sector.

**Operation, Leader, Directive:** Activates units specified by the marker explanations.

- If a marker has a turn number, this is the first turn it can be used.
- If a marker has a "+" this indicates it provides an attack shift.

## 2.11 Administrative markers

### 2.12 Game Tables & Charts

These include the Terrain Effects Chart (TEC), Command Markers Tables, Assault and Mobile Combat Results Tables (CRT), Air Superiority Table, Air Attrition Table, and Refit Chart.

**Correction:** TEC, Rough Terrain line, Weather Effects, note should read "4MP to enter in mud, 3MP for all units to enter in winter. Blocks LOC into, but not out of in both conditions."

## 2.13 Displays

Each player has a set of charts including a Turn Record & Reinforcement Track (used to show when units enter play), and boxes for various units and markers that are held off map.

## 2.14 Do or Die

Players will need one six-sided die to play the game.

## 2.15 Bins

Each player will need one wide mouthed opaque container, like a coffee cup or ammo can, used to randomize command markers.

## 3.0 VICTORY CONDITIONS

There are two ways to win **Peaks of the Caucasus**: Sudden Death and End Game.

### 3.1 Sudden Death Victory

If at any time in the game a player has fulfilled the following conditions, the game comes to an end and his side wins an Epic Victory.

**Axis:** Axis forces occupy Stalingrad, Astrakhan, and all four Oil Objectives.

**Soviet:** Soviet forces occupy all German Logistical Center hexes.

## MARKER TYPES

### Command Markers

Axis Command

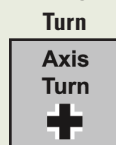


Soviet Command

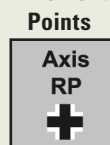


### Administrative Markers

Axis Turn



Axis Refit Points



Axis Command Played



Axis Control



Soviet Turn



Soviet Refit Points



Soviet Command Played



Soviet Control



Out of Supply



Bridgehead



## 3.2 End Game Victory

This is in terms of victory points (VPs). A player gains VPs at the end of the last turn of the game for:

- Currently occupying objective hexes, and;
- Specific enemy units in the eliminated pile.

## 3.3 Definitions of Occupation & Control

**Occupation:** Having a friendly unit in the hex.

**Control:** A friendly unit entered a hex and no enemy unit has subsequently reentered. (Once having occupied a hex, it is not necessary to keep a unit there to maintain control.)

## 3.4 Level of End Game Victory

Each player totals his VPs. The side with fewer VPs subtracts its total from the side with more VPs. The higher side wins. There are three levels of victory: Tactical (lowest), Operational, and Strategic (highest). If neither player attains any victory condition, the game ends in a stalemate.

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Victory	Axis	Soviet
<b>Tactical</b>	5	5
<b>Operational</b>	10	10
<b>Strategic</b>	15	15

Any result less than +5 for one side is a draw.

## 3.5 Axis VP

Axis forces Occupy	Victory Points	Notes
Stalingrad	5	
Astrakhan	1	
Maikop	2	
Grozny	2	
Baku	2	<b>Errata:</b> Baku is missing Axis VP designation.
Tiflis	2	
Mt. Elbrus	1	<b>Errata:</b> Mt Elbrus is missing Axis VP designation.
Batum	2	
All Black Sea Ports	1	

## Soviet Units in the eliminated pile:

Each Soviet Tank, Mechanized and Shock Army in the Eliminated box: 2  
Other eliminated Soviet units: 0

## 3.6 Soviet VP

### Soviet forces Occupy:

Each German Logistical Center: 2

Taman: 1 **Errata:** Taman is missing Soviet VP designation.

### German Units in the eliminated pile

Each German Panzer or Panzergrenadier Corps in the eliminated pile: 2

Each other Axis Corps in the Eliminated box: 1

Each Axis Air Unit in the Eliminated box: 1

Other eliminated Axis units: 0

Axis has deployed the Airlift marker: 1

**Design note:** VPs totals are due to the German goals of gaining economic objectives while the Soviets wanted to destroy Axis forces.

## 4.0 SEQUENCE OF PLAY

**Peaks of The Caucasus** is played in sequential "game turns," each of which is composed of interactive "phases" and "sub-phases." During each Operations Phase, the players alternate picking command markers; each such pick thereby indicating which command will be activated for movement and combat (5.0).

### 4.1 General

During each Operations Impulse, the player receives any reinforcements and takes replacements, then moves and conducts combat with the units of the activated sector. The player who is currently conducting an impulse is called the "phasing player;" the other player is the "non-phasing player."

### 4.2 Sequence of Play

Players execute the phases of a game turn in the following order:

#### I. Command Placement Phase

Each player simultaneously places their command markers in their bin per 5.2.

#### II. Refit Phase (14.0)

Each player simultaneously adds the number of refit points listed on the Turn Record & Reinforcement Track for the current game turn to their Refit Points Track. Each player may then expend refit points. If the Axis player has committed its airlift marker to the map, remove it from the game.

#### III. Operations Phase

##### A. First Operations Impulse

**1. Command Segment (5.0):** The first player randomly picks one command marker from his command pool (or passes). Check the Command Markers Table to determine which sector is activated and to determine any bonuses garnered from the command marker. The phasing player then executes the following steps for the activated sector.

**2. Reinforcement Segment (13.0):** The phasing player may place available reinforcements.

##### 3. Airstrike Segment (16.0):

• **Deployment:** The phasing player may deploy any available airstrikes on the map or shift any available airstrike within a sector. The Axis player in his impulse may commit the airlift marker (17.0).

• **Air Superiority Combat:** If the player has any airstrikes in the same hex as an enemy airstrike in an activated sector, then he may declare air superiority combat.

**4. Ground Movement Segment (6.0, 7.0):** The phasing player moves all, some, or none of his friendly ground units for the activated sector (5.0).

**5. Combat Segment (10.0):** The phasing player uses activated units (with any air and support unit enhancements) to attack enemy forces.

##### B. Second Operations Impulse

The second player draws a new command marker (or chooses to pass), and then conducts the 5 segments in the same order as "A".

##### C. Subsequent Operations Impulses

Continue alternating between the first and second players drawing command markers and executing impulses until all command markers have been picked from or until both players have passed consecutively.

#### IV. Air Return Phase.

**A. Attrition Check:** Each player must make an attrition check (16.0) for each airstrike on the map.

**B. Return:** Each player must return all surviving airstrikes to the Airstrikes Available Box.

#### V. Game Turn Inter-Phase

If this is the end of the January 1943 turn, the game comes to an end,





check for victory (3.0). Otherwise, move the game turn marker to the next box on the Game Turn Record Track.

## 5.0 SECTORS, PLANNING & ACTIVATIONS

The map is divided into two Sectors:

**Stalingrad:** (northeast of the boundary)

**Caucasus:** (southwest of the boundary).

A player activates units by picking and playing command markers. The markers will designate on which sector units can operate.

**Important:** The Sector boundary runs on both sides of the front line. The front line has no effect on the sector boundary.

### 5.1 Types of Command Markers

There are two types of command markers: Regular and Special.

- Regular markers have either Stalingrad Sector or Caucasus Sector printed on them.
- Special markers will have the name of an operation (ex: Uranus), a commander (ex: Manstein) or Directive.

**Counter Errata:** The Star command marker should be noted as C/S. Both the Zhukov (turn 2) command marker and the directive marker should be noted C/S not C + S.

**Note:** There are two markers Soviet Uranus and Axis Wintergewitter, these markers are only added to the pool if playing the variant scenario (23.1). There are also two "Option" markers added to allow players to add an additional command marker of their choosing. They are not used when playing the standard scenarios.

**Important:** The Command Marker Chart summarizes the outcomes of various command markers.

### 5.2 Initial & Reinforcement Command Markers

During each Command Placement Phase, each player simultaneously places all available command markers in his bin.

- If a command marker has no date on it, it is placed in the bin every turn of the game (starting with Turn 1).
- If a command marker has a date on it, it is placed in the bin starting the turn of the date. Otherwise, it is placed aside and does not come into play that turn. Once played it is discarded.

