

Living Rules



# Stalin's War



The Eastern Front  
1941-45

# RULE BOOK

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GMT Games, LLC • P.O. Box 1308, Hanford, CA 93232-1308

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# Stalin's War

## RULES OF PLAY



### 1.0 INTRODUCTION

*Stalin's War* is a two-player game simulating the course of the Second World War on the eastern front, from the German invasion of the Soviet Union on June 22, 1941 to the fall of Berlin in May, 1945.

These rules are organized into numbered sections, with some sections further subdivided into subsections (for example, 2.1 and 2.2). In a number of places in the rules, you will see references made to rules sections and subsections that are related to the one you are reading.

This is the “Living Rules” document for the game. It includes errata and clarifications to the original rules. To aid readability, **errata and additional rules are indicated in red text**, while **clarifications are shown in blue text**.

#### Credits

**Designer:** Ted Raicer  
**Developer:** Paul Marjoram  
**Art Director:** Rodger MacGowan  
**Box Art and Design:** Rodger MacGowan  
**Map & Cards:** Charles Kibler  
**Game Manuals & Player Aid Card:** Charles Kibler  
**Counters:** Mark Simonitch  
**Playtesters:** Don Clarke, Paul Horvath, Stefan Mecay, David Hoskins, Francois Trebosc, Jeff Kinney, David Aud, Jeff Behan, Jesse Escobedo, Jim Lauffenberger, Tim Tow, Michael Dauer, Nicolas Pei, Thomas Francois Stanislaw  
**Proofreading:** Jonathan Squibb, J. Peter Rich  
**Production Coordination:** Tony Curtis  
**Producers:** Tony Curtis, Rodger MacGowan, Andy Lewis, Gene Billingsley and Mark Simonitch

### 2.0 COMPONENTS

*Stalin's War* includes the following:

- One 22” by 34” map.
- 88 5/8” die cut counters
- 280 1/2” die cut counters
- 2 player aid cards
- One rules booklet
- One playbook
- 110 Strategy Cards
- Two 6-sided Dice

### 2.1 THE GAME MAP

The game map consists of a pattern of hexes superimposed on a map of the terrain over which the 1941-45 campaigns were fought. Individual hexes contain various symbols representing different types of terrain. These are shown on the Terrain Key printed on the map; their effects are listed in the Terrain Effects Chart.

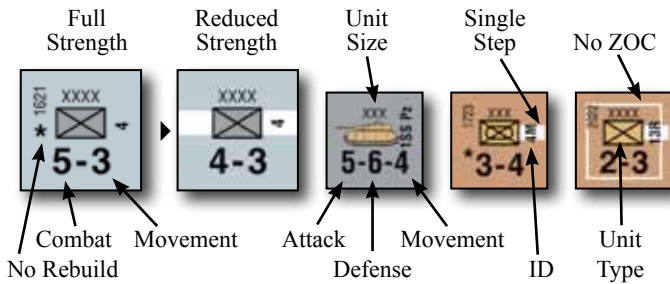
The game map also contains a number of charts and tracks to record various game functions. These include the General Records Track (used to record the accumulation of Replacements and Axis Victory Points), Fire Tables (used to resolve combat), the Action and Consecutive OPS Tracks, the Eliminated Unit Boxes, and the Turn Record Track.

The map also marks two Axis Logistical Zones: the Paulus Zone (Russia, east of the Paulus line), and the Caucasus Zone (Russia, south of the Caucasus line). **Note that the Paulus Line is considered to extend along the Kerch straits; e.g., a unit in Novorossiysk is considered to be east of the Paulus Line.**

## 2.2 THE PLAYING PIECES

### 2.2.1 Combat Units

Combat units come in two different sizes. The 5/8" counters are Large Combat Units (LCUs) and the 1/2" counters are Small Combat Units (SCUs). LCUs represent Armies and SCUs represent Corps, except for the Soviet Union where LCUs represent Fronts and SCUs represent Armies or Corps. SCUs depict forces of between 20,000 and 60,000 men. LCUs represent large bodies of troops (up to 300,000 men) supported by heavy artillery, air units etc.



The numbers printed across the bottom of a Combat Unit are its Combat Strength and Movement Allowance. Some Combat Units have two numbers across the bottom of the counter, while some have three numbers. If there are three numbers the first two are the Combat Strength subdivided into Attack and Defense Combat Strengths (the left-most and center numbers respectively), used depending on whether the unit is attacking or defending.

