EAST FRONT SERIES (11/08) (most exclusive rules omitted)
0 on die = 10; P = Phasing, -P = Non-Phasing
A = Axis, S = Soviet, B = Both; T= Typhoon, G = BAGS; K = K2R
Stacking (3.3): 10 stacking pts max/hex
ZOCs (3.4): All 6 hexes except none: unit w/yellow band; into major city; across prohib terrain; unit w/Overrun marker; as per Charts

STRATEGIC SEGMENT (both players)
A: Determine weather [5.1]
  Roll, modify, & cross-ref w/current climate on Weather Table
  If Storm, move all air units in Ready boxes & reinforcing/ replacement air units to Flown boxes [9.2]
  If Arctic, water terrain frozen for remainder of game
K: If is Dry Climate & get 3rd consec turn of Mud, weather is Dry

A-G/K: GT 25-33: Decide whether to conduct a Logistics Pause [K5.1]
B: Trace general supply for all on-map units & empty strongpts

If Dry turn after Mud turn, for woods only use Mud movement costs & all Mud effects

If is Frost turn after Snow turn, use Snow effects

If Snow, water terrain frozen until Mud or 2nd consecutive Frost

If Arctic, water terrain frozen for remainder of game
K: If is Dry Climate & get 3rd consec turn of Mud, weather is Dry

A-G/K: GT 25-33: Decide whether to conduct a Logistics Pause [K5.1]
GT 34: Must conduct if haven’t done so yet

B: Trace general supply for all on-map units [6.1] & empty strongpts

Unit in supply if has LOC to source:
- LOC = ≤ 7 hexes either to source or to road/rail net
  ≤ 5 hexes if: traced thru swamp road/RR, marsh, in dry; woods in lingering Mud; is Mud, Snow, Arctic turn
  Can’t trace LOC: thru intact enemy strongpts; across fortified or unfrozen non-bridged lake/sea/major river sides; thru non-road/RR swamp in Dry, Mud
  Road net is ≤ 21 main road/m-way hexes either to source or rail net (≤ 15 hexes if Mud, Snow, or Arctic turn)
  Rail net is unlimited usable rail hexes to source
  Can also trace to friendly port & thence by sea to another port or to off-map port boxes

EZOCs block all lines; friendly units negate EZOCs
- Sources: See exclusive rules or Typhoon 6.2 for specifics
  S: Non-surrounded major city or main road/motorway/ RR on a friendly map edge
  A: Main road/motorway/RR on a friendly map edge
  B: Can expend 1 SupPt to be source for all units in ≤ 5 hexes that can trace an LOC ≤ 5 hexes to it

If a unit is in supply this turn but has an Emerg Supply, OOS, or Fuel Shortage marker, remove marker [6.62]
If a unit is out of supply this turn but was in supply last turn, place an Emerg Supply marker on it; it is in supply this turn [6.63]
If a unit is out of supply this turn & has an Emerg Supply or OOS marker, place (keep) an OOS marker on it [6.64]

Except: Remove any empty strongt that is now OOS [6.76]

May place bridge unit in any hex in gen’l supply & not (w/bridge, w/range of friendly Non-Op HQ, in EZOC [23.22]); max 2 per map
May spend ASP if combat unit in hex to put into general supply
If crossing river, place Completed; if major river, Under Constr.

B: Increment Attack Supply for turn [6.8]
Check scenario rules/Attack Supply Chart for # of ASPs received

Counter mix is limit; excess lost
Must place dump counters on rails; can place MSUs on designated roads/ rails or into Ready Box for air transport
A: May place MSU & dumps on active non-OOS Base units
S: May place 1 MSU in each non-surrounded major city
A: For any Base unit that is OOS, may remove Base from game & replace with RSC & Dump counter (additional to turn’s ASPs)
A: If GT 10+, Roll on Fuel Shortage table for each Panzer or Mtzd div that has at least 1 unit OOS [K 5.2, though apply to all but T]