**Example:** The Soviet Operation Saturn marker is held aside on July through November 1942 turns. In December 1942, it is placed in the bin. If it is picked in December, it is played then discarded. If not picked in December, then it is placed back in the bin each turn until picked, played and discarded.

### 5.3 Initiative

Initiative refers to which player picks a command marker first in a turn. The Axis has the initiative from the start of the game until October 1942. Starting in November, the Soviets have the initiative for the remainder of the game.

### 5.4 Operations Phase

During the Command Segment of an Operations Impulse, the phasing player must pick at random one command marker from his bin. The player at this point has a choice:

**Play the Command marker:** Reveal the marker, then activate the sector or sectors indicated.

**Declare Pass:** Return the marker to the bin without playing or revealing it to the other player.

**Important:** Axis Fuhrer Order and Soviet Directive markers must be played immediately once picked, they cannot be returned to the bin unplayed.

Upon either completing an Operations Impulse, or declaring pass, play reverts to the other player who now picks a command marker, choosing to play it, or to pass. Continue this procedure until:

- Both sides run out of command markers; or,
- Both sides declare pass sequentially. (Sequential passes do not have to be in the same impulse.); or,
- Both players have placed the number of command markers equal to their command limit for the turn (per the Turn Record Track). When one of the above occurs, play proceeds to the Air Return Phase.

**Note:** If one player runs out of markers and the other still has some remaining, the other player picks markers until one of the conditions above occurs.

### 5.5 Active Sectors

If a sector is activated, then the active player may:

**Airstrike Commitment:** Place any available airstrikes in the activated sector. He may also redeploy any airstrikes in the activated sector to any other hexes within that sector (16.0).

**Ground Movement:** Move some, none or all units in that sector (6.0, 7.0). Units in an activated sector may cross into the other sector (but cannot initiate attacks in it)

**Combat:** May attack enemy units in the active Sector (10.0). They may attack enemy units which are adjacent to the sector boundary, but they cannot advance across that boundary.

**Example:** The Axis activates the Stalingrad Sector. The Axis can move all Axis units in the Stalingrad Sector. The Axis can also move units in the Stalingrad Sector such that they end up in the Caucasus Sector. During combat, the Axis can attack using any or all Axis units in the Stalingrad Sector only.

**Dual Activation:** If a command marker activates both sectors (example, Directive), then units can move across the boundary and combine in attacks across it.

### 5.6 Attack Enhancement

Certain command markers have a +1 or +2 printed on them. If one of these markers is used to activate a sector, then all attacks in that sector by friendly forces receive that number of CRT column shifts to the right. Defense is never enhanced by command marker enhancement.

**Example:** The Soviets play Operation Uranus on the Stalingrad Sector. This gives a +2-column shift. A Soviet force making a 300% attack is increased to 500%, while another Soviet force making a 200% attack is increased to 300%.

### 5.7 Command Limit

A player can pick and play command markers up to their command limit (printed on their Turn Record Chart).



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**Note:** Players may have un-played command markers left in the bin at the end of the turn.

## 5.8 Disposition

**Regular markers:** Do not have a date on them. The player picks them, plays them. At the start of the next turn's Command Placement Phase, these are returned to the player's bin.

**Special markers:** Remove them from the game after playing them. It never returns to the bin.

## 5.9 General

- A player can always examine his own command markers in his bin. He cannot examine enemy command markers until they are played.
- A player can, by playing various command markers, cause an individual unit to activate more than once per turn.
- Non-phasing units always defend normally, regardless of which sector is currently activated.

## 5.10 Activation of Airstrikes & Special Support Units

See rules (16.0) and (19.0).

## 6.0 GROUND MOVEMENT

A player conducts ground movement during the friendly Ground Movement Segment. The phasing player may move as many or as few units in an activated sector as he chooses in any direction or combination of directions to the limits of their movement factor. If both sectors are activated, the player may move all units in any order.

### 6.1 General

Each unit has a movement factor printed on it (movement points). You move units by tracing a path of contiguous hexes through the grid, until all movement points are expended, or the player decides to cease moving the unit, whichever comes first. As each unit enters a hex it pays one or more movement points from its movement points. Consult the Terrain Effects Chart for further details.

### 6.2 Mechanized & Non-Mechanized Unit Movement

The number of movement points that units expend for entering hexes or crossing hexsides can vary depending on if they are mechanized or non-mechanized (2.4). See the TEC.

### 6.3 Mobile & Static units

Units with printed movement factors of one or more are mobile and can move. Units with printed movement factors of zero (0) cannot move once placed onto the map.

### 6.4 General Restrictions

A player may move units only during a Ground Movement Segment in a sector that has been activated. Once a unit has been moved and the player's hand removed from it, it may not be moved again. A unit may expend all, some, or none of its movement points in any one segment. Unused movement points may not be accumulated from turn to turn or phase to phase or segment to segment, nor may they be transferred from one unit to another. Units may never enter an enemy occupied hex, nor enter prohibited hexes (such as all-sea), nor move directly from one enemy zones of control (EZOC) to another EZOC (9.0).

### 6.5 Crossing the Sector Boundary

A unit in an activated sector can cross the boundary into a non-activated

sector and continue moving. If it ends its movement in a non-activated sector, it cannot attack in that impulse.

### 6.6 Logistics (15.0)

Un-supported units have their movement reduced by one factor (to a minimum of one).

### 6.7 Minimum Movement

If the restrictions noted in 6.4 are adhered to, a unit may always move one hex, no matter the movement cost.

### 6.7 Zones of Control (ZOC)

Enemy zones of control stop movement; see (9.0).

### 6.8 Retreat & Pursuit

These occur due to combat results and are a special form of movement (11.0, 12.0).

### 6.9 Terrain

To enter any given hex, a unit must expend the number of movement points designated by the Terrain Effects Chart (TEC) for that hex. If there is more than one type of terrain with a hex, use the highest single movement cost for that hex.

**River/Lake Hexsides:** Units pay the movement cost to cross a river/lake hexside in addition to the terrain cost of the hex (See also 6.10).

**Example:** A non-mechanized unit crossing a minor river into a rough hex would cost three movement points (one for crossing the river and two for the rough).

**High Mountains:** Only Alpine/Mountain units can enter high mountain hexes.

**Sea hexes:** Units may not cross, nor enter all sea hexes (unless using naval transport (24.0)).

### 6.10 Railroads & Military Roads

**Roads:** Railroads are considered to have roads running alongside them. A unit that moves from one railroad hex directly into an adjacent railroad hex through a hexside traversed by that railroad expends one-half (0.5) movement point per hex entered. (See also 7.0).

**Military Roads:** A unit that moves from one military road hex directly into an adjacent military road hex through a hexside traversed by that road expends one movement point per hex entered. This is increased to two points per hex in winter.

**Bridges:** Bridges are railroads running across rivers. Bridges negate the movement cost for crossing the hexside. (They do not negate the effect of the river for defense.)

## 7.0 RAIL TRANSPORT

Railroad transport is a special form of movement. Only mobile ground units are eligible to use railroad transport.

### 7.1 Rail Transport

The unit must start its movement on a railroad hex. You can then move it an unlimited number of contiguous railroad hexes (per below). Terrain has no effect on rail transport movement (other than the requirement to move along railroad hexes).



## 7.2 Railroad Transport Limits

You can move units via railroad only on the friendly side of the front line.

**Example:** a German unit could use rail transport from Kursk to Stalino, but not to Krasnodar.

## 7.3 Restrictions

Units using rail transport movement may start and/or enter a hex in an EZOC (where they stop moving). They cannot move through EZOC. Rail transport movement may not be combined with other forms of movement in the same Movement Segment. Partisan ZOC block rail movement (19.5).