- Combat Strength is a measure of a unit's ability to inflict damage in Combat.
- Movement Allowance (MA) is a measure of a unit's ability to move.

Note that an SCU may be weaker in Combat than an LCU with a lower Combat Strength because LCUs perform their Offensive or Defensive Fire on a better Combat Fire Table than SCUs.

Most LCUs and SCUs are printed on both sides of the counter. The two sides are called steps. Most Combat Units have two steps, although some weak units have only a single step. Single step units have a light 'half-stripe' over their ID number to enable players to identify them as single-step without having to turn them over. For two-step units the front side of the counter represents the unit at full strength and the reverse side represents the unit at reduced strength. **Exception:** Partisan counters consist of Inactive (front) and Active (back) sides. **Note:** Many German LCUs have four steps, represented on two different counters. When the first two steps are eliminated, the unit is replaced on the map by its second counter.

Some Combat Units are marked with an asterisk on the left side of the counter. This indicates that this step of the unit may not be rebuilt. A unit with an asterisk on all its steps is permanently removed from the game when it is eliminated.

### 2.2.2 Game Markers

There are several types of Game Markers included in the game. Their use is described in the rules.

### 2.2.3 Counter Abbreviations

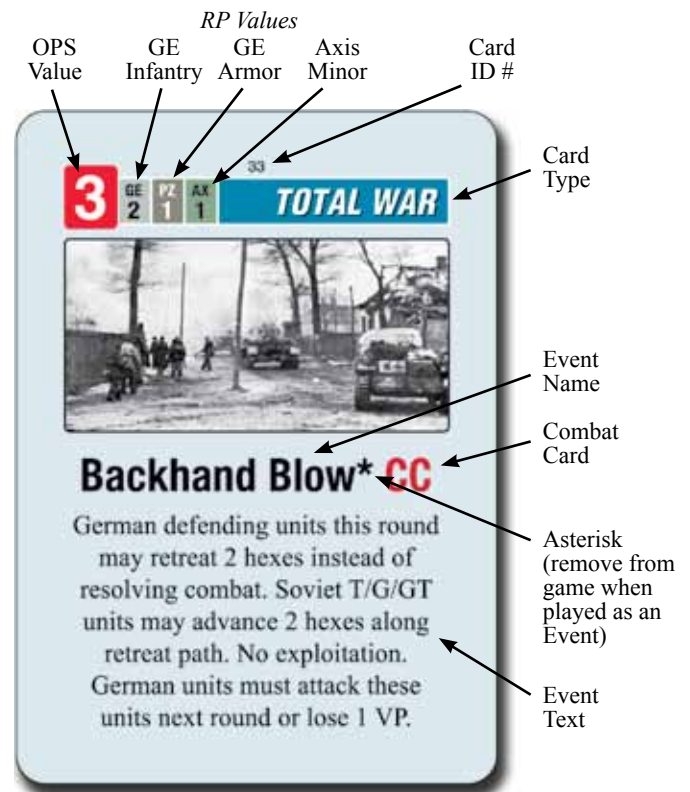
GE: Germany                      IT: Italy                      RO: Romania  
 SU: Soviet Union                HU: Hungary

## 2.3 THE STRATEGY CARDS

**2.3.1** Each player has his own deck of 55 Strategy Cards, subdivided into 2 groups: 25 cards labeled Blitzkrieg Cards and 30 cards labeled Total War Cards. Each player begins the game using only his Blitzkrieg Cards.

**2.3.2** All Strategy Cards may be played as an Operations (OPS) card or a Replacement Point (RP) card. Strategy/Event Cards may also be played as an Event Card. Strategy/Combat Cards may also be played as Combat cards during combat.

**2.3.3** Strategy Cards that have an asterisk (\*) following their Event Name must be removed from the game immediately following their play as an Event or Combat card.



## 2.4 DAMAGED/MISSING COMPONENTS OR QUESTIONS?

If there are any damaged or missing components, please contact us at:

GMT Games  
 P.O. Box 1308  
 Hanford, CA 93232-1308

If you have any questions about the rules, we'll be glad to answer them if you send them to the address above with a self-addressed, stamped envelope. For faster response, we're on the Internet at [www.gmtgames.com](http://www.gmtgames.com), or at [www.consimworld.com](http://www.consimworld.com) (where you will find discussion forums for both GMT and Stalin's War).



