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Spring Awakening

Hitler's Last Offensive, March 1945

NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.

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/waw/

1.0 INTRODUCTION

This is a two-player game, one commanding the Axis and the other the Soviets. Each side is divided into two or three sub-commands.

Spring Awakening is a wargame of Operation *Frühlingserwachen*, the final major German offensive of World War II. The German plan was to launch a two-pronged attack to secure a defensive zone for the Lake Balaton oilfields in northern Hungary. The offensive failed in the face of Soviet resistance and the ensuing Red Army offensive swept into Vienna. While historically the situation was dismal for the Third Reich, the objective is for players to do better than their historical counterparts. If the Germans can keep the Soviets from taking Vienna and other key cities, this will radically change the postwar settlement.

There are two players: Axis and Soviets. Each side is divided into sub-commands. For the Axis, this includes the Nord Armee Kommando and Sud Armee Kommando (these are ahistorical groupings based on the German operational plan, the actual army groups were *Heeresgruppe Sud* and *E*). The Soviets have the Third Ukrainian and parts of Second Ukrainian Fronts, as well as a Bulgarian army and a Yugoslav corps.

The game uses a variant of the **Boots** system to model higher echelon command-control and logistics. Various command markers activate player sub-commands and launch major offensives. The game scenario starts on 6 March 1945 (the opening of Spring Awakening) and carries through to 16 April (following the Soviet capture of Vienna).

Important: While **Spring Awakening** has similarities with previously published DG games, there are rules changes to deal with the situation in 1945. These are not retroactive to other games in the series.

2.0 GAME COMPONENTS

The components to a complete game of **Spring Awakening** include these rules, a 22x34 inch map sheet and 159 5/8 inch counters (called units and unit counters). A further 17 counters are provided for a previous issue game (24.3). Players must provide themselves with a standard six-sided die to resolve combat and other probabilistic events that occur during play.

2.1 Scale

Each game turn represents one week of operations. Each hex is 18 kilometers across. Most ground units are corps, representing two to five (usually understrength) divisions. There are additional markers representing special units.

2.2 Map

The map covers parts of Hungary, Austria, and Slovakia in 1945. A hexagonal grid has been superimposed over the terrain features on the map to regulate the movement and positioning of the playing pieces. The hexagons are called hexes in the rules. The boundaries are those established by the Third Reich and were in effect until the end of the war.

Map Clarifications:

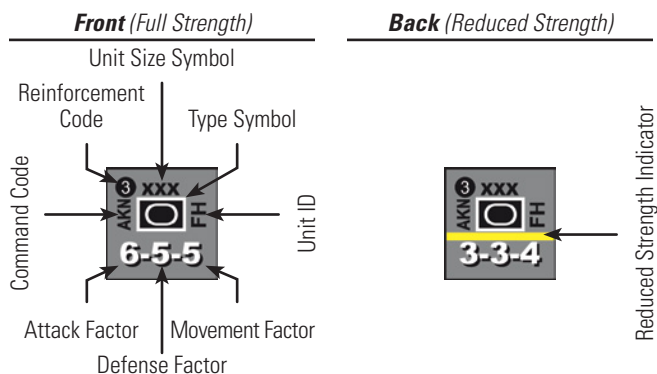
Add the following to the Refit Chart: "Build an eliminated Mobile Depot: 3 RP Deploy on a printed friendly supply source."

Important: Lake Balaton is shown as an in-hex feature. The Lake should cover the entire hex. It is a Major Lake and all four hexes are prohibited.

2.3 Playing Pieces

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

2.4 Ground Combat Units



Units may have a reduced strength on their reverse side. These are called 2-step units. Units with a blank reverse side are 1-step units.

Reinforcement code: Units may have a number code. This indicates the turn of arrival (13.0). All other units are deployed during the initial setup (22.0).

Optional Units: Units may be printed with the code "OPT" these units are only used when playing with certain optional rules.

Axis Command Codes:

AKN: Armee Oberkommando North

AKS: Armee Oberkommando South

Soviet Command Codes:

2UF: Second Ukrainian Front

3UF: Third Ukrainian Front

B-Y: Bulgarian-Yugoslav Front

2.5 Unit Types

There are two basic types of units; mobile and static. Mobile units are broken down into mechanized class units and non-mechanized class units.

Mechanized Class Units	
Tank/Armored/Panzer	Armored Infantry/Panzergranadier
Mech Cavalry	Truck Column
Non-Mechanized Class Units	
Infantry	Mountain Infantry
Cavalry	River Flotilla
Mobile Depot	Machinegun-Artillery
Static Class Units	
Breakthrough Artillery	Flak/Anti-aircraft
Garrison	

Important: The movement factor of mobile depots is the maximum number of hexes the unit can move. It is not the number of movement factors it may expend in a Movement Segment.

2.6 Unit size

XXXX: Army

XXX: Corps

KG: German Kampfgruppe

[XXX]: Corps Operational Group or Field Maneuver Group

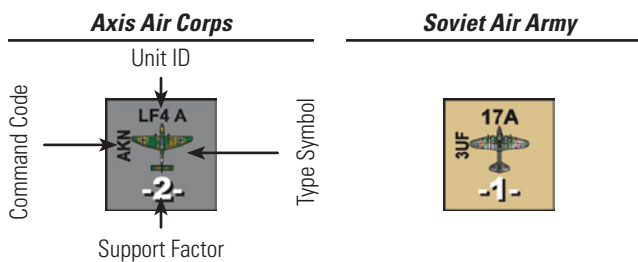
[X]: Brigade Operational Group

2.7 Unit Designations

Axis: The term "Axis" includes all German and Axis allied Hungarian units.

Soviet: The term "Soviet" includes all Soviet units as well as Bulgarian and Yugoslav units.









2.8 Air Units (Air Strikes)



Note: Air units may have an A and B designation, representing subdivisions within a larger organization.

2.9 Special Support Units (SSU)



SSU Types	
Axis	Soviet
	Heavy Tank 
	Tank Destroyer/Assault Gun 
	Rocket launcher 
	Commando/Partisan 
	Soviet Towed Anti-Tank 
	Soviet Assault Engineer 

2.10 Command Markers

Axis Command Markers:

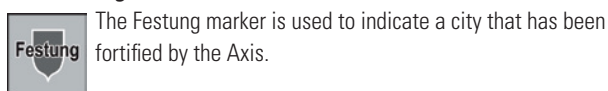


Soviet Command Markers:



Command markers activate sub-commands for an Operations Impulse, initiate major offensives and sometimes generate a random event. The abbreviations are explained in (5.0).