B: Check for replacements
S: Refer to the scenario Set-Up Card & Replacement Table for:
- Use or lose Repl Points (A, V) & Strongpts (including Es)
- Type I Repl Points: Increment I marker for new pts & pts for tried militia units placed in Can’t Rebuild box[7.22b]
  Can’t accumulate more Repl Pts than track max
  May replace any non-OOS ZAP unit in major/city or town with any unit from Cadre box that uses Type I REPL Pt
  Place Zap in Cadre box & place Don’t Move 1 GT marker on new unit; can’t overstack

Special events: M, R, S – may have VP implications [7.26]
May spend 1 Type I RP to move Zap from Cadre to Active
A: Refer to the scenario Set-Up Card for:
- Use or lose Repl Points (V) & Strongpts
  Note & set aside for Axis Engineering Phase
Type A or I Repl Points: Adjust Axis Repl markers [7.31/ 2]

B: Check for reinforcements and withdrawals [8.0]
Place air units on Air Unit Status Charts [8.23]
Determine when available reinforcements/rebuilt units enter play
A: May choose any Axis Pool Group; adjust VPs

When placed on map, hex must be supplied and not in EZOC
S: Draw untried units & place (militia) w/in 5 of its city
  or (UR/MG) in major/city, fort, or indicated hex
S: May place 1step inf or cav div into any friendly town
  but must place Garrison marker on it; can place in a max of 1 town hex/town up to stacking

When entering from edge, pay cost of 1st hex & only move in appropriate phase; can infiltrate if allowed & needed
Units are in general supply 1st turn in game
Withdraw required units (or their substitutes) or pay VPs [8.7]
Adjust VP marker on VP Track [25.1]

B: Check readiness of air units, first Flown then Damaged boxes [9.1]
Roll 1 die for each air unit; check results in unit’s air box

A: Fly Interdiction missions (Axis only)

P: Place (hidden) ≤ 3 Ready air units/dummies on any hex [17.2]
A: Must place single engine air units w/in 25 hexes of town or major/city in gen’l supply; can place others anywhere
S: Must place non-(TB-3 or DB) air units w/in 25 hexes of supply source or town or major/city in gen’l supply
S-T: Must keep un-released Moscow air units w/in 10 of it
~P: Place (hidden) ≤ 3 Ready fighters/dummies to intercept [17.2]

B: Flip units, remove dummies, and perform air combat [17.3]
Designate which units firing, which on mission; attacker 1st
If on mission, unit cannot fire
Bombers must be mission units
Roll on Air Init table (if 6-7, combat over, mission goes in)
Init: Designate who fires at whom, 1-1, engaging fighters 1st
If have more units than enemy, may gang up; a firing unit can only fire at the 1st unit attacking it
Figure odds, roll for each firer; implement results simult
Take losses & return units to indicated boxes
Init: If have tac adv & unengaged fighters, select new targets & repeat; targets cannot fire back
Return all firers to Flown box; surviving mission units go in
~P: Perform AA vs. mission units [17.4]
Any eligible units in target and 6 adjacent hexes may fire
Can’t: Cav units; Axis non-AA units w/No ZOC bands;
Soviet non-HQ, non-AA less than div; Soviet flotillas

Place Interdict marker = survivors’ CAS rating (max 2) [13.14]
Affects target & 6 adj; accum overlapping zones to max of 2
Reduce CPs available to Soviet HQ by interdiction level on it
A: Return all surviving air units to Flown box
AXIS PLAYER SEGMENT

Axis: Perform Regular Movement 1st; Soviets: Motorized Movement

Check Movement Phase Chart for allowable units, MA this phase

® = Applies in Regular Movement; * = in Motorized; else both

S®*: # of non-HQ units beginning w/in 4 of Non-Op HQ that can
move in a movement phase = HQ’s Recovery Value - 1