## 4.0 GAME SET-UP

### 4.1 MARKER SET-UP



**4.1.1** Place the Turn Record marker on the June 1941 space of the Turn Record Track.



**4.1.2** Place the Victory Point marker on the 7 space and the Axis and Soviet Hand Limit markers on the 6 space of the General Records Track.



**4.1.3** Place the Replacement Point and Banked OPS markers on the 0 space of the General Records Track.



**4.1.4** Place each player's Consecutive OPS marker on the 0 space of their Consecutive OPS track.

**4.1.5** Place all other markers within easy reach.

### 4.2 UNIT SET-UP

**4.2.1** Place the units for both the Axis and the Soviet players in the hexes listed in section 25.0.

**4.2.2** Place units that do not start the game in play to one side. They may enter play as the game progresses.

### 4.3 INITIAL STRATEGY CARDS

**4.3.1** Set aside Soviet cards 1 through 6 for later use (see 7.1.3), then shuffle the remaining Soviet Blitzkrieg Cards and deal 6 to the Soviet player. Before doing so, the Soviet player is allowed to draw one Blitzkrieg card of his choice to add to his hand. This card can be any non-reinforcement Blitz deck card, or Soviet Reinforcement card number 4 (North Caucasus and Voronezh Fronts, plus 62nd and 64th armies). If the Soviet player exercises this option, he should only be dealt 5 further Blitzkrieg cards, so that his hand size is still 6. Please note that, per rule 4.4.1, neither player may take a Reinforcement round during turn 1, so if the Soviet player does draw Card number 4 in this way he will have to hold on to it until at least turn 2 before using it.

**4.3.2** Shuffle the Axis Blitzkrieg Cards and deal 6 to the Axis player.

**4.3.3** Set aside the Axis and Soviet Total War cards for later use. **Note:** Unfortunately, Axis Cards 51, 52, and 55 have the wrong labels. They should be labelled Total War, rather than Blitzkrieg, cards. Thus, they need to be placed in the Total War deck at the beginning of the game (rather than placing them in the Blitzkrieg deck).

### 4.4 BARBAROSSA SPECIAL RULES

**Design Note:** The following rules simulate the Soviet unpreparedness for the initial Axis offensive, Operation Barbarossa.

**4.4.1** Turn 1 (June 1941) consists of a single Axis Action Round, followed by a single Soviet Action Round. **Exception:** If the Axis player has the *STEPPE FOX* event, and chooses to play it, he may immediately play a second card (and this second card determines which type of Round it is for Consecutive OPS purposes;

see 7.3.2). Players may take any valid Action in his round, except that they may not take a Replacement or Reinforcement Action.

**4.4.2** Units begin the game in their historical set-up positions. Consequently, Axis units may not move on Turn 1. They may perform combat, advance after combat, and conduct exploitation normally.

**4.4.3** No units may enter Hungary on Turn 1.

**Design Note:** Hungary was neutral until July 1941.

**4.4.4** Soviet units may not move or attack into Romania on Turn 1.

**Design Note:** Soviet forces were initially under orders not to enter either Hungary or Romania.

**4.4.5** Attrition is checked as normal this turn (i.e., check Axis attrition at the end of the Axis Action Round and Soviet attrition at the end of the Soviet Action Round). The remainder of the sequence of play for a normal game turn is then followed (Draw Strategy Cards and End of Turn Phases), ignoring Replacements.

**4.4.6** On Turn 1 (June 1941), Exploiting German Panzer Corps ignore all non-swamp terrain effects.

**4.4.7** On Turns 1 (June 1941) and 2 (Summer 1941), Soviet Fronts may not participate in attacks on hexes that contain only German Panzer Corps.

**Design Note:** The Soviets were simply not prepared in the Summer of 1941 to deal with German blitzkrieg operations at a level that would allow units the size of fronts to counterattack panzer spearheads.

**4.4.8** On Turns 1 (June 1941) and 2 (Summer 1941), Soviet Mech Corps in different hexes may not combine in attacks against hexes containing only German Panzer Corps. The effects of Combat Cards or Events do not override this restriction.

**Design Note:** Soviet Mech units in the Summer of 1941 proved incapable of this sort of coordination.

**4.4.9** During turns 1 to 4 (only), Axis play of cards for Reinforcements and/or Replacements does not reset the Axis Consecutive OPS marker (see 7.3.2).