2.11 Festung (Fortress) Marker



2.12 Abbreviations

Axis:

AKN: Armee Oberkommando North
AKS: Armee Oberkommando South
FH: Feldherrnhalle
H: Hungarian (green unit symbol background)
HG: Heeresgruppe Ostmark Forces
HMC: Hungarian Mobile Corps

JagdV: JagdPanther
K: Cavalry Corps
KG: Kampfgruppe (battlegroup)
LF: Luftflotte (air fleet)
NW: Nebelwerfer
SS: Schutzstaffel
Zbv: zur besondere Verwendung (special use)

Soviet:

2UF: Second Ukrainian Front
3UF: Third Ukrainian Front
B: Bulgarian (yellow unit symbol background)
BB: Brno-Bratislava
CM: Cavalry Mechanized Group
DF: Danube Flotilla
FMG: Front Maneuver Group
G: Guards
K: Kavallerie (Cavalry)

NKVD: Narodnyi Kommissariat Vnutrennikh Del
O-5: Unit represents combined commando units.
SE: Storm Engineer
STAVKA: Soviet High command
3UK: Third Ukrainian Corps
Y: Yugoslavian (green unit symbol background)

2.13 Administrative Markers

	Axis Control Marker		Soviet Control Marker
	Axis Refit Points Marker		Soviet Refit Points Marker
	Axis Turn Marker		Soviet Turn Marker
	Bridgehead Marker		Out of Supply Marker
	Rail Movement Marker		Optional Soviet Rail Movement Marker

Note: There are five replacement counters, and 12 railhead and rail movement markers provided for **Peaks of the Caucasus** (World at War #61) (24.3).

2.14 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, Out-of-Supply Effects Chart, Führer Directives Table, Soviet Directives Table, and Refit Chart.

2.15 Displays.

Each player has a set of displays and tracks including a Turn Record Track, Refit Points Track, and boxes for various units and markers when held off-map.

2.16 Command Pools

Each player has two command pools. Players will need two wide-mouthed opaque containers (one each), like a coffee cup or ammo can, used to randomize command markers. Throughout the rules, the terms "Bin" or "Command Pool" are used interchangeably.

2.17 Definitions

Available: A unit in a Reinforcement Box that can be deployed on the map.

May: A player has the option to take this action or not.

Must: The player is required to take this action.

Operating Player: The player who is currently conducting an operation (action).

Pick: The player draws a marker at random.

Select: The player deliberately chooses a marker of his choice.

3.0 VICTORY CONDITIONS

There are two ways to win **Spring Awakening**: 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: The Axis player controls Vienna, Budapest (both hexes), and both oilfields.

Soviet: The Soviet player controls Vienna, Budapest (both hexes), and Bratislava.

3.2 End Game Victory

This is defined 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 Units Box.

3.3 Definitions of Occupation & Control

Occupation/Occupied: Having a friendly unit in the hex.

Controlled: A friendly unit entered a hex and no enemy unit has subsequently reentered it. Once having occupied a hex, it is not necessary to keep a unit there to maintain control owing to rear echelon security forces not shown in the game. Control markers can be used as memory aids.

Contested: A hex is contested if it was a friendly controlled hex but is now empty and is in an EZOC (9.3)

Important: At the start of play, each side controls all hexes on its side of the front line. EZOC have no effect on control for this rule (9.0).

3.4 End Game Victory Level

Each player totals his own VPs. If the difference between these totals is less than 5, the game is a draw. If the difference is 5 or greater, the player with the higher total wins, with his victory level dependent on the difference:

Important: VP are only checked at the end of the game.

Victory Levels

Tactical: 5–9

Operational: 10–19

Strategic: 20 or more

3.5 Axis VP

The Axis player gains VPs by controlling specific hexes and for each Soviet unit in the Eliminated Units Box.

Each Oilfield Hex: 5

Vienna: 5

Bratislava: 5

Gyor: 3

Graz: 1

Budapest: 3 (per hex)

Soviet Tank Army & Artillery Corps: 2

All other Soviet Mobile Corps/Corps Groups: 1

3.6 Soviet VP

The Soviet player gains VP by controlling specific hexes and for each Axis unit in the Eliminated Units Box.

Each Oilfield Hex: 1

Vienna: 10

Bratislava: 5

Gyor: 1

Graz: 1

German SS Panzer Corps: 2

All Other Axis Mobile Corps/Corps Groups: 1

Designer's Note: VPs model the German objective of holding out as long as possible, while the Soviets are trying to win the war on an accelerated schedule.

4.0 SEQUENCE OF PLAY

Spring Awakening is played in game turns, each composed of interactive phases and sub-phases. During the Operations Phases of the game turn, the players alternate picking command markers; each pick indicates which command will be activated for movement and combat (5.0). See 5.3 and the scenario rules for initiative and first player determination.

4.1 Sequence of Play

During each Operations Impulse, the player receives reinforcements due this turn, then moves, and conducts combat with the units of the activated command. The player who is currently conducting an impulse is called the operating player; the other player is the non-operating player. Players execute the phases of a game turn in the following order:

I. Command Placement Phase: Both players simultaneously place their command markers in their respective bins per 5.2. Players then determine which side has the initiative for the current game turn (5.3).

II. Refit Phase (14.0): The players simultaneously add the number of refit points listed on the Turn Record Track for the current game turn to his own Refit Points Track. Each player may then expend refit points (Initiative player first).

III. Operations Phase:

A) First Operations Impulse:

1) Command Segment (5.0): The first player randomly picks one command marker from his command pool.

- If the marker is a directive, then consult the appropriate Directive Table.
- If the marker is an operation or major operation, then the designated command activates. Consult the appropriate Command Markers Table for additional instructions. Then take the following steps:

2) Reinforcement Segment (13.0): The operating player may place available reinforcements for any activated command.

3) Air Operations Segment (16.0):

- **Air Deployment:** The operating player may deploy any available airstrikes to the map or change the position of any activated airstrike on the map.
- **Air Superiority Combat:** If the player has any activated airstrikes in the same hex as enemy airstrikes, he must initiate air superiority combat.

4) Ground Movement Segment (6.0 & 7.0): The operating player moves all, some, or none of the activated friendly ground units.

5) Combat Segment (10.0): The operating player may initiate combat with activated ground units (with any air and/or support unit enhancements) to attack enemy forces.

B) Second Operations Impulse: The second player then conducts the above five segments in the same order as the first player.

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.

IV. Air Return Phase:

1) Attrition Check Segment: Each player must make an attrition check (16.13) for each airstrike on the map.

2) Return Segment: Each player must return all surviving airstrikes to their Airstrikes Available Box.

V. Game Turn Inter-Phase: If this is the end of the last turn of the game, the game comes to an end and players check for victory (3.0). Otherwise, both player move their own game turn markers to the next box on their own Turn Record Track.

5.0 COMMAND & ACTIVATIONS

Command markers activate Operations Impulses, provide combat bonuses, and generate random events.

5.1 Types of Command Markers






There are three types of command markers: Regular, Major Operation, and Directive.

- **Regular operations markers** have an abbreviation referencing a command. At the start of the next turn's Command Placement Phase, these are returned to the player's bin.
- **Major operation markers** are named for specific major operations during the game. These markers may contribute a combat modifier (+ a number). These are discarded after being played.





Important: See the Spring Awakening rule under scenario rules (22.0).

- **Directives** are printed on the marker. At the start of the next turn's Command Placement Phase, these are returned to the player's bin.