S*: May move friendly units, but only mtzd, cav, ArTrain, flotilla, & others specifically activated [10.2]

Others: (1 Gds unit/HQ) + (# of non-mtrzd, non-cav, non-HQ
units ≤ each OP HQ’s available CPs w/in 4 of that HQ) &
units being activated not w/in 4 of Non-Op HQ [22.1 & 2]

Place Activation markers on others that move

S*: May only move others that don’t have Activation markers

A®/S*: Mark on-map units receiving Replacement pts [10.12/10.22]

P: Enter any reinforcements arriving this phase as above [10.13g]

S*: May add 1 step to a reduced unit (even if OOS, in EZOC) that
S®*: Can’t voluntarily move Militia unit >5 hexes from home city

A®*: Can infiltrate mtrzd w/yellow MA of 7 or ski inf

® May always move 1 hex if not overrunning, terrain allows, &
obey EZOC restrictions [11.9]

Mtrzd units can’t be OOS

Check effects of EZOCs at [10.6]

+1 MP to enter EZOC: MSUs cannot enter alone

Must stop when enter EZOC unless overrunning

If start in EZOC, can leave and reenter later

®*: Can move msu's to any major river, canal, coast, inland/sea

S*: May add 1 step to a reduced unit (even if OOS, in EZOC) that
uses Type I Reps & hasn’t moved by moving Zap unit to it

Place Zap in Cadre box & place Don’t Move 1 GT marker on
unit; can’t overstack

S®*: Check for any garrisons released since last check [22.82]

because attacked, enemy adj, OOS, R on Repl Table, or date

S®*: Can’t voluntarily move Militia unit >5 hexes from home city

A*: May move unit ≤ 60 rail hexes [11.1] if:

- Is not OOS & doesn’t otherwise move this phase
- Begins & stays ≥ 3 hexes from enemy

®*: May move S-H & RR arty w/in 2 of enemy

- Doesn’t start in air interdiction zone; may enter interdicted
hex by paying 12 rail MPs
- Begins & stays on rail that is part of supply rail net
- There’s sufficient rail cap as per scenario

®: May move unit up to MA * 1.5 (down) [11.3] if:

- Has MA > 0 & Isn’t ArTrain, RRarty, or Flotilla
- Begins & stays in supply & ≥ 3 hexes from enemy units
- Doesn’t start in or enter interdicted hex

®*: May have a stack of mtrzd (S: and/or cav) units overrun
enemy stack [11.4]

Prereqs: - Overrunning stack has no EOS marker & noarty

®*: May sea/amphib transport/assault units [11.8 & Play Books]

®: May air transport airborne, MSU, HQ units at end of mvmt

®*: May move ArTrain ≤ 48 rail hexes

Can’t move in reaction or in both reg’l & mtrzd phases

May start in or enter interdicted hex (@ 12 MPs) & EZOC

®: May move unit to any major river, canal, coast, inland/sea

®*: May move flotilla to any major river, canal, coast, inland/sea

®*: May move ArTrain to any major river, canal, coast, inland/sea

®: May move unit up to MA * l.5 (down) [11.3]

®*: May have a stack of mtrzd (S: and/or cav) units overrun

®*: May use destroyed major river bridge until repaired

®*: May infiltrate mtrzd w/yellow MA of 7 or ski inf

®*: May move unit up to MA * l.5 (down) [11.3]

®: May move unit up to MA * 1.5 (down) [11.3] if:

- Has MA > 0 & Isn’t ArTrain, RRarty, or Flotilla
- Begins & stays in supply & ≥ 3 hexes from enemy units
- Doesn’t start in or enter interdicted hex

®*: May have a stack of mtrzd (S: and/or cav) units overrun
enemy stack [11.4]

Prereqs: - Overrunning stack has no EOS marker & noarty

®*: May sea/amphib transport/assault units [11.8 & Play Books]

