

Bombardment Table and Bombardment Effects

Support Strengths	Soviet	1-2	3-5	6-11	12-17	18-21	22+
	Axis		1-2	3	4-5	6-8	9+
Combined CAS/INT Rating	Soviet		1	2+			
	Axis Allied				1	2+	
	German				1*	2*	3+*
Die Roll							
1		X	X	X	X+1	XX+1	XX+1
2		-	X	X	X	X+1	XX+1
3		-	-	X	X	X	X+1
4		-	-	X	X	X	X+1
5		-	-	-	X	X	X
6		-	-	-	-	X	X
7		-	-	-	-	-	X
8-10		-	-	-	-	-	-

X or XX = Target hex hit 1 = One step lost in target hex - = No Effect
 *—For Overrun and Movement Interdiction, maximum of one unit w/Int rating.

	X Result	XX Result	Step Loss Result (Always Bombard player choice)
Overrun*	Put Overrun marker on target hex. HQs stay Operational.	Put Overrun marker on target hex. Any HQ in the hex is flipped to Non-Op.	Remove one step from target hex. HQ is last step removed.
Defender CAS or Sov Def Bombard	AS of one attacker hex (def choice) halved (rounded down).	One attacker hex (def choice) does not participate in the attack.	Remove one step from target hex. HQ is last step removed.
Attacker CAS	Place Overrun marker on Defender Hex.	Put Overrun marker on target hex. DS of hex halved (rounded down). Flip HQs to Non-Op.	Remove one step from Defender hex. HQ is last step removed.
Strike	Put Overrun marker on target hex. HQs stay Operational.	Put Overrun marker on target hex. Flip HQs to Non-Op.	Remove one step from target hex. HQ is last step removed. Remove Fleet marker from map and place two turns ahead on Turn Record Track.
Movement Interdiction*	Target Unit ceases movement for remainder of current movement phase.	Place Garrison marker on target unit.	Remove one step from target hex. HQ is last step removed.
Coast Def vs. Amphib	1 st Hit = no ZOC, +1 DRM 2 nd Hit = no ZOC, +2 DRM 3 rd Hit = abort, return to port	1 st Hit = no ZOC, +1 DRM 2 nd Hit = no ZOC, +2 DRM 3 rd Hit = abort, return to port	Remove one step from amphib stack.

ELIGIBLE UNITS

NAVAL: Axis and Soviet Fleet markers and Soviet naval units with artillery range boxes may bombard.

LAND: All Sov arty plus Axis NW and ENT may bombard (Axis CD may only bombard Sov Amphib/Naval).

Note: A maximum of four naval/land units may combine for any bombardment. Scenarios may allow fewer than four.

AIR:

Overrun*—Axis only, max one unit w/Int rating; No Do17, He111 or Ju88.

CAS—Max 3 mission units; no Do17, He111, Ju88; +2 DRM no firing units

Strike—Max one unit w/CAS rating; target hex w/i five hexes of Def Hex. Only Ju87, Ju88 vs. Soviet naval units.

Movement Int*—Axis only, max one unit w/Int rating; DRMs: -2 Strat Move, -3 Rail Move.

Air Unit Missions Chart

Mission types

	Axis only			Axis and Soviet Union	
	Interdiction	Movement	Overrun BMB	Strike	CAS
	(3 units)	Interdiction (1 unit + cover)	(1 unit)	(3 units)	(3 units)
Ju 88	Yes	Yes	No	Yes	No
Do 17	Yes	Yes	No	Yes	No
He 111	Yes	Yes	No	Yes	No
Ju 87	Yes	Yes	Yes	Yes	Yes
Bf 109	Yes	Yes	Yes	No	No*
Bf 110	Yes	Yes	Yes	Yes	Yes†
Hs 123	Yes	Yes	Yes	Yes	Yes†
DB 3	XX	XX	XX	Yes	Yes
I 16	XX	XX	XX	Yes	No‡
I 153	XX	XX	XX	Yes	No‡
IL 2	XX	XX	XX	Yes	Yes
MiG 3	XX	XX	XX	Yes	No‡
Pe 2	XX	XX	XX	Yes	Yes
Po 2	XX	XX	XX	Yes	Yes
SB 2	XX	XX	XX	Yes	Yes
SU 2	XX	XX	XX	Yes	Yes
TB 3	XX	XX	XX	Yes	Yes
Yak 1	XX	XX	XX	Yes	No‡

XX=Not Allowed

* During a CAS mission such units may participate as firing units for CAP cover. In doing so, they help avoid the +2 DRM which applies to this mission in the absence of firing units.