### 4.5 SOVIET MOBILIZATION

**4.5.1** As an exception to the normal Reinforcement rules (see 7.5.2) during turn 2 (only), the Soviets may play two cards as reinforcements. Note that these two cards must be played in two separate and non-consecutive Action Rounds. Furthermore, the Soviet player also receives OPS when playing these two cards on turn 2 (only). This allows the player to spend OPS for movement and combat as usual, but note that in this instance the reinforcements placed may move, *but not attack*, in the round that they are placed. Reinforcement units are placed at the beginning of the Round, before any movement has occurred. **As such, normal stacking limits do apply (see 9.0).** When played in this manner, each of these two reinforcement cards leave the Consecutive OPS count unchanged (see 7.3.2).

**4.5.2** Furthermore, during turns 2 and 3 (only) the Soviet player receives 3 RPs automatically. These RPs are spent during the Replacement Phase of that turn, as usual. This does not impact the number of RP plays the Soviet player may make that turn. (i.e., up to 2 other cards may be played as RPs during those turn; see 7.4).

## 5.0 DETERMINING VICTORY

### 5.1 GENERAL RULES

**5.1.1** During the course of the game players keep track of the VP level. The VP level starts at 7. It increases by 1 whenever the Axis gain control of a VP hex, and decreases by 1 whenever the Soviet player gains control of a VP hex. Some events also affect the VP level.

**5.1.2** The Axis player wins an Automatic Victory in one of four ways:

- If the VP level is 20 or more during the End of Turn Phase of any turn
- If the Axis controls all of the Oil hexes on the map for two consecutive End of Turn Phases
- If the Axis controls Moscow, Leningrad and either Rostov or Sevastapol at the end of Turn 4 (Winter 1942)
- If, at the end of Turn 8 (Winter 1943), the Axis controls Moscow, Leningrad, Stalingrad and Sevastopol, and has cut the supply line to Baku (so that Baku no longer acts as a full supply source for the Soviets—see 13.2.3).

**5.1.3** The Soviet player wins an Automatic Victory in one of four ways:

- If the VP level is 0 or less during the End of Turn Phase of any turn
- If the Soviets control Berlin, Budapest (both Buda and Pest), Bucharest and Konigsberg at the end of any Soviet Action Round
- If no supplied Axis unit has moved to the east of the Paulus Logistical Line before the end of Turn 4 (Winter 1942)
- If the Soviets control all VP spaces in the Soviet Union at the end of any turn between Turns 2 and 12 (inclusive).
- **The Soviet Player wins at the end of Turn 10 if the German player has 9 or fewer VPs.**

**5.1.4** The Campaign Scenario ends if either player achieves an Automatic Victory, or at the end of Turn 18 (Summer 1945). If neither player has won an Automatic Victory by the end of the Turn 18 Action Phase, the Axis player wins. There are no draws.

**5.1.5** The Tournament Scenario ends at the completion of Turn 8 (Winter 1943). Players count the number of VP spaces in the Soviet Union which are controlled by the Axis at that point: the Axis player wins if the Axis control 9 or more VP spaces; the Soviet player wins if 8 or fewer VP spaces are controlled by the Axis. See Section 22.0 for more details.

## 6.0 SEQUENCE OF PLAY

*Stalin's War* is played in turns, each of which is subdivided into Phases and Segments which must be strictly followed in the order listed below.

### A. ACTION PHASE

Each Action Phase is divided into five identical Action Rounds. Each Action Round consists of an Axis Action Round followed by a Soviet Action Round. The Axis Action Round allows the Axis player to take one action; The Soviet Action Round allows the Soviet player to take one action.

### B. ATTRITION PHASE

The Axis Attrition Segment takes place immediately upon the conclusion of the 5th Axis Action Round. The Soviet Attrition Segment takes place immediately upon the conclusion of the 5th Soviet Action Round. During the Attrition segments, OOS units belonging to the active player are eliminated and OOS friendly-controlled Cities, Ports, Oil, and Victory Point hexes become controlled by the enemy (see 13.3.9).

### C. REPLACEMENT PHASE

**SOVIET SEGMENT:** The Soviet player spends any Replacement Points (RPs) accumulated through play of RP Cards this turn (see 7.4). Any RPs not spent are lost.

**AXIS SEGMENT:** The Axis player spends any Replacement Points accumulated through play of Cards for RPs this turn (see 7.4). Any RPs not spent are lost.

### D. DRAW STRATEGY CARD PHASE

Players may discard any Strategy Cards remaining in their hand (see 7.6.2). The Soviet player decides first. Each player then draws cards from their Draw Pile to bring their hand to their current hand size (see 7.1.3). Each player begins with a hand size of 6 cards. Changes in control of Oil hexes and the effects of certain Event Cards may change a player's hand size (see 7.6).