®: May air transport airborne, MSU, HQ units at end of mvmt

®*: May move unit to any major river, canal, coast, inland/sea

®*: May move ArTrain ≤ 48 rail hexes

Can’t move in reaction or in both reg’l & mtrzd phases

May start in or enter interdicted hex (@ 12 MPs) & EZOC

®: May move unit up to MA * 1.5 (down) [11.3] if:

- Has MA > 0 & Isn’t ArTrain, RRarty, or Flotilla
- Begins & stays in supply & ≥ 3 hexes from enemy units
- Doesn’t start in or enter interdicted hex

®*: May have a stack of mtrzd (S: and/or cav) units overrun
enemy stack [11.4]

Prereqs: - Overrunning stack has no EOS marker & noarty

®*: May sea/amphib transport/assault units [11.8 & Play Books]

®: May air transport airborne, MSU, HQ units at end of mvmt

®*: May move unit to any major river, canal, coast, inland/sea

®*: May move ArTrain ≤ 48 rail hexes

Can’t move in reaction or in both reg’l & mtrzd phases

May start in or enter interdicted hex (@ 12 MPs) & EZOC

®: May move unit up to MA * 1.5 (down) [11.3] if:

- Has MA > 0 & Isn’t ArTrain, RRarty, or Flotilla
- Begins & stays in supply & ≥ 3 hexes from enemy units
- Doesn’t start in or enter interdicted hex

®*: May have a stack of mtrzd (S: and/or cav) units overrun
enemy stack [11.4]

Prereqs: - Overrunning stack has no EOS marker & noarty

®*: May sea/amphib transport/assault units [11.8 & Play Books]

®: May air transport airborne, MSU, HQ units at end of mvmt

®*: May move unit to any major river, canal, coast, inland/sea

®*: May move ArTrain ≤ 48 rail hexes

Can’t move in reaction or in both reg’l & mtrzd phases

May start in or enter interdicted hex (@ 12 MPs) & EZOC

®: May move unit up to MA * 1.5 (down) [11.3] if:

- Has MA > 0 & Isn’t ArTrain, RRarty, or Flotilla
- Begins & stays in supply & ≥ 3 hexes from enemy units
- Doesn’t start in or enter interdicted hex

®*: May have a stack of mtrzd (S: and/or cav) units overrun
enemy stack [11.4]

Prereqs: - Overrunning stack has no EOS marker & noarty

®*: May sea/amphib transport/assault units [11.8 & Play Books]

®: May air transport airborne, MSU, HQ units at end of mvmt

®*: May move unit to any major river, canal, coast, inland/sea

®*: May move ArTrain ≤ 48 rail hexes

Can’t move in reaction or in both reg’l & mtrzd phases

May start in or enter interdicted hex (@ 12 MPs) & EZOC

®: May move unit up to MA * 1.5 (down) [11.3] if:

- Has MA > 0 & Isn’t ArTrain, RRarty, or Flotilla
- Begins & stays in supply & ≥ 3 hexes from enemy units
- Doesn’t start in or enter interdicted hex

®*: May have a stack of mtrzd (S: and/or cav) units overrun
enemy stack [11.4]

Prereqs: - Overrunning stack has no EOS marker & noarty

®*: May sea/amphib transport/assault units [11.8 & Play Books]

®: May air transport airborne, MSU, HQ units at end of mvmt

®*: May move unit to any major river, canal, coast, inland/sea

®*: May move ArTrain ≤ 48 rail hexes

Can’t move in reaction or in both reg’l & mtrzd phases

May start in or enter interdicted hex (@ 12 MPs) & EZOC

®: May move unit up to MA * 1.5 (down) [11.3] if:

- Has MA > 0 & Isn’t ArTrain, RRarty, or Flotilla
- Begins & stays in supply & ≥ 3 hexes from enemy units
- Doesn’t start in or enter interdicted hex

®*: May have a stack of mtrzd (S: and/or cav) units overrun
enemy stack [11.4]