5.1.1 Axis Command Markers

Regular	
	AK Nord: Activate <i>Armee Oberkommando</i> North
	AK Sud: Activate <i>Armee Oberkommando</i> South
Major Operation	
	HG Ostmark: Select either AKN or AKS and activate it.
	Spring Awakening: Activate all Axis forces and gain a one column favorable attack shift for all attacks.
Directive	
	Führer Directive: Roll on the Führer Directive Table.

5.1.2 Soviet Command Markers

Regular	
	2nd UF: Activate Second Ukrainian Front
	3rd UF: Activate Third Ukrainian Front.
	B-Y: Activate Bulgarian-Yugoslav Front.
Major Operation	
	Frontal Offensive: Activate all Soviet commands.
	Bratslava Offensive: Activate Second Ukrainian Front forces, plus gain a one column attack shift.
	Vienna Offensive: Activate Third Ukrainian Front and gain a one column favorable attack shift for all attacks.
Directive	
	Stavka Directive: Roll on the Stavka Directive table.

Important: The Command Markers Chart summarizes the specifics of each command marker, including allowed activations, available game turns, and disposition of the various command markers.

Option **Designer's Note:** Each player has an Option marker to allow him to add an additional command marker of his choosing. They are not used when playing the standard scenarios.

5.2 Initial & Reinforcement Command Markers

During each Command Placement Phase:

- Each player must place their regular and directive command markers in his respective bins.
- If this is turn 1 or 2, the Axis may place the Spring Awakening marker in the Axis bin. See scenario special rules.
- If this is turn 5 or 6, the Axis may place the Heeresgruppe Ostmark marker in the Axis bin.
- If this is turn 3 or later, the Soviets may place either the Bratislava Offensive, Frontal Offensive or Vienna Offensive marker in the Soviet bin (no more than one in each turn).

5.3 Initiative

Initiative refers to which player picks a command marker first in a turn.

- The Axis player has the initiative on turn 1 and on subsequent turns if he controls all city, town, and oilfield hexes west of the printed front line.
- The Soviet player gains the initiative if he controls one or more city, town, or oilfield hexes west of the printed front line.
- Initiative is determined on a turn by turn basis during the Command Placement Phase. Control of towns east of the front line has no bearing on initiative determination.

5.4 Operations Phase

During the Command Segment of each Operations Impulse, the operating player must pick at random one command marker from his bin. The player must then play it.

- Each command marker activates specific commands under that player's control (5.1).
- Certain command markers have a **+1** printed on them. If one of these markers is used to activate a command, then all attacks involving friendly ground forces receive that number of CRT column shifts to the right.

Example: The Soviets play Vienna Offensive. He can move all 3UF units, and all 3UF attacks receive a +1-column shift, e.g., a Soviet force making a 300% attack is increased to 400%.

Important: Defense is never improved by command markers. Air units do not receive this shift unless specifically stated.

- If a directive marker is picked, the player must check his respective Directive Table. Roll one die and apply the results.
- Upon completing an Operations Impulse, play reverts to the other player, who now picks a command marker. Continue this procedure until both sides run out of command markers.
- If one player runs out of markers and the other still has remaining markers, the other player picks markers until he also runs out of markers. All markers must be picked each turn.

Important: Unlike other games in this series, there is no passing when taking an impulse. This is owing to the ferocity of combat in the last weeks of the war.

5.5 Command Activations

When a command is activated, then the operating player may:

- 1) Reinforcements:** Place any reinforcements for the activated command.
- 2) Air Operations:** Place any available airstrikes of that command (anywhere on the map). Redeploy any friendly airstrikes currently on the map. Execute any air superiority combat (16.0).
- 3) Ground Movement:** Move units of the activated command (6.0 & 7.0).
- 4) Combat:** Use activated ground units to attack enemy units (10.0), to include tactical air support (16.11).

Example: The Soviets activate the 3rd Ukrainian Front. The Soviet player can move all 3rd Ukrainian Front units as well as placing the 17th Air Army on the map.

5.6 General

- Players can always examine their own command markers in their own bin. They cannot examine enemy command markers until they are played.
- Players can, by playing various command markers, cause an individual unit to activate more than once per turn.
- Units always defend normally, regardless of activation.

5.7 Crossing Boundaries

Units can cross command boundaries on the map. They are not restricted to their initial area of deployment.

5.8 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 operating player may move some, none, or all activated units in any direction or combination of directions to the limits of their movement factors.

6.1 Movement Factors

Each unit has a movement factor printed on it. You move a unit by tracing a path of contiguous hexes through the grid until either all movement factors are expended, the player decides to cease moving the unit, or the unit enters an enemy zone of control (9.0). As each unit enters a hex it pays one or more movement factors. Consult the Terrain Effects Chart for further details.

6.2 Mechanized & Non-Mechanized Unit Movement

The number of movement factors 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.

Designer's Note: Units have low movement factors owing to the ground conditions of the campaign.

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 cannot move once placed onto the map.

6.4 General Restrictions

A player can only move activated units during the Ground Movement Segment (**Exceptions:** Retreat after Combat (11.0) and Pursuit (12.0)).

- 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 factors in any one segment.
- Unused movement factors may not be accumulated from turn to turn or impulse to impulse nor may they be transferred from one unit to another.

6.5 Prohibitions

Units may never enter an enemy occupied hex, enter prohibited hexes (such as major lakes), or move directly from one enemy zones of control (EZOC) to another EZOC (9.0).

Exception: Retreat and Pursuit (11.0 & 12.0).

6.6 Area of Operations

Units can move anywhere on the map other than hexes that are specifically prohibited. Units cannot exit the map. The front line is used only for initial deployment and after that it has no effect on play, except for determining initiative (5.3) and for railroad movement (7.2).

6.7 Logistics (15.0)

Unsupported units have their movement allowance reduced by one factor (to a minimum of one).

6.8 Minimum Movement

If the restrictions noted in 6.3 through 6.5 and 6.7 are adhered to, a non-static unit may always move one hex, no matter the movement cost.

6.9 Zones of Control (ZOC)

A unit must stop movement when it enters a hex in an EZOC (9.0).

6.10 Retreat & Pursuit

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

6.11 Terrain

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

Important: River/Minor Lake hexsides: Units pay the movement cost to cross a river/lake hexside in addition to the terrain cost of the hex being entered.

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

Important: Lake Balaton hexes are prohibited; units may not enter or cross these hexes.

6.12 Railroads & Military Roads

- A non-mechanized unit that moves from one road hex directly into an adjacent road hex through a hexside traversed by that road expends one-half (0.5) of a movement factor per hex entered. A mechanized unit pays one third (0.33) of a movement factor.
- Railroads are considered to have roads running alongside them and give units the above bonus. A road that connects with a railroad is contiguous for movement. See 7.0.
- Bridges negate the movement cost for crossing a river hexside. They do not negate the effect of the river for defense.

Important: The map may not always depict an actual bridge symbol. If a railroad or road crosses a river, a bridge exists in that hexside.

7.0 RAIL TRANSPORT

Railroad transport is a special form of movement. Only mobile ground units can use rail transport.

7.1 Rail Transport Procedure

The unit must start its movement on a railroad hex. It may then move 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

Units can use rail movement only on the friendly side of the original front line.

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.