## 7.4 Railroad Capacity

This is the number of units which a player can move via rail transport per activation:

**Axis:** 2      **Soviet:** 4

**Important:** Railroad limits do not affect road movement.

## 8.0 STACKING

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

### 8.1 Axis Stacking Limits

- The Axis can have two ground combat units per hex.
- German units can stack with any Axis allies. Hungarian, Italian and Romanian units may not stack with other Axis allies.

### 8.2 Soviet Stacking Limits

The Soviets can stack one ground combat unit per hex.

### 8.3 Special Stacking

**Static Units:** Static units do not count for stacking. Only one static unit per hex is allowed.

**Logistics Units:** Mobile depots and truck columns do not count for stacking. Only one of each is allowed per hex.

**German Oil Detachments:** These do not count for stacking.

**Air Units:** See (16.0).

**Note:** Stacking restrictions otherwise apply to units regardless of unit size.

### 8.4 Application

Ground unit stacking limitations apply for all units of both sides at the end of each Movement and Combat Segment, regardless of which sector is activated. Friendly units may move through hexes occupied by other friendly units at no extra cost. If at the end of any friendly or enemy Movement or Combat Segment a hex is over-stacked, the excess units must be eliminated by the owning player. Units may be over-stacked during reinforcement but stacking limits must be restored by the end of the ensuing Movement Segment.

### 8.5 Opposing Forces

A friendly ground unit may never enter a hex containing an enemy unit.

### 8.6 Stacking Order

In general, players are free to arrange their stacked units, from top to bottom, in any order they choose, when that sector is activated.

## 9.0 ZONES OF CONTROL

The six hexes immediately surrounding a ground unit's hex constitute that unit's "zone of control" (ZOC). Hexes into which a unit exerts a ZOC are called "controlled hexes."

### 9.1 General

All ground units always exert a ZOC, regardless of the phase, segment or game turn, or if full strength or reduced, mobile or static. ZOC extend across sector boundaries. Enemy zones of control (EZOC) are not negated by other units, enemy or friendly. They do not extend into terrain or across hexsides a unit could not enter via ground movement.

**Example:** ZOC do not extend across all-sea hexsides.

### 9.2 Multiple ZOC

Both friendly and enemy units may simultaneously exert ZOC into the same hexes. There is no additional effect if more than one unit, friendly or enemy, exerts ZOC into the same hex.

### 9.3 Effects of ZOC

**Reinforcements (13.0):** You cannot place reinforcements in a hex containing an EZOC.

**Exception:** Reinforcements may be placed in fortress cities that are in an EZOC.

**Movement (6.0, 7.0):** A unit must stop when it enters an EZOC. It may move no further this Movement Segment. A unit may never move directly from one EZOC to another EZOC.

**Combat (10.0):** Units are not required to attack if in EZOC. See (11.0) and (12.0) for the effects of ZOCs on retreat and pursuit.

**LOC (15.0):** A player cannot trace a LOC through an EZOC.

**Control (3.3):** The presence of an EZOC contests control of objective and logistics source hexes.

### 9.4 Sector Boundaries

ZOC extend across sector boundaries and the front Line, regardless of activation status.

## 10.0 COMBAT

Players initiate combat to destroy enemy units and occupy hexes. Combat is conducted during the Combat Segment. The phasing player is termed the "attacker;" the non-phasing player is the "defender." There are two Combat Results Tables (CRT): **Assault** and **Mobile**, printed on the map.

### 10.1 Combat Procedure

For each combat, follow the sequence below.

**Attack Declaration:** The phasing player declares which units will be attacking which enemy defended hex.

**Support Declaration:** The attacker commits any special support units, followed by the defender (19.0).

**CRT Determination:** The attacker chooses the CRT: Assault or Mobile (per 10.7).

**Combat Strength Determination:** Total the combat strength of all involved attacking units. Total the defense strength of all involved defending units. Divide the attacker's strength by the defender's strength and multiply that result by 100 to get a percentage.



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**Combat Shift Determination:** Determine percentage column shifts for terrain, air support, special support units, and command markers.

**Final Percentage Determination:** Consult the appropriate CRT under the appropriate percentage column heading. Apply all applicable shifts to the initial percentage column.

**Combat Resolution:** Roll one die and cross index the result beneath the final percentage column. Implement the combat result immediately. Execute any retreats and any pursuits.

## 10.2 Which Units May Attack

Attacking is voluntary. A player can attack with some, none or all units in an activated sector. Only the units of the activated sector may attack during a given Combat Segment.

## 10.3 Attacking Across Sector Boundaries

Units of an activated sector may attack into a non-activated sector. Units of an un-activated sector cannot attack (see also 11.0, 12.0).

## 10.4 Defense Only Units

Units with a zero-attack strength may never attack.

## 10.5 Attack Declarations

The phasing player may resolve his combats in any order he chooses. Once a combat has been initiated, it must be completed prior to moving on to another combat.

## 10.6 Attack restrictions

- A unit may not attack more than once per Combat Segment.
- A unit may not be attacked more than once per Combat Segment. See (11.3) for exception.
- Attacks can involve any number of units against one defending hex. A defended hex may be attacked from as many as six adjacent hexes, all attacking units combine into one single attack.
- Units in the same hex may individually attack different enemy occupied hexes or can combine into a single attack against a single enemy hex.
- Units defending in the same hex must be attacked as a single stack.
- Each attack can be directed against only one enemy occupied hex. If attackers are adjacent to more than one enemy occupied hex, they can only attack one of them.
- A unit's attack and defense strengths are always unitary. A given unit's strength may not be divided among different combats, either for attack or defense.

## 10.7 Choice of CRT

The attacker generally chooses the CRT. The attacking force must have at least one mechanized class unit to choose the Mobile CRT. The attacker can always choose the Assault CRT.

**Exception:** If the defender is in a city or fortress city hex, then the attack must be resolved on the Assault CRT. The Mobile CRT cannot be used.

## 10.8 Combat Percentage

Combat percentage is determined by dividing the attacker's strength by the defender's strength and then multiplying that result by 100. Then reference the corresponding column on the CRT when rolling the die.

**Example:** The attacker has 20 combat factors and the defender 13, divide 20 by 13 to get 1.53. Next multiply 1.53 by 100, to convert it to a

percentage, to yield 153%. That combat would be resolved on the 150-199% column of whichever CRT is chosen.

## 10.9 CRT Percentage Column Shifts

Certain game mechanics will "shift" the combat odds. They include: terrain (see the TEC); logistics (15.0), air support (16.0); special support units (19.0), and special command markers (5.0). A CRT percentage column shift to the right means the column is increased by the number of columns indicated (in favor of the attacker). A shift to the left means the column is decreased by the number of columns indicated (in favor of the defender). If both the attacker and defender have shifts, use the cumulative difference. If the starting percentage is less than 49% or greater than 500%, use the 49% and 500% columns as the "base line" for shifts.

**Logistics Support (15.0):** For each attacking ground unit, which is unsupported, shift the column one to the left. For each defending ground unit, which is unsupported, shift the column one to the right.

**Air Support (16.0):** If the defending hex is within an air zone of an attacking airstrike, shift to the right the number of columns equal to the support value of one attacking airstrike. If the defending hex is within an air zone of a defending airstrike, shift to the left the number of columns equal to the support value of one defending airstrike.

**Special Support Units (19.0):** The attacker commits special support units first followed by the defender. Each support unit provides the number of column shifts to the right or left per the plus or minus sign on the counter. A player can commit a maximum of one support unit per combat, and it affects only that combat.

**Terrain (TEC):** Defending units benefit from the terrain in the hex they occupy. If all attacking units are also across a river hexside, then the defender also receives the benefit for the river. The TEC gives the defensive shifts.

**Command markers (5.0):** Certain command markers provide a plus one (+1) or two (+2) column shift. This applies to all attacks in that sector for that Combat Segment.