Prereqs: - Overrunning stack has no EOS marker & noarty

®*: May sea/amphib transport/assault units [11.8 & Play Books]

®: May air transport airborne, MSU, HQ units at end of mvmt

®*: May move unit to any major river, canal, coast, inland/sea

®*: May move ArTrain ≤ 48 rail hexes

Can’t move in reaction or in both reg’l & mtrzd phases

May start in or enter interdicted hex (@ 12 MPs) & EZOC

®: May move unit up to MA * 1.5 (down) [11.3] if:

- Has MA > 0 & Isn’t ArTrain, RRarty, or Flotilla
- Begins & stays in supply & ≥ 3 hexes from enemy units
- Doesn’t start in or enter interdicted hex

®*: May have a stack of mtrzd (S: and/or cav) units overrun
enemy stack [11.4]

Prereqs: - Overrunning stack has no EOS marker & noarty

®*: May sea/amphib transport/assault units [11.8 & Play Books]

®: May air transport airborne, MSU, HQ units at end of mvmt

®*: May move unit to any major river, canal, coast, inland/sea

®*: May move ArTrain ≤ 48 rail hexes

Can’t move in reaction or in both reg’l & mtrzd phases

May start in or enter interdicted hex (@ 12 MPs) & EZOC

®: May move unit up to MA * 1.5 (down) [11.3] if:

- Has MA > 0 & Isn’t ArTrain, RRarty, or Flotilla
- Begins & stays in supply & ≥ 3 hexes from enemy units
- Doesn’t start in or enter interdicted hex

®*: May have a stack of mtrzd (S: and/or cav) units overrun
enemy stack [11.4]
P: Place Declared Attack marker on defending hexes [12.0]
A unit can't attack into hexes it can't enter unless an EZOC extends out of & can't attack if base odds < 1-4 before arty
Except: Armor can attack across a major river if attacking with at least one unit that can cross
S: If declare attack Mandated, odds must be ≥ 3-2 or must use 6+ steps of combat units (don’t count arty)
A: Can’t attack w/Hungarians, Slovaks, Romanians in combo
An EZOC does not mandate an attack, but if a unit attacks, it must attack all units exerting EZOCs

~P: May reaction move [14.1] any mtrzd unit ≤ MA * 0.5 if:
- W/in 3 hexes of declared combat & not itself defending
- Not OOS, not in EZOC, doesn't have an Overrun marker
- S: Reacting unit is not w/in 4 of Non-Op HQ, is w/in 4 of OP HQ w/available command point, and is not an NKVD unit
- Obeys normal movement, ZOC, & supply rules
- Only enters an EZOC already occupied by a friendly unit
  Except: Can reaction move a unit that exerts a ZOC into an EZOC only if the hex has a Declared Attack marker
  Does not pay +1 to enter EZOC

~P: Designate which arty w/in range will support which combat [14.2]
See summary on chart; Highlights:
Max: Axis = 4; Soviet = 1 unless (in def hex or stacked w/OP HQ) and not w/in 4 of Non-Op HQ then max = 4 – interdict level
Max both: Arty SPs must be ≤ total friendly strength in hex
If using Super-Heavy arty, check rules [23.4] for restrictions
S: Can’t use arty to support lone flotilla

~P: May make special retreat declarations [14.3]
Place Additional Retreat/No Retreat markers on defender combats
S: Unit is not w/in 4 of Non-Op HQ & is w/in 4 of OP HQ w/available command point
S: Must (auto) place No Retreat on NKVD unit defending in town, major/city unless w/in 4 of Non-Op HQ
S-G: Consult Black Sea Fleet Table [AGS Play Book 6.5.1]