† Can participate as mission or firing units, but must be designated as one or the other.

‡ Can be included in Soviet CAS missions as firing units for purposes of escort and fighter protection only. They never prevent the addition of the +2 DRM to the CAS Bombardment die roll.

Expanded Sequence of Play

A. Strategic Segment (both players)

1. Weather Determination Phase: Determined by Axis player from scenario instructions or the appropriate scenario Weather Table [5.1]. If Storm condition occurs, move all air units in Ready Boxes, plus reinforcing/replacement air units to the Flown Box [9.2]. Conduct Moscow Air Bombardment [PB 14.10.2] if allowed.

2. Supply Determination Phase (both players, any order):

- a. Trace supply to all on-map units [6.1]. In any hex where supply-status has changed, remove Emergency/Out of Supply markers if now in general supply [6.6.2]; place new Emergency Supply markers [6.6.3]; flip Emergency Supply markers to Out of Supply [6.6.4].
- b. Remove MSUs/flip Dumps serving as one-turn Supply Sources. Remove Emergency/Out of Supply markers from hexes now in general supply [6.5.3].
- c. Note the number of Attack Supply Points (ASPs) received [6.8.1]; convert ASPs into MSUs or Dumps using available Supply counters; set aside until friendly Movement Phase [6.8.3-4].

3. Replacement Phase:

- a. The Soviet players refers to the scenario Setup Card/Replacement Chart for:
 - 1) Use or lose Repl Points and Strongpoints (including E Type)—note and set aside for the Soviet Engineering Phase [7.21, 7.2d & Playbook 6.4].
 - 2) Air Repl Points—expend immediately or lose [7.2d].
 - 3) Type 1 Repl Points—adjust Infantry Repl marker for:
 - New points received [7.2b], and
 - Points received for each eligible Reserve/Militia step converted [7.2c] or each 2 CD units converted [PB 6.7.3], and
 - Points expended to draw and place UR/MG units on the map [20.3.2].
 - 4) "R" Results: Remove one Garrison marker now, or set aside chosen Pool Group(s) to enter as reinforcements—adjust VP marker if necessary [7.2.e2].
- b. The Axis player refers to the scenario Setup Card for:
 - 1) Use or lose Repl Points and Strongpoints—note and set aside for Axis Engineering Phase [Playbook 6.4].
 - 2) Type A or I Repl Points—adjust Axis Repl markers [7.3.1-2].
 - 3) Air Repl Points—expend immediately or lose [7.3.3].

4. Reinforcement/Withdrawal Phase (both players, any order):

- a. Victory Plan determination [PB 14.9].
- b. Remove available Axis/Soviet reinforcements plus chosen Axis Pool Groups from Setup Cards. Adjust VPs for Axis Pool Groups. Set aside ground units. Place air units on Air Unit Status Charts [8.2.1-3].
- c. Withdraw required units (or their substitutes) or pay VPs [8.6]. Declare Soviet Sea Evacuations [PB 6.7.4].

5. Air Readiness Phase (Both players, any order):

- BSR Air System—Refer to Air Unit Status Cards.
- 1) Resolve readiness for air units in Flown Boxes [9.1].
 - 2) Resolve readiness for air units in Damaged Boxes [9.1].

B. Axis Player Segment

1. Axis Movement Phase:

- a. Mark on-map units receiving Replacement points [10.1.1].

- b. Execute ground unit movement.
 - 1) Unit types allowed to move: all, including MSUs and Dumps (by rail).
 - 2) Special movement allowed: Reinforcement entry [10.1.3d]; Railroad [11.1]; Strategic [11.3]; Overrun [11.4] (and Overrun Bombardment); Infiltration [11.5]; and One-hex movement [10.5.3 Exception].

c. Perform Air Transport missions [11.7.2].

d. Conduct Sea Transport and Amphibious Landings.

e. Adjust VP Track for VP hexes occupied.