## Combat Shifts Examples

- Two German units with a total attack strength of 6 attack a Soviet unit with a defense strength of 2 for 300%. One of the German units is unsupported, so the final percentile column shifts down to 200-299%.
- An attacking German force attacker has 1 combat factor; the defending Soviet force has 10 combat factors, which would normally give a <=49% percentile. The attacker has three shifts to the right (two for air support and one for a support unit); and the defender one to the left (for terrain). This gives a final-result of two shifts to the right. The final percentage column is therefore 100-149% because the starting column (<=49%) shifted two to the right is the 100-159% column.

**Design note:** This effect is intentional, to allow small forces the chance to win improbable victories and large forces the chance to go down in pitiful disasters.

## 10.10 Combat Results Explanations

The results for both CRT are listed in in section (23.0). Results are applied in the order given.

**Unit Steps:** Ground units have one or two "steps." A unit which is printed on both sides is a two-step unit. The front side is its full strength and the reverse is its reduced strength Units which are printed only on the front side are one-step unit.





**Choice of losses:** Generally, when unit reductions or eliminations are called for, the choice of is decided by the owning player. But when the Mobile CRT is used, the first unit reduced on each side (attacker and defender) must be a mechanized class unit, if available.

**Losses:**

- A two-step full strength unit which is reduced is flipped to its reverse side.
- A two-step reduced unit which is further reduced is eliminated (place in the Eliminated Units Box).
- A one-step unit which is reduced is eliminated (place in the Eliminated Units Box).

*Note: See also Refit (14).*

- See the Retreat (11.0) and Pursuit (12.0) rules for details on how these actions are conducted. Unless a result specifically calls for a retreat or pursuit, they do not occur.

## 11.0 RETREAT AFTER COMBAT

When a retreat combat result occurs, the phasing player immediately move those units the indicated number of hexes. Units must always retreat the number of hexes indicated, regardless of their printed movement allowances.

### 11.1 Retreat Procedure

The combat result will state if the retreat is for one or more hexes. The phasing player retreats each unit individually. You can move retreating units only into legal hexes. You can retreat units in any direction. Stacked units need not stay stacked when retreated

- Units may not retreat into hexes containing enemy ground units, terrain which they could not enter via ground movement, or off the map. If there is no other alternative, they are eliminated. Enemy air and support markers do not block retreat.
- Units can retreat across a sector boundary or the front line.
- Units may retreat into and through hexes containing friendly units. They must obey all stacking rules. If their retreat ends in violation of those rules, the retreating unit must retreat additional hexes until it no longer is in violation of stacking. If forced to end a retreat in a hex overstacked, the unit or units are eliminated.
- The retreat path cannot reuse hexes. The unit must end its retreat the indicated number of hexes away from its combat position or more (see above). If it cannot fulfil the required number of hexes, it is eliminated in the last hex into which it could retreat.
- Zero movement factor units are eliminated if forced to retreat.

### 11.2 Retreating into EZOC & Multiple Defense

A unit which retreats into an EZOC (9.0) is reduced (10.0). A unit may end its retreat adjacent to enemy units (after being reduced for retreating into an EZOC). They may be attacked again if the enemy units have not been committed to a previous attack.

### 11.3 Fortress Cities & Retreats

- If a unit in a fortress city hex receives a retreat result, whether attacking or defending, the controlling player may choose to ignore the retreat (owning player's choice). This applies only to units within the city, not other participating units outside the city.
- If a unit retreats into a fortress city hex, the controlling player may cease their retreat in that hex. Stacking limits apply.

*Note: Stalingrad is the only fortress city. Soviet and Axis units benefit from this hex.*

## 12.0 PURSUIT

Pursuit is a special form of attacker only movement that may occur after combat. This movement is in terms of hexes.

### 12.1 Procedure

If a combat result allows an attacker to conduct pursuit, the player may immediately move surviving attacking ground units up to their pursuit limit:

**German mechanized units:** Two hexes.

**All other unit types:** One hex.

**Overrun Enhancement:** If an overrun result (on the Mobile CRT) generates a pursuit, mechanized units (Axis or Soviet) can advance one additional hex.

### 12.2 Pursuit Path

The first hex must be the hex the enemy units formerly occupied. The second and possible third hexes (if allowed) may be in any direction. If a pursuit is more than one hex, units may stop any hex along the pursuit path.

### 12.3 Details

- Pursuit may be made only into hexes into which pursuing units could normally move.
- Pursuing units may move through EZOCs without any step loss.
- Pursuit cannot be made across a sector boundary.
- Pursuit is not increased by railroad, military road, or amphibious movement.
- If the defender retreat result is negated (see fortress defense) and there are surviving defending units in a hex, then no pursuit can be conducted.

### 12.4 Static units

Units with a "0" movement factor may not conduct pursuit movement.

## 13.0 REINFORCEMENTS

Players receive additional units over the course of a game. Such units are called reinforcements.

### 13.1 Reinforcement Codes

Reinforcement units have either a turn number or "Opt" printed on their counter. Opt marked units are optional reinforcements.

**Example:** A unit with a "2" printed on it appears as a reinforcement on Turn 2, August 1942. Note that units with a reinforcement code of "1" appear in July during the Reinforcement Segment, they are not part of initial deployment.

### 13.2 Turn Record & Reinforcement Boxes

Each player has a track on which he places his turn marker. He also has an OKH or STAVKA Box. Reinforcements are placed in those boxes once purchased, until deployed on the map.

### 13.3 Reinforcement Timing

Each Operations Impulse has a Reinforcement Segment. You may bring in reinforcements during any friendly Reinforcement Segment once available or wait till a subsequent turn.



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**Example:** The Soviet 62nd Army is available in July 1942. The Soviet player can bring in the unit on the first or subsequent Reinforcement Segment of July 1942. The unit could also be delayed until a later turn.

### 13.4 Placement of Ground Unit Reinforcements

A ground unit can be placed only in an activated sector. Place reinforcements in the hexes designated below. Placing reinforcements does not constitute movement.

**Axis Reinforcement Placement:** Place ground units on any hexes on the west map edge north of the Sea of Azov. They may also be placed in printed Axis supply depot hexes (such as Kharkov) if those hexes are Axis controlled and can trace a rail line to the west map edge, free of Soviet units and EZOC.

**Soviet Reinforcement Placement:** Place ground units on any hexes on any east map edge north of the Caspian Sea. They may also be placed in any printed Soviet supply depot hexes (Astrakhan, Stalingrad, and Baku) if those hexes are Soviet controlled and can trace a rail line to Urbakh, free of Axis units and EZOC.

**Exception:** Reinforcements may be placed in fortress cities that are in an EZOC.

### 13.5 Restrictions

Reinforcements may only be placed in friendly controlled hexes (per 3.4). Reinforcements may not be placed in EZOC (exception a fortress cities). Reinforcements may be placed over-stacked but must meet stacking restrictions by the end of the ensuing Movement Segment.

### 13.6 Air & Special Support Unit Reinforcements

Place all air units in their respective boxes on the map. Special support units are placed during the Refit Phase.

## 14.0 REFITTING

Refitting is a procedure for restoring reduced units to full strength, and for returning eliminated units to play. It is also used for bringing in special support units and truck columns. A player refits units by expending refit points (RP).

### 14.1 Gaining Refit Points

**Scheduled RP:** During the Refit Phase, each player receives the number of refit points per their Turn Record & Reinforcement Track. Add the number to the Refit Points Track. The Soviet side can accumulate up to nine RP and the Axis side can accumulate up to five RP. Any additional refit points cannot be taken.

**Exception:** The Axis would receive six RP in March 1943 due to playing the Manstein command marker.

**Command markers:** Certain command markers will give a player additional RP.

**Axis Oil Detachments:** See (20.5).

**Axis and Stalingrad:** If the Axis controls the Stalingrad hex, then the Axis receives one additional RP per Refit Phase.

**Soviets and Kharkov:** If the Soviets controls the Kharkov hex, then the Soviets receive one additional RP per Refit Phase.

**Important:** The extra RP for Stalingrad and Kharkov are regardless of LOC.

### 14.2 Refit Procedure

During the Refit Phase, both players can expend some, none or all RP. Declare the type of refit, expend the RP, execute the refit action for it.