B: May assign ≤ 3 Ready air units to support a declared combat [15.1]
Can't attack/defend alone; Range limits the same as in interdiction
S: Can’t place CAS on defender w/in range of Non-Op HQ
Perform air combat and AA as in air interdiction
Net surviving CAS ratings and place # marker on combat
Return all surviving air units to Flown box
Resolve each combat (any order desired) [15.0]
P: Designate which adj units & in-range arty is attacking a hex
Can change which adjacent units attacking as long as odds not < 1-4 & is not Mandated Attack
Arty can't attack alone; as above, see support info on charts
S: Can’t attack with flotilla if Storm
P: Designate & expend attack supply [15.3 & 15.56]
Attacker must have LOC as per general supply to supply Pt
Max: 1 attack/sup pt, though attack could use > 1 pt
Can flip dump to MSU if use only 1 sup Pt
If even 1 unit OOAS, all are & no pts used
Effects of OOAS on charts
If attacking unit OOS but not OOAS, then in supply for combat; keep OOS marker
P: Total strength of attacking units + arty support [15.51]
See charts for mods; halving cumulative (minimum = 1 SP)
Ignore *0.5 for major rivers when frozen or for arty fire
Arty * 0.5 (retain) during Mud
S-T: May double naval arty strength once per game, but then eliminate unit

~P: Total strength of defenders in hex + committed arty [15.54]
Flip any untired unit; remove if 0 strength & replace ASPs
See charts for mods; halving cumulative (minimum = 1 SP)
If committed arty now in EZOC, can’t use
If defending arty can’t support, use defense strength
If defending hex has only MSU or dump, remove
P: Determine odds [15.57]
If final odds < 1-4, eliminate all attackers
P: May make special retreat declarations [15.58]
Place Add’l Retreat or No Retreat marker for whole attack
S: Placing orders restricted as above
~P: Flip defending orders marker [15.59]
P: Determine net DRMs by checking CEC/TEC & CRT [15.6]
Max net DRM = +/-3 [15.7]
Defenders get only highest terrain DRM except hexside cumulative with hex terrain
Hexsides apply only if all attackers attacking thru such hexside or thru hexside w/same effects
Pz Div Integ exception: SS Mzdz Divs need only 3 of 4 units present; SS LAH gets w/both units present
Attacking across a fort w/a strongpt w/in 4 of major/city = +2
P: Roll, apply DRMs, find result [15.8]
Remove Declared Attack and CAS # markers
B: Apply result

Take step losses; DS of 8+ = 4 steps; DS of 5-7 = 3 [16.2]
Reduce "#R" result by 1 if unit has Add'l Rtrt marker
S: NKVD in major/city, town always takes last step loss
Place units eliminated by "e" or inability to retreat into
Eliminated box; place in Cadre if elimi'd otherwise
Except: Always place ArTrain & ZAP into Cadre
Except: Remove Axis Base units from play if eliminated
Except: Place units indicated in Can’t Rebuild Box there
Except: Place German RSCs aside for re-use

Adjust loss marker by 1 for each armor or non-Gd arty step lost; when reaches A:5 S:8, restart & give enemy 1 VP
If Gd arty step lost, automatically give Axis +1 VP
If result has *, both of following apply [16.3]:
Attacker takes an extra step loss for each of following:
- Attacking w/out attack supply
- All attackers attacking across intact enemy forts
- Soviet making mandated attack
If attacker had eng bonus, must take any extra step loss from attacking engineer used for bonus
If attacker had armor bonus & no eng bonus & defender had armor or AT/AA, must take 1\* step from armor
If attacker loses armor, 1* defending step loss must be armor, AT, or AA