7.4 Railroad Capacity



The number of units a player can move via rail transport per activation is limited. Use the railroad markers as mnemonics. They have no other effect on play.

Axis: 2

Soviet: 0 (i.e., no Soviet rail movement allowed). But see scenario variant rule 23.3.

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. Stacking restrictions apply to units regardless of unit size.

8.1 Axis Stacking Limits

The Axis player can stack two ground combat units per hex. German and Hungarian units can stack together. Additionally, units of different Axis commands can stack together.

8.2 Soviet Stacking Limits

The Soviets can stack two ground combat units per hex. Units of different Soviet commands cannot stack together, including air units. Bulgarian and Yugoslav units cannot stack together.

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 type is allowed per hex.

Air Units: Air units do not count for ground stacking (16.0).

Special Support Units: Support units do not count for stacking (19.0).

8.4 Application

Stacking limitations apply for all units of both sides at the end of each Movement and Combat Segment, regardless of activations.

- A friendly ground unit may never enter a hex containing an enemy unit.
- Friendly units may move through hexes occupied by other friendly units at no extra cost and without regard to stacking limits.
- Soviet units of different commands may move through hexes containing units of other commands.
- If a hex is over-stacked at the end of any friendly or enemy Movement or Combat Segment, the excess units must be eliminated (owning player's choice).
- Units may be over-stacked during the deployment of reinforcements but, stacking limits must be restored by the end of the ensuing Movement Segment.

8.5 Stacking Order

Players are free to arrange their stacked units, from top to bottom, in any order they choose.

9.0 ZONES OF CONTROL

The six hexes immediately surrounding a ground unit's hex constitute that unit's zone of control (ZOC). See definition of contested hexes (3.3).

9.1 Projecting ZOC

All ground units always exert a ZOC, regardless of the phase, segment, or game turn, or if full-strength or reduced, mobile or static.

- Generally, EZOC are not negated by other units, enemy or friendly.
Exception: See fortress cities (17.3).
- They do not extend into terrain or across hexsides that an entering unit could not enter via ground movement.

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): Reinforcements cannot be placed in a hex containing an EZOC.

Movement (6.0 & 7.0):

- A unit must stop its movement when it enters an EZOC.
- A unit may never move directly from one EZOC hex to another EZOC hex.

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.

Line of Communication (LOC) (15.0): A player cannot trace a LOC through an EZOC.

Controlled (3.3): The presence of an EZOC contests control of objective and supply source hexes.

Important: If a friendly unit occupies a hex then an EZOC does not affect control.

Festung Marker: See 17.3.

10.0 COMBAT

Players initiate combat to destroy adjacent enemy units and occupy hexes. Combat is conducted during the Combat Segment. The operating player is the attacker, the non-operating 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.

- 1) Attack Declaration:** The operating player declares the units that will attack and then declares the enemy defended hex he is attacking.
- 2) Support Declaration:** The attacker commits any special support units, followed by the defender (19.0).
- 3) CRT Determination:** The attacker chooses the CRT: Assault or Mobile (10.6).
- 4) 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.
- 5) Combat Shift Determination:** Determine the column shifts for terrain, air support, special support units, and command markers.
- 6) Final Percentage Determination:** Consult the appropriate CRT under the appropriate percentage column heading.
- 7) 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 Units That May Attack

Attacking is voluntary. A player can attack with some, none, or all activated units in his activated command in a friendly Combat Segment. Units may only attack adjacent enemy units. **Exception:** Soviet artillery (18.4).

10.3 Defense Only Units

Units with a "0" attack strength cannot attack.

10.4 Attack Declarations

The operating player may resolve his combats in any order he chooses. He need not declare all attacks prior to initiating the first combat. Once a combat has been initiated, it must be completed prior to moving on to another combat.

10.5 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.

Exception: See 11.2.

- Attacks can involve any number of units against one defending hex. A defended hex may be attacked from all six adjacent hexes and 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 unitary. A given unit's strength may not be divided among different combats, either for attack or defense.

Important: A unit may attack more than once per game turn if it is activated by separate command markers.

10.6 Choice of CRT

In most circumstances, the attacker 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, a fortress city, or fortified line (entrenchment) hex, then the attack must be resolved on the Assault CRT. The Mobile CRT cannot be used.

10.7 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.

10.8 CRT Percentage Column Shifts

Certain game mechanics will shift the combat odds. They include terrain (TEC), logistics, (15.0), air support (16.0), special support units (19.0), and special command markers (5.0).

- A 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 that is unsupported shift the column one to the left. For each defending ground unit that 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 the number of columns equal to the support value of one attacking airstrike to the right. If the defending hex is within an air zone of a defending airstrike, shift the number of columns equal to the support value of one defending airstrike to the left.

Special Support Units (19.0): The attacker may commit one SSU unit first, followed by the defender. Each support unit provides the number of column shifts to the right or left per 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 attack across a river hexside, then the defender receives the benefit for the river. The TEC gives the defensive shifts.

Command Markers (5.0): Certain command markers provide a plus one CRT column shift. This applies to all attacks for the activated command in that Combat Segment.

Example 1: 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%”.

Example 2: An attacking German force has a total of one 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 result of two shifts to the right. The final percentage column is therefore “100–149%”.

***Designer's Note:** This effect is intended to allow small forces the chance to win improbable victories and large forces the chance to go down in pitiful disasters.*

10.9 Combat Results Explanations

The results for both CRTs are explained in section (25.0). Results are applied in the order given.

10.10 Choice of losses

When unit reductions or eliminations are required, the owning player decides the choice of unit.

Exception: When the Mobile CRT is used, the first unit reduced on each side must be a mechanized class unit, if available.

- A two-step full-strength unit that is reduced is flipped to its reverse side.
- A two-step reduced unit that is further reduced is eliminated. Place it in the Eliminated Units Box.
- A one-step unit that is reduced is eliminated. Place it in the Eliminated Units Box.

11.0 RETREAT AFTER COMBAT

When a retreat after combat result occurs, the owning player immediately moves those units the indicated number of hexes. Units must always retreat the number of hexes indicated, regardless of their printed movement factor.

11.1 Retreat Procedure

The combat result will state if the retreat is for one or more hexes.

- The owning player retreats each unit individually.
- Units can only retreat into legal hexes (11.2).
- Units can retreat in any direction but must comply with 11.2.
- Stacked units need not stay stacked when retreating.
- Units may not retreat into hexes containing enemy ground units, terrain prohibited to them during 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 may retreat into and through hexes containing friendly units. If their retreat ends in violation of the stacking 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 over-stacked, the unit or units are eliminated.
- The unit must end its retreat at least the indicated number of hexes away from its combat position. If it cannot fulfill the required number of hexes, it is eliminated.
- Units with a “0” movement factor are eliminated if forced to retreat.

11.2 Retreating into EZOC & Multiple Defense

A unit that retreats into an EZOC (9.0) is reduced (10.10). A unit may end its retreat adjacent to enemy units (after being reduced for retreating into an EZOC). If a defending unit has retreated adjacent to an enemy unit, it may be attacked again if the enemy units have not already made an attack this combat segment.