### 14.3 Types of Refit

**Restore a Reduced unit to Full Strength:** The unit must be able to trace a LOC (per 15.8). If the unit is in an EZOC, expend two RP. If not in an EZOC, expend one RP. Flip the unit to its full-strength side.

**Replace an Eliminated unit:** Designate a ground unit, mobile depot or air unit in the Eliminated Units Box. Expend two RP. Roll for it on the Refit Table (14.4).

**Errata:** The Refit Chart on the map does not list mobile depots.

**Pick a Support Unit:** Expend one RP. Pick at random one support unit from those available. Place it in the Support Units Available Box.

**Build a kampfguppe (Axis only):** Expend one RP to build an infantry KG; expend two RP to build a panzer KG. Place the KG in the OKH box. Deploy it per 14.5.

**Build a Truck Column (Axis only):** Expend one RP. Place one truck column in the OKH box. Deploy it per (14.5).

### 14.4 Refit Table

The Refit Table is used to rebuild eliminated units. To refit a German unit, use the German column, to refit a Soviet or Axis Allied unit use the Soviet and Axis Allies column. Roll one die and cross index the result.

**Immediate:** The unit is immediately returned to play at its reduced strength side.

**Number:** The unit is returned to play that number of turns later; place it on the Turn Record Track that number of turns later.

**Fail:** Return the unit to the Eliminated Units Box.

### 14.5 Placement of Units via the Refit Table

An eliminated unit which was rebuilt is placed in its respective OKH or Stavka box on its reduced side. It can be deployed on the map later as a reinforcement (13.0). German KG & truck columns can be placed per (14.4). Additionally, it can be deployed on any ensuing Reinforcement Segment on any German controlled printed supply depot or mobile depot which can trace a LOC in the activated sector.

**Example:** The Soviets makes a refit check for an eliminated unit on the August turn; the result is "2." It returns as a reinforcement (reduced-strength) on the October turn. The unit could later be refit to full strength per (14.3).

## 15.0 LOGISTICS

Ground units need to trace a line of communications (LOC) to a logistics source to function at full effectiveness.

### 15.1 Tracing a LOC

A LOC is traced from a unit back to a logistics source. When counting LOC lengths, count from the unit to be supplied (exclusive) to the logistics source (inclusive).

### 15.2 Blocking LOC

LOC may generally be traced through any types of terrain. A LOC is blocked by:

**Terrain:** All-sea hexes, high mountains.

**Exception:** See mountain units (19.0).



**Enemy units:** LOC cannot be traced through an enemy unit.

**EZOC:** EZOCs in a hex. Friendly units do not negate EZOC for purposes of tracing LOC. A unit in an EZOC can trace a LOS out of its hex. A logistics source in an EZOC may provide logistics support to units in its own hex but not to other hexes.

### 15.3 Front Lines & Sector Boundaries

Front lines do not impede the tracing of LOC. You cannot trace a LOC across a sector boundary.

### 15.4 LOC Length

LOC length depends on the weather:

Weather	Axis Hexes	Soviet Hexes
Summer	3	2
Winter	2	2
Mud	1	1

### 15.5 Axis Logistics Sources

**Printed Depots:** Any Axis printed depot hex which is also Axis controlled.

**Mobile Depots:** An Axis forward logistics depot which can trace a railroad Line (see below) to the west map edge. This does not expend the depot unit.

**Truck columns:** An Axis truck column (the column itself does not have to trace a LOC). The truck column is then expended at the end of the segment when providing a LOC.

**Taman:** The town of Taman if it is Axis controlled.

**Black Sea ports:** If the Black Sea is Axis controlled (all Black Sea ports are Axis controlled), then any port on it becomes an Axis supply source.

**Example:** During summer, an Axis unit could trace a LOC to a printed depot, Mobile Depot (which can in turn trace a railroad Line), or truck column (expending it).

### 15.6 Soviet Logistics Sources

**Soviet Depots:** Any printed Soviet depot hex which is also Soviet controlled.

**Rail Lines:** Any Soviet rail line on the original Soviet side of the front line which can in turn trace a rail line to a printed Soviet depot that is also Soviet controlled.

***Note:** To clarify, Soviet units cannot trace a LOC to a railroad on the Axis side of the printed front line. If on the Axis side of the line, then they could trace a LOC of one or two hexes (per 15.4) to a rail hex on the Soviet side which could in turn trace to a Soviet logistics source. This is due to numerous logistics issues.*

### 15.6 Units that are Always Logistically Supported

- Both sides' static units. However, they do not provide logistics support to other friendly units.
- Units in the same hex as a friendly printed depot (regardless of ZOC).
- Axis mobile depots and truck columns.
- Units off the map (ex: reinforcement units in an OKH or Stavka Box).

### 15.7 Other Units

Airstrikes do not require logistics support. Generally, special support units do not require logistics support, but there are unique cases. See (15.5).

### 15.8 Tracing LOC

LOC is traced in terms of hexes, not movement points. A LOC may be across any kind of terrain other than all sea hexes and high mountains (exception 19.0). A LOC (including rail LOC) cannot be occupied by enemy units, nor in an EZOC (even if friendly occupied).

### 15.9 Tracing a Railroad LOC

**Axis:** Trace a railroad LOC from a mobile depot back to an Axis occupied printed Axis depot. This can use rail lines on either side of the front line.

**Soviets:** Trace a railroad LOC from a rail hex depot back to a Soviet controlled printed Soviet depot.

**Important:** Axis units cannot otherwise trace a LOC to a railroad hex, they must first trace to either a printed or direct to a mobile depot. The Soviets can trace directly to a rail line on their side of the front line.

### 15.10 Alliance Logistics

All units on each side may use any friendly supply source.

### 15.11 No Captures

You cannot use enemy logistics source.

### 15.12 Axis Mobile Depots Units

These units represent the forward point of logistical operations for Axis forces. Mobile depots do not count for stacking. If eliminated, they can be replaced via the refit procedure. They otherwise function as ground units. Mobile depots have a movement of one. They can only move along railroads and move at a maximum rate of one hex per turn (which is never increased per road movement). They can use rail transport on the Axis side of the printed front line but not the Soviet.

### 15.13 Axis Truck Columns

Truck columns provide a logistics source for Axis units.

**Refit and Movement:** Declare this use at the start of any Axis Refit Phase or Movement Segment. All Axis units which can trace a LOC per (15.4) to them (one to three hexes, depending on the weather) are supported for that phase or segment. At the end of that phase/segment, the truck column is expended. Return it to the available unit's pool.

**Combat:** During the step of the Combat Segment when players determine logistical support, the Axis can declare a truck column to provide logistics support. Expend one truck column and all Axis units which can trace a LOC to it are logistically supported (thereby negating any adverse shift for logistics). Upon this declaration, the truck column is expended. Return it to the available unit's pool. The Axis may utilize more than one truck column to support the same attack if some units can trace a LOC to one but not the other.

**Important:** A truck column used to provide support for refit or movement remains on the map until the end of the phase or segment and thus can support all friendly units; a truck column used for combat supports only one attack or defense. Other than truck columns, logistics sources are not expended by being used.





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## 15.14 Limits

The number of depots and truck columns in the game is a limit. The optional logistics units are not used in the standard scenarios.

## 15.15 Replacements

An eliminated mobile depot or truck column can be replaced by following the refit procedure (14.0).

## 15.16 Logistics Status

Units are in one of three states of logistics support:

**Supported:** They can trace a LOC to a logistics source or is in automatic support per (15.6).

**Un-Supported:** They cannot trace a LOC.

**Out of supply/Cut Off:** They cannot trace a LOC due to enemy units, EZOC and/or terrain prohibited to their movement type in the six hexes immediately surrounding them. Additionally, Axis units are cut off by adjacent map edges on the Soviet side of the printed front line, and Soviet units by adjacent map edges on the Axis side of the printed front line.