### E. END OF TURN PHASE

- The Axis player may remove friendly Trench markers from the map
- The Soviet player may remove friendly Trench markers from the map
- Any remaining Banked OPS are lost (set the markers for both players to zero).

If the war has not ended due to Automatic Victory or reaching Turn 18 (Summer 1945), advance the Turn marker to the next space on the Turn Record Track and begin the Sequence of Play again with the first Axis Action Round.



## 7.0 STRATEGY CARDS

### 7.1 GENERAL RULES

**7.1.1** In *Stalin's War*, the Strategy Cards are the heart of the game. The players initiate most actions, including Combat, through the play of Strategy Cards.

**7.1.2** Each player has their own deck of Strategy Cards, subdivided into two groups: Blitzkrieg Cards and Total War Cards. Each player begins the game using only their Blitzkrieg Cards. The Total War cards are added when Total War is initiated.

**7.1.3** During the Draw Strategy Card Phase of each turn, the players draw cards from the Draw Pile to bring their hand to their current hand size. **Exception:** During turn 1 and turns 3-6, the Soviet player receives certain reinforcements automatically, from the cards that were placed to one side at the beginning of the game (see 4.3.1), and then draws cards from his Draw Pile to bring himself up to his current hand limit. Specifically:

- a) During turn 1, automatically draw cards 1 and 2 (so they will be available for use on turn 2);
- b) During turn 3, automatically draw card 3;
- c) During turn 4, automatically draw card 4;
- d) During turn 5, automatically draw card 5;
- e) During turn 6, automatically draw card 6.

**7.1.4** Each Strategy Card may be used in one of three possible ways: Operations (OPS), Replacement Points (RP), or as an Event. The same card can be used in the same or a different way each time it is played during a game, but each card may only be used in one way each time it is played. **Exception:** Reinforcement plays during Soviet Special Mobilization (see 4.5).

### 7.2 ACTION PHASE

**7.2.1** Strategy Cards are played during the Action Phase of each turn. There are five Action Rounds per Action Phase. In each Action Round, each player is allowed to take one Action.

**7.2.2** The Axis player conducts the first Action in each Action Round.

**7.2.3** The players continue to alternate taking Actions until each player has taken five Actions.

**7.2.4** As players take Action Rounds they record what type of round they have taken using a set of Action Round markers, placing them in the on-map Action Round boxes corresponding to the action that was taken in that round. These on-map boxes are color-coded green if the corresponding action advances the Consecutive OPS count, yellow if it leaves it in place, and grey if it resets the Consecutive OPS count to 0. Players record the number of Consecutive OPS they have spent (see 7.3.2) by placing the Consecutive OPS marker on the on-map Consecutive OPS track.

**7.2.5** Note that, in direct contrast to most other 'card-driven' games that you may be familiar with, most movement does not require the expenditure of OPS. More specifically, in any action phase in which a player has played a card for OPS, played an event that grants OPS, or taken the first of the two Automatic 0 OPS Round options below, that player is free to move all of his units. Note that some movement does require OPS expenditure (see 7.3.3). In this latter case movement will be limited by the amount of OPS that are available.

**7.2.6** The action taken in an Action Round depends upon whether the player plays a Strategy Card or not:

If the player has a Strategy Card, he *may* play one as an OPS Round, RP, or Event.

OR

If the player has no Strategy Cards in their hand, or chooses not to play one, the player may take an Automatic 0 OPS Round. No Blitz markers may be placed as a result of combat in such a round (combat may still be possible because of OPS used from 'Banked OPS' (see 18.0)). A player has two options when taking such a round. First, the player may move or conduct combat with any units. In this case the consecutive OPS marker (see 7.3.2) remains in place (it is not reset to 0) and the number of OPS received during this round is not affected by the consecutive OPS marker. Second, a player may choose to neither move any units nor activate any spaces for combat in a 0 OPS round, in which case the player may reset the consecutive OPS count to 0 and is allowed to discard one card from his hand and replace it with a card drawn from the top of the Draw Pile if desired. Note that there are restrictions on the execution of 0 OPS Rounds during a Rasputitsa round (see 15.1.1).

### 7.3 OPERATIONS

**7.3.1** If a Strategy Card is played as an OPS Card, the player is allowed to spend a number of OPS Points equal to the modified OPS Value of the card (see 7.3.2).