2. Axis Attack Declaration Phase:

Declare all attacks; mark defender hexes with Declared Attack markers [12.0].

3. Axis Air Interdiction Phase (Including Movement Interdiction):

- a. Designate Interdiction mission hexes.
- b. Axis player places air units from Ready Box face down on mission hexes [17.1.4 & 17.1.8].
- c. Soviet player places fighters from Ready Box on mission hexes [17.1.6].
- d. Axis player reveals units; declares mission/firing unit status of dual-purpose fighters [17.2.2].
- e. Resolve each air combat [17.2.3].
- f. Soviet player resolves AA Fire against surviving Axis mission air units [17.3].
- g. Place Interdiction markers in mission hexes which still contain Axis mission air units [13.1.2]. For Movement Interdiction missions place Interdiction markers at both end hexes of the road/RR segment.

4. Soviet Reaction Phase:

- a. Execute Motorized Reaction Movement [14.1].
- b. Designate artillery support for defender hexes [14.2] or units to bombard.
- c. Issue Retreat Orders [14.3].

5. Joint Bombardment Phase:

- a. Axis player executes air and ground bombardments against target hexes in any order desired.
- b. Soviet player executes air and ground bombardments against target hexes in any order desired.

6. Axis Combat Phase:

- a. BSR CAS missions
 - 1) Axis player moves air units from Ready Box to any desired mission hexes (hexes bearing Declared Attack markers) and places them face down [17.1.4].
 - 2) Soviet player moves air units from Ready Box to any desired mission hexes (hexes with Declared Attack markers) [17.1.7].
 - 3) Axis player flips air units and declares mission/firing unit status of any dual-capable fighters [17.2.2].
 - 4) Resolve air combats in order desired by Axis player [17.2.3].
 - 5) Both players resolve AA fire as necessary [17.3].
 - 6) Net out surviving opposing CAS factors in each mission hex. If one side still has remaining CAS points in a mission hex, they are converted into a DRM for that side to apply to the combat die roll [15.1.2].
 - 7) Surviving CAS points of both sides are used to roll on the Bombardment Table for additional bombardments effects.

- b. Axis player designates all Declared Attacks which are Attack Supplied, and designates the MSUs/Dumps which will provide the Attack Supply Points [15.3].
- c. Axis player resolves Declared Attacks in any order desired [15.0]. Each Declared Attack is resolved using the following sequence:
 - 1) Axis player allocates artillery support if the attack is receiving Attack Supply [15.4].
 - 2) Axis player totals participating attack and support factors [15.5.1].
 - 3) Soviet player flips Untried units and removes any with zero defense strength [15.5.4].
 - 4) Soviet player totals participating defense and support strengths [15.5.4-5].
 - 5) Expend Axis ASPs if Attack supply designated [15.5.6].
 - 6) Determine Final Odds [15.5.7].
 - 7) Axis player issues any Retreat Orders [15.5.8].
 - 8) Any Defender Orders marker is flipped to its known side [15.5.9].
 - 9) Net out Axis and Soviet DRMs; final DRM cannot exceed H-3/-3 [15.6-7].
 - 10) Resolve the attack on the CRT [15.8.1a-g].
 - 11) Remove Declared Attack and Numeric markers [15.8.1h].
 - 12) Apply Combat Results [16.0].
 - 13) Remove Retreat Orders markers [16.6.1].
 - 14) Adjust Step Loss and VP Tracks as needed [16.3.5].
 - 15) Advance after combat [16.7].
 - 16) Adjust VP Track for VP hexes captured [24.2].

7. Axis Motorized Movement Phase:

- a. Unit types allowed to move: Mot units and cav (at one-half MA)—see Movement Phase Chart.
- b. Special movement allowed: Reinf entry for mot and cav units only [10.2.3b]; Overrun [11.4]; One-hex movement [10.5.3 Exception].
- c. Adjust VP Track for VP hexes captured [24.2].