## 15.17 Effects of being in Support

Units which are in Support function per the normal rules.

## 15.18 Effects of being Un-supported

**Movement:** Units which start in an un-supported hex cannot use rail transport (7.0). They can enter un-supported hexes. Their movement factor is reduced by one movement point (to a minimum of one).

**Attacking:** For each un-supported attacking unit, shift the CRT column one to the left (this is checked at the instant of combat).

**Defending:** Each un-supported defending unit, shift the CRT column one to the right (this is checked at the instant of combat).

**Pursuit:** An un-supported unit cannot advance more than one hex in a pursuit (this is checked at the instant the combat is completed).

**Refitting:** An un-supported reduced strength unit cannot refit to full strength (this is checked during the Refit Phase).

## 15.19 Effects of being Out of Supply/Cut Off

Units which are out of supply are affected the same as being un-supported, plus: they cannot conduct any pursuit. They also cannot be replaced if eliminated (remove them from the game).

***Note:** Players may deliberately move their units into hexes in which they will be un-supported or out of supply.*

## 16.0 AIRPOWER

Airstrike markers represent airpower operations over a sector of the front. Air missions include: tactical support, interdiction, and air superiority.

### 16.1 Deployment

Airstrikes are placed in the Airstrikes Available Box and deployed onto the map for air missions.

### 16.2 Activation

**Axis:** The Axis player can activate all airstrikes with each activation.

**Soviet:** The Soviet player can activate the Caucasus airstrike only with the command markers that activate the Caucasus Sector, and the Stalingrad Airstrike only with command markers that activate the

Stalingrad Sector. The Stavka and PVO airstrikes can be activated with either sector.

### 16.3 Airstrike Deployment Procedure

Place airstrikes during the Airstrike Segment of a friendly impulse.

Available airstrikes can be placed on any hexes on activated fronts.

Airstrikes remain on the map until the Air Return Phase (4.0), at which point they are returned to the Airstrike Available Box.

### 16.4 Range

Airstrikes can be placed anywhere on the map (within an activated sector) with the following restrictions:

**Soviet Air Defense:** The PVO Airstrike can only be placed on the Soviet side of the printed front line.

**Luftkommando Don:** The Axis LK Don Airstrike can only be placed on the Axis side of the printed front line.

### 16.5 Relocating Airstrike markers

During each friendly Airstrike Segment, the owning player may redeploy any airstrike in an activated sector in a new hex in the activated sector. If both sectors are activated, then you may redeploy airstrikes into the other sector.

***Note:** You can use an individual airstrike in any number of activations per turn.*

### 16.6 Stacking

A player can place only one airstrike in a hex. This does not count against hex stacking. Air units may be placed in the same hex as enemy ground and/or air units.

### 16.7 Airstrike Radius & Air Zones

Each airstrike has an air zone.

- A full-strength airstrike has a radius equal to its own hex and all adjacent hexes.
- A reduced strength airstrike has a radius equal to its own hex only.
- Air zones extend across sector boundaries.

### 16.8 Airstrike Missions

There are three missions: Air Superiority, Tactical Support and Interdiction (German airstrikes only) A single airstrike can perform any or all missions.

**Example:** The Axis places FK IV in a hex to conduct air superiority against a Soviet air unit. If FK IV survives, it would then provide tactical support within its air zone, and any Soviet units which moved within that air zone would be subject to interdiction.

### 16.9 Air Superiority

- Both Axis and Soviet players can conduct air superiority. This is conducted during the Airstrike Segment.
- Place the air unit in the same hex as an enemy airstrike which is on the map (within activation limits). The player placing the air unit is the attacker, the other is the defender.
- Consult the Air Superiority Table. Subtract the defender's strength from the attacker's strength to get a differential. Use the differential to determine which column to use on the Air Superiority Table. Roll one die, and cross index it with the results on the table. Then apply the result.



- Air superiority is initiated each time the air unit's command is activated.
- Logistics and special support units do not affect air superiority combat.

**Note:** Unlike other air missions, air superiority applies only in the hex, not any air zone.

#### 16.10 Air Superiority Results

**AL1:** The attacker reduces his air unit.

**DL1:** The defender reduces his air unit.

**BL1:** Apply a DL1 then an AL1.

#### 16.11 Reduction of Air Units

An air unit that is reduced is flipped to its reverse side. If a reduced air unit is reduced a second time, it is eligible for refit. When returned to play, air units come in at their full strength. If a reduced airstrike has a bracketed strength, then its air zone is reduced to the hex which it occupies.

#### 16.12 Tactical Support

Both the Axis and Soviet can conduct tactical support. This is conducted during the friendly and enemy Combat Segments.

- All friendly units attacking an enemy unit defending in a friendly air zone gain the number of column shifts in their favor (to the right) equal to the combat strength of the airstrike. All friendly units conducting a defense in a friendly air zone gain the number of column shifts in their favor (to the left) equal to the combat strength of the airstrike. If a defending hex is within both a friendly and enemy air zone, then add the attacker's shift and subtract the defender's.
- Only one airstrike can apply its shift to an individual combat, regardless of number of air zones. An individual airstrike can apply its combat shift to any number of combats if they are within its zone.
- These shifts apply regardless of command or activation.

**Example:** A Soviet army is defending in Stalingrad; there are two German airstrikes exerting zones over the hex (strength of 2 each) and one Soviet (strength of 1). The Axis gains a plus one shift. Let's say there is also another Soviet army defending in a hex adjacent to Stalingrad, also within the zone of one of the German airstrikes. An Axis ground attack against it would also receive a shift.

#### 16.13 Interdiction

Only the Axis can conduct interdiction, and only with German airstrikes, the Soviets and the Axis allied airstrikes cannot conduct interdiction. The effects of interdiction take place when the Soviet player is conducting his Movement Segment.

- Soviet units cannot use rail transport within a German air zone.
- A German air zone negates the effects of bridges for Soviet units crossing rivers.
- German air zones have no effects on LOC.

#### 16.2 Air Attrition

During the Air Return Phase, each player must check each airstrike used during the current turn (if it was not eliminated in air superiority combat) for attrition. Roll one die and consult the Air Attrition Table. Both sides use the Soviet column during summer and mud turns. The Axis side uses the Winter for Axis column during winter turns. Results can include reduction (16.10).

**Note:** Generally, airstrikes undergo attrition on a die roll of "6"; during Winter, Axis (but not Soviet) airstrikes undergo attrition on a die roll of "5" or "6".

### 17.0 LUFTWAFFE AIRLIFT

The Axis airlift unit can provide temporary logistics support.

#### 17.1 Deployment & Duration

The Axis can bring in the airlift unit during any Reinforcement Segment. During an Airstrike Segment, place the airlift unit in any hex. Once placed in a hex, the airlift must remain in it for the rest of the turn. Remove it from the map at the end of the next Refit Phase. It can be used only once per game.

#### 17.2 Airlift Effects

The airlift marker hex, and all adjacent hexes, constitute the airlift zone.

- All Axis units in the zone are logistically supported (15.0).
- The Axis can refit reduced units in an airlift zone (14.0).
- Axis units within the airlift zone are not considered out of supply (15.14).
- Enemy air and ground units do not affect this zone. The airlift zone extends across the sector boundary.

#### 17.3 VP

If the Axis deploys the airlift, the Soviets gain 2 VP at the end of the game.

### 18.0 UNIQUE UNITS

These function as normal ground units, with special rules.

#### 18.1 Garrisons

Garrisons cannot move nor attack. They defend normally but are eliminated if forced to retreat (unless defending in a fortress city). If eliminated, they cannot be replaced.

#### 18.2 Mountain Units

**Movement:** Units with the mountain symbol can enter high mountain terrain by paying the cost on the TEC.

**Combat:** If any mountain units are attacking into a rough or high mountain hex, then negate one of the defender's shifts.