**7.3.2** Players receive fewer OPS for Strategy Cards that are played for OPS in consecutive rounds. This is tracked using the Consecutive OPS counter (one for each player), which begins the game in the 0 space on the Consecutive OPS track. If a player plays a Strategy Card as an OPS Card, place the Round marker

for that Round in the “OPS Round” box of the on-map Action Rounds area. This box is colored green as a reminder that such a play advances the Consecutive OPS count. The Consecutive OPS count is then immediately increased by 1, and the counter on the Consecutive OPS track is moved accordingly. The number of OPS received for this card play is then reduced by the number indicated in the space currently occupied by the Consecutive OPS counter. Broadly speaking, this results in the player receiving one less OPS for each consecutive round in which they have played cards for OPS. (But note the exceptions for Soviet Mobilization (see 4.5.1) and some ‘0 OPS’ plays (see 7.2.6).) These effects are cumulative and *do* carry over from one turn to another. When, during their Action Round, a player plays a Strategy Card for RPs or an event, or takes a 0 OPS round in which no units move or are involved in combat (see 7.2.6), immediately reset the consecutive OPS marker to 0. **Exception: The Consecutive OPS count is never reset during a Rasputitsa Round (see 15.1.1).**

**Example:** Suppose the Consecutive OPS count is at 0 at the end of the previous turn (for example, a card was played for RPs during the player's last Action Round). During Action Round 1 the Axis player plays a Strategy Card for 4 OPS. The Consecutive OPS marker is placed on the Consecutive OPS on-map track on the “1st, Full OPS” box, and the full 4 OPS are received for activation for movement and combat. If the Axis player plays a Strategy Card for OPS during Action Round 2 and that card again has a printed OPS value of “4”, the Consecutive OPS marker is placed in the “2nd, -1 OPS” box and the player receives  $4-1=3$  OPS. If the Axis player also plays a Strategy Card for OPS during Action Round 3 and it has a printed OPS value of “4”, the Consecutive OPS marker is placed in the “3rd, -2 OPS” box and the card's value is reduced by two and will be worth only 2 OPS. If, in the next round, the Axis player plays a card as an event, the consecutive OPS count is reset, and the marker is placed in the “0 N/A” box.

**7.3.3** A player is free to move any and all of his units, subject to the restrictions below, during each Action Round in which he either plays a card for OPS, or takes a 0 OPS round. Movement requires the expenditure of OPS only under the following circumstances:

- It costs 1 OPS for a stack of one or more friendly units in an enemy ZOC to completely vacate the hex in which it begins the Action Round. However, if at least one unit which started the Action Round in a hex remains in it, all other friendly units may leave that hex without spending any OPS. **Note:** *Moving units into a hex during an Action Round does not allow all the units which started in that hex to be moved without expending an OPS.*

**Exceptions:** Friendly units may leave an enemy ZOC while advancing after Combat and during Exploitation movement without having to spend OPS.

- Strategic Movement (either rail or sea) costs 1 OPS per unit moved. Only SCUs may use Strategic Movement (see 10.2). **Exception:** Axis Naval Evacuation (see 10.2.7).

**Note:** Movement during ‘advance after combat’ or exploitation never requires OPS expenditure.



**7.3.4** Place a Move marker in each hex where an OPS was spent. (This is simply to help you keep track of how many OPS have been spent.)

**7.3.5** After all Movement is completed, the active player may use any remaining OPS to mark hexes with Combat markers. These markers may be placed in any hex. Once all such markers have been placed, units in these hexes may initiate Combat. The target of attacks need not be specified in advance. Combat is always voluntary, and no unit is required to attack. A unit may move, including expending an OPS for movement, and still initiate Combat if an OPS is spent to place a Combat marker on the hex it is in when its movement is complete. Note that hexes can be marked for both movement and combat (at a total cost of 2 OPS).

## 7.4 REPLACEMENT POINTS

**7.4.1** If a Strategy Card is played as a Replacement (RP) Card, the player marks the number of RPs listed in the RP Box for each nationality on the General Records Track. The player may not conduct any other actions (e.g., movement) besides marking the RPs during this Action Round. **Exception:** Certain Strategy Cards specifically allow the player both to mark RPs and either conduct the card's Event or use the card for OPS. This is indicated in the text of such cards.

**7.4.2** The Soviet player may play a Strategy Card as an RP Card twice per turn.

**7.4.3** The Axis player may play a Strategy Card as an RP Card once per turn. (**Exception:** The Axis may play 2 RP cards during Spring Turns in 1942 and 1943 only.) The Axis player may also play one Strategy Card with an Event that provides RPs as an Event each turn.