8. Axis Engineering Phase:

- a. Flip on-map Strongpoint Under Construction markers stacked with Axis engineers; place new Strongpoint Under Construction markers in hexes with qualifying Axis engineers [18.3.4-5].
- b. Axis Railroad Conversion [19.2 & Playbook 6.8.4].
- c. Place Fortified Line Destroyed markers, remove Strongpoint markers where allowed [18.1.4], and remove Overrun markers from Soviet units [11.4.4note). Remove amphibious numeric markers.
- d. Expend Axis Replacement Points; remove Receiving Replacements markers [20.0].
- e. Axis S-H Artillery units may be flipped if they have not been moved during the turn [22.7.3b].

C. Soviet Player Segment

(Note change in phase sequence. When a phase is noted "same as" return to the identical phase in Segment B and substitute "Soviet" wherever "Axis" appears, and "Axis" wherever "Soviet" appears.)

1. Soviet Motorized Movement Phase (subject to movement interdiction):

- a. Mark on-map units receiving replacements [10.2.1].
- b. Execute ground unit movement:
 - 1) Unit types allowed to move: Motorized, Cavalry (at one-half MA), Flotilla, Armored Train and units activated by Soviet HQs (refer to Movement Phase Chart).
 - 2) Special movement allowed: Reinf Entry—Mot and Cav units only [10.2.3b]; Overrun [11.4]; Infiltration [11.5]; Flotilla [11.2]; Ar Train [11.1.2 Exception]; One-hex movement [10.5.3 Exception].
 - 3) Conduct Amphib landings after all on-map movement [11.7.8].
- c. Adjust VP Track for VP hexes regained [24.2].

2. Soviet Attack Declaration Phase: Same as Axis Phase [12.0].

3. Axis Reaction Phase: Same as Soviet Reaction Phase. Soviet player must designate units to bombard [PB 6.3.4].

4. Joint Bombardment Phase:

- a. Axis player executes air and ground bombardment against target hexes in any order desired.
- b. Soviet player executes air and ground bombardment against target hexes in any order desired.

5. Soviet Combat Phase: Same as Axis Combat Phase [15.0 & 16.0].

6. Soviet Movement Phase (subject to movement interdiction):

- a. Execute ground unit movement:
 - 1) Unit types allowed to move: All (except for units bearing Activated markers, plus Flotillas and Ar Trains that moved in the Mot Move Phase), but Mot units move at one-half MA [sec-Movement Phase Chart].
 - 2) Special Movement Allowed: Reinf Entry [10.1.3d]; Rail [11.1]; Strategic [11.3]; Overrun [11.4]; Ar Train [10.1.4a]; Flotilla [11.2]; One-hex movement [10.5.3 Exception].
- b. Movement executed after on-map movement ceases:
 - 1) Flip desired Untried UR/MG units to their Tried sides; remove zero defense strength units; move newly flipped UR/MG units with MA greater than zero if desired [11.6].
 - 2) Air Transport Movement [11.7.7].
 - 3) Sea Transport Movement [11.7.8 & Playbook 6.7]. Coastal Ferry Movement.
- c. Adjust VP Track for VP hexes regained [24.2].

7. Soviet Engineering Phase: Same as Axis Engineering Phase except:

- a. Sov Engrs: speed Strongpoint construction [22.3.1]; required for Soviet rail conversion [19.3].
- b. Cutting Axis rail lines [19.4].
- c. Soviet S-H artillery does not change modes [22.7.2].
- d. Remove Overrun markers from Axis units [11.4.4 note].

8. Soviet Surrender Phase: Perform surrender checks; Place units which fail in Eliminated Box [21.0]; adjust Step Loss and VP markers [24.2].

D. Game Turn Interphase

1. Remove all Activated markers.
2. Soviet player performs Non-Op HQ recovery or disbandment [22.2.6].
3. Axis player converts each Mandated Attack not yet made into VPs for any VP hex captured during the turn and still held at the end of the Soviet player segment; adjust VP Track [7.2c].
4. Optional Air System: set air point markers back to zero.
5. Move Game Turn marker ahead one turn on the Game Turn Track.