

## 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 Storm, move any flotilla on sea/coastal to nearest friendly port w/in range; place Don't Move 1 GT markers on all flotillas

If is 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 2<sup>nd</sup> consecutive Frost

If Arctic, water terrain frozen for remainder of game

K: If is Dry Climate & get 3<sup>rd</sup> 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 strongpt that is now OOS [6.76]

May place bridge unit in any hex in gen'l supply & not (w/bridge, w/in 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)  
Note & set aside for Soviet Eng. Phase [7.21 & 7.24]

- 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 Pts  
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 hex but must place Garrison marker on it; can place in a max of 1 town hex/turn up to stacking

When entering from edge, pay cost of 1<sup>st</sup> hex & only move in appropriate phase; can infiltrate if allowed & needed

Units are in general supply 1<sup>st</sup> 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 1<sup>st</sup>

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 1<sup>st</sup>

If have more units than enemy, may gang up; a firing unit can only fire at the 1<sup>st</sup> unit attacking it

Figure odds, roll for each firer; implement results simlty

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

A: 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 1<sup>st</sup>*; Soviets: *Motorized Movement*

Check Movement Phase Chart for allowable units, MAs 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 mtrzd, 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: May break down Axis inf divisions (& SSLAH & GD) [24.3]

Countermix = limit; can't detach last step; use appropriate RSC

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

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

P: Move allowable friendly units

Determine MA and movement cost type (foot/motorized)

Check Effects on Mvmt Chart for various effects on MAs

-2 MA for OOS does not apply to cav

MA = 0 if unit receiving replacements

Green MA pays 1 MP/hex minimum & moves only on roads

Green MA & orange MA pay motorized costs tho not mtrzd

S-H arty must be on Mobile side to move

Use standard movement rules

Except: Must pay off-road rate of hex if leave off-road even if enter on road

Check Mvmt Pt Cost/Terrain Effects Chart for terrain costs

May cross an armor, arty, or MSU unit across a major river hexside only at a bridge unless river is frozen

Can't use destroyed major river bridge until repaired

Move MSUs

Can flip dump to MSU but lose 1 Sup Pt

Can combine 2 MSUs into one 2 Sup Pt dump

If enter enemy MSU, dump, bridge, or Under Const, remove Fractions usable on only roads, in cities

® 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 [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

A®\*/S\*: Can infiltrate mtrzd w/yellow MA of 7 or ski or cav unit w/yellow MA of 6 from EZOC to EZOC [11.5] if:

- Is movement phase where unit can use whole MA

- Starts in EZOC & spends whole MA

- Doesn't enter intact enemy fort, strongpt, or move across major river, isn't OOS or during Mud

- For cav, both hexes must be non-clear (ignore towns, road, coasts, forts, & strongpts when determining)

- For ski, weather is Snow or Arctic

(T: Unit must be mtrzd w/printed MA ≥ 7 or ski inf during Snow or Arctic)

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

S\*: May add 1 step to a reduced unit (even if OOS, in EZOC) that uses Type I Repls & 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®: Move untried UR/MGs last & flip; if 0, remove [11.6]

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

- Is not OOS & doesn't otherwise move this phase

- Begins & stays ≥ 3 hexes from enemy

Except: 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

Unit w/0 stacking = 1 rail pt; 1 sup pt = 1 rail Pt

Reinfs do count against rail cap; RR arty, ArTrains don't

Rail Caps are per map except in K2R

- RR arty must be on mobile side and move ≤ printed MA

S\* or ®: 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, RR arty, or Flotilla

- Begins & stays in supply & ≥ 3 hexes from enemy units

- Doesn't start in or enter interdicted hex

- Begins & stays on main/minor road or motorway

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

Prereqs: - Overrunning stack has no OOS marker & no arty

- Has 5+:1 odds (German) or 7+:1 odds (others)

Use defense strength for any arty in hex

If into major/city, fort must have 12+:1 & mtrzd eng

- Not overrunning across major river, sea/lake, into mountain, alpine, or non-frost swamp

- Not overrunning during Mud, Snow, or Arctic weather

- Not overrunning from hex in EZOC of > 1 enemy unit

- No Axis minor unit participating

Have overrunning unit pay 1 MP + terrain cost (but not EZOC cost in overrun hex)

Total attack/defense strengths, roll on Overrun Table, & apply its modifiers (max mods +/- 3)

If defender untried & too big, end overrunner's

movement; if all 0, continue move as if never there

If overrun fails, overrunning unit ends movement

S: If cav participating, must inflict any loss on it

If overrun works, overrunning player retreats defender 2

hexes & places Overrun marker on stack

Cannot retreat thru unoccupied EZOC

Place defender in cadre box if dies or can't retreat

For ASP & base, bridge, super-hvy arty units see 11.43k

Flip overrun Soviet HQs to Non-Op side

If defender retreats, place overrunning unit in defender's hex

Overrunning unit can continue to move, overrun again

\*®: May move flotilla to any major river, canal, coast, inland/sea hex at a cost of 1 MP/hex, unless interdicted then 4 MPs/hex

Can't move during a Snow turn or in or after 1<sup>st</sup> Arctic turn

®: May air transport airborne, MSU, HQ units at end of mvmt [11.7]

Must start in town, major/city, Ready box

Must end in friendly town, major/city

Can't start or end in interdicted hex or hex adj to enemy

Can't use town in Mud unless engineer present

Max 1/turn, #/game as per scenario

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

Adjust VP Track for VP hexes occupied or in uncontested FZOC

P: Check stacking; excess to cadre box

A: May recombine broken-down German inf. Divisions [23.3]

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  $\geq 3-2$  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  $\leq MA * 0.5$  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  $\leq$  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  $\leq 3$  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 untried 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 Mtzd 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 elim'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<sup>st</sup> step from armor
  - If attacker loses armor, 1<sup>st</sup> 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 retreating 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

*Axis: Perform Motorized Movement now; Soviets: Regular Movement*

P: Move eligible units using rules listed above [10.2]

P: Adjust VP Track for VP hexes captured [25.12]

## P: Perform engineering tasks (in following order)

- (To use eng this phase, it must not have been in combat, used strat/rail movement this segment, or (S only) converted rails)
- Flip any Under Const marker to strongpt side if reqs still met
- Place Under Const marker on friendly unit in gen'l supply w/no strongpt marker already; can be in EZOC [18.3]
  - A: Must have engineer in hex & be allowed by scenario
  - S: #/turn limited by Repl Table/Victory Plan
  - S: Can't start non-"E" strongpts if w/in range of Non-Op HQ
  - S: On & after 1<sup>st</sup> Arctic turn, must have engineer in hex
  - S: Place completed marker on hex if engineer in hex

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<sup>st</sup> 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
  - 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-H arty 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