**Logistics:** Mountain units can trace a LOC into and out of high mountain and rough hexes.

**ZOC:** Mountain unit ZOC extend into high mountain hexes.

#### 18.3 German Kampfgruppe (KG)

The Axis may build German *Kampfgruppen* by expending RP during an Axis Refit Phase. If eliminated, KG can be rebuilt using the refit procedure. They do not have to make a refit check (14.4). KG are otherwise treated as standard German units. Place *Kampfgruppen* per Reinforcement rule (13.0). KG may be placed directly on other German units. If placed directly on a German unit, they must be placed on like units as listed below. The corps must be able to trace a LOC. It may be in an EZOC

- Infantry KG on a German infantry corps.
- Mountain KG on a German mountain corps.
- Armored KG on a panzer or panzergrenadier corps.

#### 18.4 German Oil Detachments

During any Planning Phase in which there is an oil detachment in an

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oilfield hex, the Axis rolls one die. On a result of 6, oil production in that hex has been restored. At the start of each ensuing Axis turn, in which an oil detachment occupies the hex, the Axis receives one additional RP if the hex can trace a land LOC to an Axis mobile or printed depot (not a truck column). Once an oilfield goes online, you do not have to roll again, but the unit must remain on the hex to maintain production. Flip the oil detachment on to its reverse side to indicate that oil production is in effect. If the Soviets recapture an oilfield, then the hex no longer produces RP for the Axis. If the Axis subsequently recaptures the hex, then follow the procedure above (rolling for a 6).

## 18.5 German Eleventh Army

Historically, the German Eleventh Army after taking Sevastopol was sent elsewhere on the Eastern Front. The Axis player can optionally bring in any or all the Eleventh Army units (43 and 54 Corps, marked as **Opt**) as reinforcements starting on August 1942. If the Axis decides on this option, then:

- The Soviets gain 1 VP at the end of the game per corps committed, and;
- The Soviets receive the 1st Shock Army as a reinforcement on the turn following the one in which any Eleventh Army unit is taken.

## 19.0 SPECIAL SUPPORT UNITS

Special Support Units are markers which usually provide column shifts for combat.

### 19.1 Availability & Deployment

All special support units are potentially available at the start of play. During the Refit Phase a player can purchase them by expending the required number of RPs. For each RP, pick at random one support unit. You must declare the number of RP you will expend prior to picking. Place the picked units in the Support Units Available Box. They remain in the box until deployed on the map (per below). After being used, they are returned to the Reinforcement Pool (they can be purchased again in a later Refit Phase).

### 19.2 Support Unit Operations

During the support step of the combat Sequence:

- The attacker chooses one available support unit and places it in the defending hex.
- Support units with a number and an "A" are used by the attacker. Shift the percentile column to the right the number of columns equal to the strength of the support unit.
- Support units with a number and "D" are used by the defender. Shift the percentile column to the left the number of columns equal to the strength of the support unit.

### 19.3 Support Unit Restrictions

**Sector:** A support unit which has a "C" printed on it, can be used only in the Caucasus Sector. A support unit which has a "S" printed on it, can be used only in the Stalingrad Sector. Otherwise, a support unit can be used in either sector.

**Logistics:** A support unit which has an asterisk (\*) can be used only in a combat where at least one friendly unit involved in the combat is logistically supported (15.0).

### 19.4 Axis Special Support Units

**FF (Fliegerfuhrer):** Treat this as an airstrike. Place it during any Axis Airstrike Segment per 16.0. It remains on the map until the end of the

Axis Impulse, then return it to the pool. Also, if reduced in air superiority combat, place it back in the pool.

**Sturmgruppe:** Can only be used by the Axis when units are attacking a city hex.

### 19.5 Unique Soviet Special Support Units

**Armored Train:** Place if any attacking Soviet units are on a railroad hex.

**Black Sea Fleet:** Place if any attacking or defending Soviet units are on a Black Sea coastal hex. To be used, the Soviets must control at least one Black Sea port.

**Front Maneuver Group:** In addition to the attack column shift, if the combat result allows a pursuit, the Soviet player can give one attacking unit (any type) one additional hex of advance.

**Partisan:** Place on the map at the start of any Soviet Impulse (in an activated sector). It exerts a partisan zone in its own hex and all adjacent hexes. Axis units cannot use rail transport or use bridges to negate river crossing costs within this zone. Return the unit to the pool during the Air Return Phase. The partisan otherwise has no effect on play. Ignore the "+"\* on the partisan counter, the designators are to be used in possible future scenarios.

**Volga Flotilla:** Place if any attacking or defending Soviet unit is adjacent to a Volga River hexside.

**RGVK:** Place on the map on any turn when Operation Uranus, Saturn and or Star is used.

### 19.6 General

Special support units are never affected by combat results and have no ZOCs.

## 20.0 WEATHER

There are three types: Summer, Mud and Winter. During Summer, use the normal rules. During Mud and Winter use the following:

### 20.1 Mud Effects

Units pay higher movement costs for entering certain types of terrain. See the TEC. Both Axis and Soviet LOC are reduced to one hex.

### 20.2 Winter Effects

Both Axis and Soviet LOC are two hexes. All rivers are ignored for movement and defense. Swamps are treated as clear terrain.

## 21.0 FOG OF WAR

Players may examine friendly and enemy stacks on the map at any time in the game. Players not examine enemy units in their off-map boxes, on the turn record reinforcement track, enemy special support units (until played), or command markers in the pool.

## 22.0 SCENARIOS

Set up per the following general rules. Play proceeds per the sequence given in section 4.0 for the number of game turns specified in the scenario rules.

### 22.1 Scenario 1: Standard Game

This covers the campaign from the point at which the Germans divided Army Group South into Army Groups A and B, the offensives towards the Caucasus oilfields and Stalingrad, and the Red Army counteroffensive which led to the encirclement of Stalingrad





### 22.1.1 Players & Sides

There are two players: The **Axis** player and the **Soviet** player. The Axis player controls German, Hungarian, Italian and Romanian forces. The Soviet player controls Soviet forces.

**Game Length:** July 1942 to January 1943 (turns 1 through 7).

**Deployment Order:** The Soviets deploy their start units first, then the Axis.

**Victory:** Use standard victory rules (3.0).

### 22.1.2 Soviet Deployment

Soviet set up must have at least one unit or ZOC covering all hexsides of the start front line.

**Optional Units and Markers (Opt):** Place these aside.

**Garrison units:** Place in the cities with the same name.

**Black Sea Marines:** Place in any one Black Sea port.

**Stalingrad Sector (S) units:** Place anywhere on the Stalingrad Sector on the Soviet side of the front line.

**Caucasus Sector (C) units:** Place anywhere on the Caucasus Sector on the Soviet side of the front line.

**Blau I Losses:** After initial setup, the Soviet player rolls one die for each sector. He must reduce the number of Soviet army's equal to the result for that sector. No unit can be reduced more than once, and non-army units cannot be reduced. (This represents losses sustained in the opening of the campaign).

**Ground Reinforcements:** In the Reinforcement Box.

**Airstrikes:** On the Soviet Turn Record & Reinforcement Track in the appropriate boxes.

**Special Support Units:** In the Reinforcement Box.

**Refit Points:** Start with 0.

**Command markers:** Place per (5.0).

### 22.1.3 Axis Deployment

Axis set up such must have one unit or ZOC covering all hexsides of the start front line.

**Optional Units and Markers (Opt):** Place these aside.

**Army Group A (A) units:** Place anywhere on the Caucasus Sector on the Axis side of the front line.

**Army Group B (B) units:** Place anywhere on the Stalingrad Sector on the Axis side of the front line.

**Army Group A or B (A/B) units:** Place anywhere on the Axis side of the front line.

**Mobile Supply Units:** Place on any railroad hexes behind the front line.

**Blau I Losses:** After initial setup, the Axis must reduce one German corps each in Army Group A and Army Group B.

**Ground Reinforcements:** In the Reinforcement Box.

**Airstrikes:** All are available (except the one reinforcement and the airlift. Place available airstrikes in the Airstrikes Available Box. Place the other counters on the German Turn Record & Reinforcement Track, in the appropriate boxes.