**7.4.4** Players may not play a Strategy Card as an RP Card if they played a Strategy Card as an RP Card in their previous Action Round this turn. However, players may play an RP card in the last Action Round of one turn and in the first Action Round of the next turn.

**7.4.5** RPs are spent during the Replacement Phase of each turn (see 14.0).

## 7.5 EVENTS

### 7.5.1 General Rules

**7.5.1a** If a Strategy Card is played as an Event, the instructions on the card must be followed. The player may not move units unless explicitly permitted by the event.

**7.5.1b** A card may be played as an Event even if some or all of its effects are not applicable. For example, the Soviet side may play the Event *OPERATION BAGRATION*, which as part of its effect activates partisans, even if there are no partisans on the board.

**7.5.1c** If a Strategy card with an asterisk (\*) symbol is played as an Event, it is permanently removed from the game at the end of the Action Round. The card is not removed from the game if it is used as an OPS or RP card.

## 7.5.2 Reinforcement Event Cards

**7.5.2a** Each player can bring new units (reinforcements) into play by using Strategy Cards that give reinforcements as Events. Only Events with the word “Reinforcements” in the event name are considered to be Reinforcement cards. Only one Reinforcement card may be played per turn by each player.

**Exceptions:** 1. Neither player may play a Reinforcement card during the June 1941 turn; 2. The Soviet player may play two reinforcements during Soviet Mobilization (see 4.5).

**7.5.2b** If a player cannot place all of the reinforcements listed on a card on the map, the card may be played but units not placed are permanently removed from the game.

**7.5.2c** Axis-player reinforcing units are placed in that nation's capital and/or any friendly-controlled Full Supply sources, Cities, or Fortresses in that nation (provided the city/fortress is in full supply — judge this as you would for a friendly unit in the same hex); the Soviet player places units similarly, but may also place reinforcing units in Towns that are in full supply. There are several exceptions noted on the Event Cards and below.

- Soviet Total War (TW) Fronts (i.e., Front units received as reinforcement on Total War cards) are exchanged on a one for one basis for full- or reduced-strength fully supplied on-map Soviet Blitzkrieg Fronts. These units are listed in green text as a reminder. Place the TW Front in the hex of the Blitz Front they are replacing, while the replaced Blitz Front is removed from the game. The TW Front enters at full-strength regardless of the strength of the removed Front.
- Most Soviet Total War Guard Armies with a “G” designation (i.e., “4G” through “11G”) are exchanged on a one for one basis for full- or reduced-strength fully supplied on-map Soviet Army (only) SCUs. Place the Guard Army in the hex of the Soviet Army it is replacing; the replaced Soviet Army is permanently removed from the game. These units are listed in green text as a reminder. The Guard Army enters at full-strength regardless of the strength of the removed Soviet Army.

**Design Note:** Guards armies 1G-3G were formed directly, not from existing armies, and so go onto the map without replacing any army.

- Soviet Guard Tank Armies (units with a “GT” designation) are exchanged on a one for one basis for any full- or reduced-strength fully supplied on-map Soviet Tank Armies. Place the Guard Tank Army in the hex of the Tank Army it is replacing; the replaced Soviet Army is permanently removed from the game. These units are listed in green text as a reminder. The Guard Tank Army enters at full-strength regardless of the strength of the removed Tank Army. **Note:** If a Soviet Reinforcement card brings on both Guard tank armies and regular tank armies, those units can be placed in any order. Consequently, the regular tank armies that are placed are eligible to be replaced by the Guard tank armies, per the above rules.
- Italian units enter at Bucharest and/or Odessa (in each case if Axis controlled).
- The capital of Hungary is Buda.

**7.5.3** Reinforcing units listed inside parentheses () are placed on the map with their flipped (weaker) side uppermost.

## 7.5.4 Soviet Invasion Event Card

The Soviet *BLACK SEA*, *BLACK DEATH* card allows the Soviet Marine Army to move from any friendly port on the Black Sea to any unoccupied coastal hex. After landing, the Marine Army is always in supply in a coastal hex as long as the Soviets control one port on the Black Sea.

## 7.5.5 Combat Cards

**7.5.5a** Combat Cards are Events that can be played during a Combat to influence it. First, the Attacker chooses whether to play Combat Cards, and reveals those cards; then the Defender does the same. Combat Cards are the only cards which can be played during the opponent's Action Round.