Important: The presence of a friendly unit in a hex does not negate the EZOC for retreat purposes.

12.0 PURSUIT

Pursuit is a special form of attacker-only movement that may occur after combat. This movement for the attacker 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:

All Mechanized Units: If a mechanized unit starts and only moves along connected road/railroad hexes, it may pursue up to two hexes. If unable to follow the road/railroad, it may only pursue one hex.

All Other Unit Types: One hex.

Overrun Enhancement: If an overrun (OR) result (on the Mobile CRT) generates a pursuit, mechanized units (Axis or Soviet) can advance one additional hex. This does not have to be via road hexes.

Example: An attacking mechanized unit that gained an OR result may pursue along a road a distance of 3 hexes. A non-mechanized unit could advance 2 hexes.

***Designer's Note:** The restriction on advancing after combat is owing to the widespread mud.*

12.2 Pursuit Path

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

12.3 Details

- Pursuit units may each choose a different pursuit path.
- Pursuit is not normal movement and does not cost movement factors.
- Pursuit may be made only into hexes pursuing unit(s) could normally enter.
- Pursuing units may move through EZOC without any step loss.
- Pursuit is not increased by road/railroad or amphibious movement (other than by 12.1).
- If the defender retreat result is negated (17.3.1) 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.

13.0 REINFORCEMENTS

Players receive additional units over the course of a game. Such units are called reinforcements. Placing reinforcements on the map is called deployment.

13.1 Reinforcement Codes

Reinforcement units have either a turn number or “Opt” printed on their counter. Opt-marked units are optional reinforcements and are not used unless playing with the optional rules.

13.2 Turn Record Track

Each player has a Turn Record Track on which he places his turn marker. Place reinforcements on the turn displays until deployed on the map.

13.3 Reinforcement Timing

Each Operations Impulse has a Reinforcement Segment. You may deploy reinforcements for the activated command during the first friendly Reinforcement Segment available or wait till a subsequent activation of that command.

13.4 Deployment of Ground Units

A ground unit can be deployed only if its command is activated. Place reinforcements in the hexes designated below. Placing reinforcements does not constitute movement. Deploy ground units on any printed friendly controlled supply source hex.

13.5 Restrictions

Reinforcements may only be deployed in friendly-controlled hexes (3.3).

- Reinforcements may not be deployed in an EZOC.
- Reinforcements may be deployed over-stacked but must meet stacking restrictions by the end of the ensuing Movement Segment.

13.6 Air Unit Reinforcements

Place air units on their respective displays.

13.7 Special Support Unit Reinforcements

Place special support units on their respective displays. Unlike other reinforcements, special support units are placed during the Refit Phase (14.0).

14.0 REFIT

Refitting is a procedure for restoring reduced units to full strength and for returning eliminated units to play. It is also used to bring in special support units and truck columns. A player refits units by expending refit points (RP). Refitting takes place during the Refit Phase (not during Operations). A player cannot accumulate more RP than the maximum number listed on the RP Track.

14.1 Gaining Refit Points

Scheduled RP: During the Refit Phase, each player receives the number of refit points per his own Turn Record Track. Add the number to the Refit Points Track. Then add the following if applicable:

Axis Control of Oilfields: Axis gains one RP per Axis-controlled oilfield. The oilfield cannot be in an EZOC and the hex must be able to trace a LOC (15.1) to an Axis supply source.

Command Markers & Directives: Certain command markers/directives may give a player additional RP (which are added during the turn). If a directive causes a player to lose RP, these are deducted from any available, but never falls below zero.

Important: RP gained owing to directives must be used immediately. This is an exception to 14.0 that refit is conducted during the Refit Phase. These points cannot be carried over to future game turns.

14.2 Refit Procedure

During the Refit Phase, both players can expend some, none, or all their RP. Declare the type of refit, expend the RP, then execute the refit action. The initiative player always conducts his refit first.

14.3 Types of Refit

- **Restore a reduced ground unit to full-strength:** The unit must be able to trace a LOC (15.1). If the unit is in an EZOC, expend 2 RP. If not in an EZOC, expend 1 RP. Flip the unit to its full-strength side.
- **Restore a reduced air unit to full strength:** Expend 2 RP and flip the unit to its full-strength side.
- **Randomly pick one support unit from the pool:** Place it in the Support Units Available Box. Expend 1 RP.
- **Build a Kampfgruppe (KG) (Axis only):** Expend 1 RP to build an infantry KG or expend 2 RP to build a panzer KG. Deploy it per 14.4.
- **Build a Front Maneuver Group (FMG) (Soviet only):** Expend 2 RP. Deploy it per 14.4.
- **Build a Truck Column:** Expend 1 RP. Place one truck column as a normal reinforcement (13.4) or on a friendly mobile depot of the same command.

14.4 Deployment of KG & FMG

KG and FMG can be deployed per the reinforcement rule (13.4). Additionally, KG and FMG may be deployed as follows:

- Place an infantry KG on any friendly non-mechanized unit.
- Place a mechanized KG or FMG on any friendly mechanized unit.

Important: A KG or FMG (in the above two cases) must be able to trace a LOC. It can be in an EZOC.

14.5 Replacements

Only the following units can be replaced if eliminated:

German KG	Soviet FMG	Truck Column
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All other units that are eliminated are permanently out of play.

Designer's Note: Other units cannot be rebuilt owing to the time scale as well as the general exhaustion of all forces involved.

15.0 LOGISTICS

Ground units need to trace a line of communications (LOC) to a supply source to function at full effectiveness. Players determine if a unit has a valid LOC immediately prior to performing any of the below functions:

Refit	Attacking	Pursuit
Movement	Defending	

Important: When conducting combat, the determination is made for both attacker and defender when an attack is declared.

15.1 Tracing a LOC

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

- A LOC can be traced the number of hexes equal to a unit's movement factor back to a friendly supply source.
- A LOC is traced in terms of hexes, not movement factors.
- A LOC may be traced through any kind of terrain other than all lake hexes.
- A LOC hex (including rail LOC) cannot be occupied by enemy units, nor be in an EZOC (even if friendly occupied).

Important: The hex of the unit tracing the LOC is not counted.

15.2 Blocking LOC

LOC may normally be traced through any type of terrain. A LOC is blocked by:

Terrain: All-lake hexes.

Enemy Units: LOC cannot be traced through an enemy unit.

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

15.3 Supply Sources

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

Important: Players cannot use enemy supply sources.

Printed Supply Source (Depot): Each side has designated depots (●/●). These depots provide logistic support to friendly units only and must be currently controlled by the original owning player. Units may trace directly to these supply sources.

Railroad Hex: A unit may trace supply directly to a railroad hex. The railroad hex must be on the tracing player's original side of the front line. That hex must be able to trace a continuous path of friendly controlled railroad hexes of any length to a printed friendly depot.

Important: Units cannot trace a LOC to a railroad hex on the enemy side of the printed front line.

Mobile Depot: A unit may trace directly to a friendly mobile depot. That depot must be able to trace a continuous path of friendly controlled railroad hexes of any length to a printed friendly depot. In this case, the depot may trace along railroad hexes on either side of the front line.