**Special Support Units:** Pick at random two (at no RP cost); place the rest in the Reinforcement Box

**Refit Points:** Start with 2.

**Command markers:** Place per (5.0).

### 22.2 Scenario 2: Extended Game

This extends the campaign to the third battle of Kharkov when the Red Army swept into the Donbass, and von Manstein's backhand blow which

re-stabilized the front. Deploy the same as Scenario 1. The scenario ends after March 1943.

### 22.2.1 Command Markers

In February 1943, players add the following command markers to their bins:

**Axis:** Manstein.

**Soviet:** Operation Star.

### 22.2.2 Victory

If Axis forces gain control of Stalingrad and/or Baku, change the victory conditions (3.2) as follows:

- The Soviets gain double VP for controlling Axis logistics sources at the end of the game, and;
- The Axis gains 3 VP (instead of 2) for each Soviet tank and shock army they destroy.

## 23.0 SCENARIO VARIANTS

### 23.1 Variable Command markers

**Soviet Uranus:** Place this in the Soviet Bin in October 1942.

**Axis Wintergewitter:** Place this in the Axis Bin on the turn following Uranus being played.

### 23.2 Soviet Initiative

The switchover from Axis to Soviet first player occurs on the turn following the playing of the Operation Uranus (instead of automatically in November 1942).

### 23.3 Variable Reinforcements

**German SS Panzer Corps:** During any Axis Reinforcement Phase starting with turn 2, the Axis can initiate the build of the SS Panzer Corps. Expend four RP. Then roll one die and check the result. The SS Panzer Corps is received as a reinforcement that number of turns later, place the unit on the Turn Record Track. If the turn is after the end of the game, the unit is not received. Once in play, the SS Panzer Corps is treated as a German unit, it refits normally.

**German Army Group Don (HGD) Panzergrenadier Corps:** The Axis receives this reinforcement on the turn after the Soviet Operation Uranus is played.

**Soviet Guards Mechanized Group:** The Soviet receives this unit immediately once Operation Saturn is played.

**Soviet PVO-2 and German 18th Mountain Corps:** Players can use these to create their own scenario variants.

### 23.4 Better Logistics

**Axis:** Add the two Axis optional truck columns to the order of battle.

The Axis receives one in its initial set up and can purchase the other one starting with Turn 1 per (14.3).

**Soviet:** Add a mobile depot reinforcement at the instant that the Soviets play the Uranus marker. The unit is placed on any Soviet controlled city or town with a railroad, in this case the Soviet player can use a railroad on the Axis side of the start line to trace an LOC back to a Soviet logistics source. The Soviet mobile depot functions in the same general way as the Axis mobile depot: Soviet units can trace a LOC to the unit, and the mobile depot in turn must trace a railroad LOC to a Soviet logistics source.



# PEAKS OF THE CAUCASUS

## 24.0 COMBAT RESULTS

**AA: Attacker Attrition:** Reduce one attacking unit.

**AD: Attacker Defeated:** Reduce one attacking unit. Surviving attacking units retreat one hex.

**AP: Attacker Panics:** Attacking units retreat two hexes.

**AS: Attack Stalls:** No losses.

**AW: Attacker Withdraws:** All attacking units retreat one hex.

**AZ: Attacker Disaster:** Reduce all attacking units. Surviving attacking units retreat two hexes.

**BB: Bloodbath:** The defender reduces one unit. The attacker reduces one unit. If all defending units are cleared from the hex, then surviving attacker may conduct pursuit.

**DA: Defender Attrition:** Reduce one defending unit. If all defending units are cleared from the hex, then surviving attacker may conduct pursuit.

**DD: Defender Defeated:** Reduce one defending unit. Surviving defending units retreat one hex. Attacker may conduct pursuit.

**DP: Defender Panics:** Defending units retreat two hexes. Attacker may conduct pursuit.

**DW: Defender Withdraws:** Defending units retreat one hex. Attacker may conduct pursuit.

**DZ: Defender Disaster:** Reduce all defending units. Surviving defending units retreat two hexes. Attacker may conduct pursuit.

**MD: Mobile Defense:** Reduce one attacking unit. All defending units retreat one hex. Surviving attacker may conduct pursuit.

**MA: Mobile Assault:** Reduce one defending unit. Surviving defending units retreat one hex. Attacker may conduct pursuit movement.

**OR: Overrun:** Reduce all defending units. Surviving defending units retreat three hexes. Attacker may conduct pursuit movement; mechanized units may pursue one additional hex.

## 25.0 OPTIONAL RULES

### 25.1 Naval Operations

There are three Seas on the map: Black, Azov and Caspian.

#### 25.1.2 Types of Naval Operations

**Naval Movement:** Naval movement involves moving ground units across all sea hexes or hexsides. The unit must start a Movement Segment in a port hex in an activated sector. Move the unit to any other friendly controlled port in the same sea. This consumes all that unit's movement for the impulse. Naval movement may be into and out of EZOC. It is further restricted per below.

**Naval Logistic Support:** A player can use certain ports as logistics sources if they are friendly controlled. Units can trace a LOC (15.0) to a port under the conditions listed below. This is per (15.4) and cannot be extended by railroad lines or mobile depots.

**Reinforcement Placement:** Players can under certain circumstances place reinforcements on friendly controlled ports.

#### 25.1.2 Sea Boundaries

Sea boundaries are shown on the map. Naval operations are restricted by sector activation. The port of Taman is in the Sea of Azov, not Black Sea. It is not considered a Black Sea port.

#### 25.1.3 Black Sea & Soviets

The Soviets can use Black Sea movement and logistics if they control Batum.

**Movement:** The Soviets can move one unit per impulse across the Black Sea.

**Logistics:** Black Sea ports provide logistical support.

#### 25.1.4 Black Sea & Axis

The Axis can use Black Sea movement and logistics if they control all Black Sea ports. This is checked at the start of the phase in question.

**Movement:** The Axis can move one unit per impulse across the Black Sea.

**Logistics:** The Axis can use Black Sea ports as logistics sources.

#### 25.1.5 Sea of Azov & Soviets

The Soviets can never use the Sea of Azov for naval movement or logistics.

#### 25.1.6 Sea of Azov & Axis

**Movement:** The Axis can move one unit per impulse across the Sea of Azov.

**Logistics:** The Axis can use Sea of Azov ports as logistics sources.

**Reinforcements:** The Axis can place one reinforcement unit per turn on an Axis controlled Sea of Azov port.

#### 25.1.7 Caspian Sea & Soviets

**Movement:** The Soviets can move two units per impulse across the Caspian Sea.

**Logistics:** The Soviets can use any Caspian Sea port as a logistics source if they control Astrakhan and/or Baku.

**Reinforcements:** The Soviets can place one reinforcement unit per turn on one Soviet controlled Caspian port.

#### 25.1.8 Caspian Sea & Axis

The Axis cannot conduct naval operations on the Caspian Sea.

## 25.2 Bridgeheads

Bridgeheads represent crossing points over rivers.

### 25.2.1 Procedure

Place a bridgehead marker on any one river across which units attacked (a maximum of one per attack). A player can place a bridgehead if:

- Friendly units' attack across a river and inflict a combat result of BB, DD, DP, DZ, MA, or OV, and;
- The result does not clear the hex of enemy units, and;
- There is at least one surviving attacking unit.

### 25.2.2 Bridgehead Effects

The river does not provide defensive shifts, treat as clear for combat purposes. If the terrain on the other side of the bridgehead is a city or town, then the enemy no longer controls it; it is disputed.

### 25.2.3 Duration

A bridgehead remains on the map until:

- The owning player decides to remove the marker (which can be done at the end of a friendly Operations Impulse, or;
- Enemy units occupy both hexes on each side of the bridgehead.

At this point, remove the marker from the map. It becomes available on the next impulse.

**Note:** The number of bridgehead markers in the game is not a limit.