Retreat any friendly units getting R result [16.4]
Except: Enemy performs if unit has Add’l Rtrt marker
If options exist, can’t force unit to die during retreat
Length: 2 hexes; 3 if unit has Add’l Rtrt marker
Can’t retreat thru or end in EZOC except:
Friendly units negate EZOCs for 1 hex per retreat
If stack doesn’t have Add’l Rtrt marker, can retreat thru 1 unocc EZOC but lose 1 step & must roll on retreat table; if fail, place units into Cadre
Flip any surviving Soviet HQ to Non-Op side
Retreat 1 additional (max) if final hex causes overstack, is in occupied EZOC, or is under Declared Attack
If retreat units have No Retreat marker, do not retreat & inflict 2 losses
Inflict only 1 loss if units German/SS or if (other in hills, mt, alpine, woods, intact fort, major/city)
Elim 0 MA units, units unable to retreat due to terrain & unocc EZOCs, or units retreating off-map
Check stacking at end of retreat; excess into Cadre
Remove Retreat Orders markers
May advance attackers into defender hex if now vacant [16.5]
Except: Can’t advance attacker w/Add’l Retreat marker
No overstacking, no arty, participating units only

Adjust VP Track for VP hexes occupied or in uncontested FZOC
Convert rails: S: Advance line into any eng-occupied hex [19.3]
A: Advance railhead by # hexes = conversion points used if hexes in gen’l supply, not in an unocc EZOC, don’t have intact fort or strongpt, & either adj to railhead or have been cut
On & after 1* Arctic turn, must have engineer in hex
Conversion pts/turn limited by game; can’t accumulate
Max/line/turn = 4 hexes
Swamp/marsh hex = 2 conv pts; all else = 1
Except: if Mud, Snow, or Arctic, all = 2
Except: Place new railheads at junctions; can’t move turn placed

Conform rail markers
S: Place Rail Cut marker on any Axis RR hex occupied by S unit
If friendly div or eng in hex w/enemy strongpt or fort, remove strongpt or place Fort Destroyed marker [18.1]

Expend Repl Pts to increase steps of on-map marked units or advance dead units on chart [7.4]; max 1 step/unit/turn
Can’t increase on-map unit or place if OOS or in EZOC
Remove Repl marker from an on-map unit as it gets repls
S: May pay for 1 step units in Cadre & place directly on map
S: Exceptions: See 7.42 for surrounded major cities
A: May use 1 I-type repl point to generate a 1-2-5 RSC
S: May replace or advance a max of 1 NKVD unit/turn; place any unit returning on turn track 7 turns forward
S: May have combat unit destroy all major river bridges across a hexside if is GT10+, unit is adj to bridge, unit is not w/in 4 of Non-Op HQ, & an Axis unit is w/in 7 of destroying unit
Place 2 pt Destroyed marker adj to each bridge
May increase damage (2 pts max) on bridge under repair
Attempt to repair a major river bridge once per turn if have combat unit adj to bridge & no enemy unit across it
If it’s a RR bridge, must have eng unit & there must be a railhead marker on at least one side of bridge
Roll & apply Bridge table mods; find and implement result
If more than 1 bridge on a side, roll for each separately
Flip Bridge Under Const markers to Completed if not in EZOC
May flip S-Harty units that haven’t moved this turn [22.42c/43b]
Remove Overrun markers on ~P units
Remove Don’t Move 1 GT & flip 2 GT markers [7.22c]
A-G/K: Complete any Logistics Pause [K 5.1]

SOVIET PLAYER SEGMENT
- All actions as above with P/~P roles flipped (unless specifically noted) & with Regular & Motorized Movement Phases flipped

S: Roll on Surrender Table for each hex that is adj to Axis unit w/out a
No ZOC band & cannot trace a line of any length free of Axis units or uncontested ZOCs to non-surrounded source [21.0]
Adjust VP Track for VP hexes occupied or in uncontested FZOC

GAME-TURN RECORD INTERPHASE
Remove all Interdicted & Activated markers
S: May place 1 Non-Op HQ into Cadre box; give Axis 1 VP [22.26]
S: For each Non-Op HQ on map or in Active box, roll; if ≤ Recovery Value, flip to Op side
A: Convert each Mandated Attack not yet made into VPs if any VP hex captured during the turn and still held at the end of the Soviet player segment; adjust VP Track [7.26]
Move Game Turn marker ahead one turn on the Game Turn Track