Important: A mobile depot can trace its LOC along any friendly controlled rail line. The rail line does not have to be on the original side of the front line.

Truck Columns: A unit may trace directly to a friendly truck column. The truck column is not required to trace to a supply source. The truck column is expended at the end of the segment when used to provide logistical support (15.6).

Festung Markers: German only (17.3).

15.4 Logistically Supported Units

Specific units on both sides do not need to trace a LOC to be logistically supported.

- Static units of both sides do not provide logistic support to other friendly units.
- Units in the same hex as a friendly printed depot (regardless of ZOC).
- Truck columns are not required to trace a LOC. They are expended if used to provide logistical support (15.6).
- Units in any display (off-map).
- Airstrikes do not require logistic support.
- Special support units do not require logistic support.

15.5 Mobile Depots



Mobile depots represent the forward point of logistical operations.

- Mobile depots can only move along railroads (on either side of the frontline).
- Mobile depots move at a maximum rate of two hexes per turn, except when using rail transport.
- Mobile depots can use rail transport on the original side of the printed front line.

Important: Mobile depots and truck columns can support units from any friendly army or army group.

15.6 Truck Columns



Truck columns can provide logistic support for friendly units.

The truck column is expended (removed from the map) when used to provide logistic support and may be rebuilt in the next Refit Phase.

Refit and Movement: Declare this use at the start of the friendly Refit Phase or Movement Segment.

- All friendly units that can trace a LOC (15.1) to the truck column at the beginning of the segment are logistically supported for that phase or segment.
- The truck column is expended at the end of that phase or segment.

Combat: During step five of combat resolution (10.1) the attacking and defending player can declare that a truck column is being used to provide logistic support.

- All friendly units that can trace a LOC to a truck column are supported.
- A player may use more than one truck column to support different units participating in the same attack or defense. Allocating more than one truck column to logistic support does not increase the one column shift. All truck columns so used are immediately expended.

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, supply sources are not expended by being used.

15.7 Limits

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

15.8 Replacements

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

15.9 Logistics Status

A unit is in one of two states of logistic support:

Supported (supplied): It can trace a LOC to a supply source (15.3) or is in automatic support (15.4).

Unsupported (out of supply): It cannot trace a LOC.

Note: Units that are unsupported should be marked with an out of supply marker.

15.10 In Support Effects

Units which are logistically supported function per the normal rules.

15.11 Unsupported Effects

Refit: An unsupported reduced strength unit cannot refit.

Movement: If a unit is unsupported, it is restricted as follows:

- Unsupported units cannot use rail transport (7.0).
- An unsupported unit subtracts one from its printed movement factor (to a minimum of one).

Combat: Each unit participating in a combat is checked individually. Each side may have supported, and unsupported unit involved in the combat.

- For each unsupported attacking unit, shift the CRT column one to the left.
- For each unsupported defending unit, shift the CRT column one to the right.
- An unsupported unit cannot advance more than one hex in a pursuit.

15.12 Cut-Off

A unit is cut-off if it is unsupported and cannot trace a LOC of any length to a supply source. A unit which is cut-off suffers the same effects as being unsupported except that a cut-off unit cannot pursue even one hex.

Note: *Players may deliberately move their units into hexes in which they will be unsupported or cut-off.*

16.0 AIRPOWER



Airstrike units 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 friendly Airstrikes Available Box and deployed onto the map for air missions.

16.2 Activation

Airstrikes are assigned to commands and are activated by them.

Important: Optional airstrike units are not used in the standard game (23.2).

16.3 Airstrike Deployment Procedure

Place airstrikes during the Air Operations Segment of a friendly impulse. Airstrikes remain on the map until the Air Return Phase (4.0), when they are returned to the Airstrikes Available Box.

16.4 Range

Airstrikes can be placed on any map hexes (within other restrictions).

16.5 Re-deploying Airstrikes

During each friendly Air Operations Segment the controlling player can move any airstrike on the map to any other hex on the map.

Important: An individual airstrike can be used each time its command is activated during a turn.

16.6 Stacking

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

16.7 Air Zones

Each airstrike has an air zone.

- All full-strength and German reduced airstrikes have an air zone covering their own hex and all six adjacent hexes.
- Soviet reduced strength airstrikes have an air zone covering their hex only.
- Air zones extend across all types of terrain and into and through enemy ground and air units.

16.8 Airstrike Missions

A single airstrike can perform any or all missions. There are three missions:

Air Superiority Tactical Support Interdiction

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

Designer's Note: *Unlike Peaks of the Caucasus, Soviet air units can conduct all types of missions as their air force had come up to snuff by this point in the war.*

16.9 Air Superiority

A player conducts air superiority during the Air Operations Segment. A player must initiate air superiority combat with all friendly airstrikes that are in the same hex as enemy airstrikes.

- The operating player is the attacker, the other is the defender.
- Air superiority does not receive shifts due to Major Operations (5.1.1 & 5.1.2) unless scenario instructions dictate otherwise.
- Consult the Air Superiority Table:

1) Subtract the defender's airstrike strength from the attacker's airstrike strength to get a differential.

2) Use the differential to determine the column to use on the table.

3) Roll one die and cross index it with the results on the table. Then apply the result:

AL1: The attacker reduces his air unit.

DL1: The defender reduces his air unit.

BL1: Apply a DL1 then an AL1.

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

Important: Unlike other air missions, air superiority applies only against an enemy air unit in the same hex, not throughout the air zone.

16.10 Reduction of Air Units

Airstrikes that are reduced are flipped to their reverse side. If reduced a second time, they are placed in the Eliminated Units Box.

- Soviet reduced airstrikes have an air zone only in the hex they occupy.
- German airstrike air zones are not affected by reduction.

16.11 Tactical Support

Players conduct tactical support during the friendly and enemy Combat Segments. Airstrikes can provide tactical support regardless of command activation and command affiliation.

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

Important: The attacking and defending players can only apply tactical support if the defending hex is within a friendly air zone.

Example 1: A German corps is defending in a hex within two Soviet air zones (strength of 1 each) and one German (strength of 2). The German attack would gain one shift to the left.

Example 2: The Soviet player declares a second attack. The defending hex is not within the air zone of either Soviet airstrike, however it is in the air zone of the German airstrike used in the first combat. In this case the German player would receive two left shifts.

16.12 Interdiction

The effects of interdiction are applied in the enemy Movement Segment. All hexes within the air zone of a deployed airstrike unit are interdicted. If a hex is interdicted by an enemy airstrike:

- Units using road movement pay one movement factor per hex (not one-half or one-third). Roads still negate other terrain costs in their hexes.
- Units cannot use rail transport out of, into or through an interdicted hex.
- The effect of any bridge that crosses a hexside bordering an interdicted hex is negated.

Important: Air zones have no effect on LOC.

16.13 Air Attrition

During the Air Return Phase, prior to moving on-map airstrikes to the Airstrikes Available Box, both players must determine if air attrition occurs:

- Roll one die for each on-map airstrike.
- Add one to the die roll if the airstrike is currently deployed in or adjacent to a hex containing an enemy flak unit.
- If the modified result is a six, reduce the airstrike unit (16.10).

Designer's Note: Air attrition represents the effects of enemy anti-aircraft, other losses due to non-combat reasons, and fatigue on air operations.

17.0 FORTIFIED LINES & TOWNS

Fortified lines and fortified towns give defensive advantages to the side which originally controlled them.

17.1 Fortified Line Movement

It costs ground units two movement factors to enter any fortified line hex (in addition to any river crossing costs). Road and railroad movement negates this.

17.2 Fortified Line Defense

Axis units defending in Axis fortified line or fortified town hexes, and Soviet units defending in Soviet fortified lines or fortified town hexes gain the following advantages:

- They receive a one column defensive bonus in addition to normal terrain shift.
- The attacker must use the Assault CRT when attacking them.

Important: The TEC (both Fortified Line entries) shows a modification entry of -1/0. The -1 is used by the side that originally owned the fortified lines. The '0' is used by the other side.

Example: A Soviet unit defending in a hex with a Soviet fortified line would receive the -1 shift, however if it was defending in a German fortified hex it would not receive the shift.

17.3 Axis Festung (Fortress) City marker

During set up the Festung marker is placed in the Axis Reinforcement Box.

- When the Festung event occurs on the Axis Directive Table immediately deploy it on any Axis occupied city. This is regardless of LOC and EZOC.
- If there is no Axis occupied city available, the marker remains on the display. It cannot be deployed until the event is rolled again.

17.3.1 Festung Effects



The Festung marker provides defensive advantages to Axis units occupying its hex (TEC). Additionally, the Festung marker has the following effects:

- Axis units defending in a Festung hex are always logistically supported. The marker does not provide support to units outside the city.
- If an Axis unit in a Festung hex receives a retreat result, whether attacking or defending, the Axis player may choose to ignore the retreat. This applies only to units within the city, not other participating units outside the city.
- If Axis units retreat into a Festung hex, they may cease its retreat in that hex (assuming they were required to retreat more hexes). Stacking limits apply.
- Soviet ZOCs do not extend into a Festung marker hex. EZOCs are negated for Axis reinforcement deployment, movement, LOC, and retreat penalties.

17.3.2 Festung Duration

The marker remains in the city until Soviet units occupy the hex. It is then permanently removed from the game (even if the event is rolled again).

18.0 UNIQUE UNITS & MARKERS

These function as normal ground units with special rules.

18.1 Garrisons (Static units)



Garrisons cannot move or attack. They defend normally but are eliminated if forced to retreat unless defending in a fortress city.

18.2 Mountain Units



If at least one mountain unit is attacking into a rough or mountain hex, negate one of the defender's shifts.

Designer's Note: Other advantages of mountain troops are built into the units' higher movement factors.

18.3 Soviet Danube Flotilla



This unit represents various riverine craft and naval infantry. It functions as a non-mechanized ground unit with the following special rules:

- The flotilla does not count against stacking.
- The flotilla can move only on hexes adjacent to the Danube River. It expends one movement factor per hex entered. It cannot use railroad transport or road movement.
- The flotilla can only attack enemy units that are adjacent to the Danube River.
- If the flotilla is part of an attack, enemy units do not receive any defensive bonus for river or lake hexsides.
- The flotilla can retreat and pursue only along hexes adjacent to the Danube River.
- The flotilla can transport one infantry corps of the 3UF each Soviet Movement Segment. Both units must start in the same hex. Move the two together. The transported unit must debark in the final hex of movement. Both units must end the move in the same hex.
- The flotilla is always logistically supported. It is not a supply source for other units.
- The flotilla has a ZOC and is affected by EZOC.

18.4 Soviet 25th Breakthrough Artillery Corps



The artillery unit functions as a mechanized unit with the following special rules:

- If the unit is not adjacent to an enemy unit, it can attack when two hexes away from an enemy hex (one intervening hex). If two hexes away, it never suffers adverse combat results. It defends normally. Intervening terrain has no effect on this capability.
- The unit retreats normally. It cannot conduct pursuit.

19.0 SPECIAL SUPPORT UNITS

Special support units (SSU) are markers that provide column shifts for combat.

- SSU have two factors. The one before the slash is used when supporting attacks. The one after the slash is used when supporting defense.
- SSU are never affected by combat results or logistics (**Exception: 19.3**).
- SSU do not exert ZOC and are not affected by them.

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. Randomly pick one support unit for each RP expended. 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 for combat.

19.2 Support Unit Operations

During step five of the combat procedure (10.1):

- The attacker may select one available SSU and place it in the defending hex.
- The defender may then select one available SSU and place it in the defending hex.
- If both the attacker and defender have placed a SSU, subtract the SSU with the lower factor from the SSU with the higher factor. The result is the number of shifts the side with the higher factor receives (left if defender, right if attacker).
- After being used, return support units to the Reinforcements Box (they can be purchased again in a later Refit Phase).

19.3 Support Unit Activations

All SSU can be used with any friendly command. At least one friendly ground unit in the combat they support must be logistically supported.



Exception: If the SSU is a commando or partisan SSU, the participating combat units do not need to be logistically supported.

19.4 Optional SSU

Each player has one Opt SSU. This can be used to create variants.

20.0 WEATHER

The effects of weather are figured into the various movement and pursuit rules, as well as directive events.

21.0 FOG OF WAR

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

22.0 SCENARIO

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 Players & Sides

There are two players: The Axis player and the Soviet player. The Axis player controls German and Hungarian units. The Soviet player controls Soviet, Bulgarian, and Yugoslav units.

Game Length: Turns 1 through 6.

Deployment Order: The Soviets deploy first, then the Axis.

Restrictions: All start units must be set up within stacking restrictions.

Front Line: Lake Balaton is part of the front line.

Victory: Use standard victory rules (3.0).

22.2 Soviet Deployment

Soviet set up must have at least one unit or ZOC covering all hexes adjacent to and on the Soviet side of the front line.

Optional Units and Markers (Opt): Place these aside as they are not used in the standard game.

Refit Points: Place the Soviet RP marker in the zero box.

Command Markers: Place per 22.4.

SSU: Place in the pool; then randomly pick three and place them in the Support Units Available Box.

Ground Reinforcements: These are units with a number in the upper left corner of the counter. Place them on the Soviet Game Turn Record Track in the turn box corresponding to their turn of entry.

Airstrikes: Place all airstrikes in the Airstrikes Available Box.

Mobile Depot Units: Place on any railroad hex on the Soviet side of the front line within their command sector.

Truck Columns: Place them in the Reinforcements Box.

Second Ukrainian Front (2UF) Ground Units: All remaining 2UF units ground units (except FMG units) must be placed on or north of hex row 42xx.

Third Ukrainian Front (3UF) Ground Units: All remaining 3UF units (except FMG units) must be placed between hex row 43xx and 49xx (inclusive). The Danube Flotilla may be placed adjacent to the Danube River within the 3UF area.

Bulgarian-Yugoslav Ground Units: Must be placed on or south of hex row 50xx.

Budapest Campaign Losses: After initial setup, the Soviet player rolls one die. The result is the number of Soviet ground units that must be reduced. The Soviet player must reduce mechanized class units before other types. No unit can be reduced more than once.

FMG: Place these units to the side. They may enter play in accordance with 14.4. and 14.5.

Designer's Note: These reductions represent losses sustained in the opening of the campaign.

22.3 Axis Deployment

Axis set up must have at least one unit or ZOC covering all hexes adjacent to and on the Axis side of the front line.

Optional Units and Markers (Opt): Place these aside, they are not used in the standard game.

Refit Points: Place the Axis RP marker in the zero box.

Command Markers: Place per 22.4.

SSU: Place in the pool then randomly pick three and place them in the Support Units Available Box.

Ground Reinforcements: These are units with a number in the upper left corner of the counter. Place them on the Axis Game Turn Record Track in the turn box corresponding to their turn of entry.

Airstrikes: Place all airstrikes in the Airstrikes Available Box.

Mobile Depot Units: Place on any railroad hex on the Axis side of the front line within their command sector.

Festung Marker and Truck Columns: Place them in the Reinforcements Box.

Garrisons: Place garrisons in the cities of corresponding names.

Flak Units: 24A and 24B brigades must be deployed in cities or oilfield hexes within their command sectors.

Armee Command North (AKN): All remaining AKN ground units (except KG units) are placed north of the AKN / AKS boundary.

Armee Command South (AKS): All remaining AKS ground units (except KG units) are placed south of the AKN / AKS boundary.

Budapest Campaign Losses: After initial setup, the Axis player rolls one die and divides the result by two (round up). The modified result is the number of Axis units that must be reduced. No unit can be reduced more than once.

KG: Place these units to the side, they may enter play in accordance with 14.4. and 14.5.

22.4 Command Markers

Axis: On turn 1 (and all following turns) place the AK Nord, AK Sud, Spring Awakening, and Fuhrer Directive markers in the command pool. If this is game turn 5 or 6, the Axis player may place the Heeresgruppe Ostmark marker in the Axis bin.

Exception: See 22.5 for placement of the Spring Awakening marker starting game turn 2.

Soviet: On turn 1 (and all following turns) place the 2nd UF, 3rd UF, B-Y, and Stavka Directive in the command pool. Starting on turn 3, the Soviet player may add the Vienna Offensive, Bratislava Offensive, and Frontal Offensive markers to the command pool. Only one can be added each turn.

22.5 The Fuhrer Commands!



At the start of turn 2, if Axis units occupy three or more Soviet fortification hexes, the Axis Spring Awakening command marker may remain in the pool. If the above condition is not met at the beginning of turn 2, the Spring Awakening command marker is immediately removed from the game. In either case it is removed from play at the end of turn 2.

23.0 SCENARIO VARIANTS

23.1 Operation Sonnenwende (Solstice)

Operation Sonnenwende was a German offensive launched in East Pomerania in mid-February 1945. It did not accomplish much on the ground but caused the Soviets some delay from their final drive on Berlin as they became cautious about their flanks. The assumption here is that some of the forces employed in Sonnenwende (from the 11th SS Panzer Armee) were committed instead to Spring Awakening. In response, the Soviets on the Hungarian front receive additional logistical support.

Additional German forces: Axis deploys the 3rd SS Panzer Korps as part of initial setup. The Axis can assign it to either command, and it remains part of that command for the rest of the game.

Soviet Command markers: The Soviet player may place the Soviet major offensive markers in the pool starting on turn 2 (instead of game turn 3).

23.2 More Airpower

This assumes the Germans committed Luftwaffe jets, including Me-262 fighters and Ar-234 bombers to the offensive. In response, Stavka deploys air reserves to the front.



Luftwaffe Zbv Airstrike Unit: Treat this as a normal airstrike except it is never affected by adverse results on the Air Superiority table.



Stavka Air Reinforcement: During initial deployment, the Soviets roll one die. The result is the turn number the Stavka air unit is received as a reinforcement.

Activation: The Zbv and Stavka airstrikes can be activated by any friendly command marker.

23.3 Better Soviet Rail Repair



Soviets can move one unit per turn (not impulse) by rail (7.0). This can only be east of the original front line. Add the OPT Soviet railroad marker to the game.

24.0 OPTIONAL RULES

24.1 Bridgeheads



Bridgeheads represent crossing points over rivers where one side or the other has made a lodgement on the opposite riverbank but has not yet completely cleared the hex. Each player has a set of three bridgehead markers.

24.1.1 Procedure

The attacker may place a bridgehead marker on any one river hexside across which units attacked. A player may place a bridgehead if:

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

Example: The Soviet player attacks across a river against a city hex containing two German units and achieves a DD result. The defending units are required to reduce one unit and then retreat surviving units. The Soviet player would be able to conduct a pursuit into the hex. A bridgehead marker would not be placed. If the city contained a Festung marker, the German player can ignore retreat results (TEC), thus he would reduce one unit and remain in the hex, however in this case the Soviet player would place a bridgehead marker indicating that he has now made a lodgement on the far side of the river.

24.1.2 Bridgehead Effects

A maximum of one bridgehead can be placed on each hexside. Bridgeheads do not count for stacking.

- The river hexside with the marker does not provide defensive shifts (for either player). Treat as clear for combat purposes.
- If the terrain on the other side of the bridgehead is a city hex, then the enemy receives one less defensive shift (other city effects still apply).
- If a bridgehead is in place, neither player is considered to control the hex which is disputed.
- A maximum of one bridgehead can be placed on a hexside.

24.1.3 Duration

A bridgehead remains on the map until:

- The owning player decides to remove the marker, which can be done at the end of any friendly Operations Impulse; **or**,
- There is no friendly unit in the hex in which the bridgehead was created.

- The enemy player conducts an attack against the original attacking hex and inflicts a result of BB, DD, DP, DZ, MA, or OR. At this point, remove the marker from the map. It becomes available on the next impulse.

Important: The number of bridgehead markers in the game is a limit.

24.2 Special Support Unit Attrition

Certain combat results will temporarily remove any friendly SSU that participated in the combat.

Attacker Results: AZ, BB.

Defender Results: BB, DZ, OR.

- When one of above results occur, roll one additional die, and place the SSU on the Turn Record Track that number of turns later. At the start of the Refit Phase of the noted game turn place the SSU in the Support Units Available Box. If the game turn rolled is after the end of the scenario, the SSU is permanently removed from play.

24.3 Variant Counters for World at War 61, Peaks of the Caucasus:



The German Mountain KG is used in conjunction with rule 18.2.



The Soviet Truck Column is used in conjunction with rule 23.4. It becomes available for purchase with the play of the Uranus marker.



There are 12 additional railhead markers and rail movement markers provided.



The Zhukov, Directive, and Star command markers are replacement counters.

25.0 COMBAT RESULTS

The following details the effects of ground combat results:

AA—Attacker Attrition: Reduce one attacking unit.

AD—Attacker Defeated: Reduce one attacking unit. All surviving attacking units retreat one hex.

AP—Attacker Panics: Attacking units retreat two hexes.

AS—Attack Stalls: No losses.

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 attackers 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. The 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.

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

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

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