**7.5.5b** If a player plays any Combat Cards and wins the Combat, the player places those Combat Cards face up on his side of the map. (**Exceptions:** 1. Combat Cards marked with an asterisk (\*) are permanently removed from play immediately after use; 2. Combat Cards that explicitly state they may only be used once per turn are immediately discarded.) The player may, if he chooses, use these face up cards to influence Combat in future Action Rounds. The cards may be used to influence one other Combat per Action Round (not including the current Action Round), initiated by either player, in which their conditions apply, for the balance of the turn (however, see 7.5.5c). Note that Soviet Combat Cards *OPERATION URANUS* and *STURMOVIK*, and Axis Combat Cards *SLEIGHRIDE* and *FÜHRER'S FIREMEN*, are exceptions to this rule. They affect all attacks that round, regardless of combat results, after which they are discarded.

**7.5.5c** If a player loses a Combat and has used any Combat Cards, whether played specifically for this Combat or saved from a previously won Combat, those Combat Cards are discarded.

**7.5.5d** At the end of each Turn, all Combat Cards which were played must be discarded even if the player was victorious in every battle in which the card was used. Place the cards in the player's Discard Pile.

**7.5.5e** A Combat Card can be used a maximum of once per Action Round until it is lost due to 7.5.5c or 7.5.5d. (**Exceptions:** *OPERATION URANUS*, *STURMOVIK* and *LUFTWAFFE SUPPORT*; see 7.5.5b.)

## 7.6 HAND SIZE

### 7.6.1 General Rules

The maximum/minimum hand size is as follows:

- No player may ever have a hand size greater than 7.
- No player may ever have a hand size less than 4. **Exception:** The Axis player has no minimum hand size on turns 16 through 18.

The maximum/minimum hand size may change because of:

- Control of Oil hexes (see 17.1)
- Play of certain Events that reduce hand size

**7.6.2** Both players have the option to discard any or all of the Strategy Cards remaining in their hand before they draw new cards. **Players may examine the cards that their opponent discards.**

**7.6.3** If a player needs to draw a Strategy Card but their draw pile is empty, reshuffle the discards to form a new draw pile.

**7.6.4** Total War is triggered at the beginning of the Card Draw Phase if it is turn 6 or later and either of the following conditions are satisfied:

- Either player has removed 12 “\*” Strategy Cards from the game by playing them as Events.
- The players have removed a combined total of 20 “\*” Strategy Cards from the game by playing them as Events.

Total War can never be triggered before Turn 6.

When Total War is triggered, each player adds their Total War cards to all their discards and undrawn Blitzkrieg cards and reshuffles them to form a new Draw Pile.

## 8.0 ZONES OF CONTROL (ZOC)

**8.1** The following units have Zones of Control when *in full supply* (see 13.1.2):

- All LCUs
- Soviet Mech Corps, Tank Armies, and Guard Armies
- German Panzer Corps

No other units have ZOC. Units without a ZOC are indicated by the presence of a faint white square at the border of their playing piece. Units in fortress supply (see 13.2.4) have no ZOC.

**8.2** ZOCs extend into all adjacent hexes, with the following exceptions: ZOC do not extend across impassable hex-sides (i.e., lake and sea hex-sides); ZOCs do not extend into Fortress or Festung hexes; Axis ZOCs do not extend into a hex with a Soviet Fortified Zone marker.

**8.3** All units must stop upon entering an enemy ZOC. Units in an enemy ZOC may only exit the hex if a friendly unit remains in the hex or an OPS is spent to allow the unit(s) to move. Units may not move directly from one enemy ZOC to another, or retreat or trace supply through an enemy ZOC. (**Exception:** friendly units negate enemy ZOC for retreat and supply only.)

ZOCs have no effect on Advance After Combat or Exploitation. Also recall that moving units into a hex during an Action Round does not allow all the units which started in that hex to be moved without expending an OPS (see 7.3.3).



## 9.0 STACKING

### 9.1 GENERAL RULES

**9.1.1** A maximum of four (4) combat units may stack per hex.

**9.1.2** Only one LCU may stack per hex.

**9.1.3** The following unit types do not count for stacking, but there may only be one of each type per hex:

- Stalin
- the Bunker
- Soviet Fortified Zone
- Partisans (Active or Inactive).

**9.1.4** Stacking is in effect at all times except during regular and strategic movement, exploitation, and retreat (although it applies at the end of movement, exploitation, and retreat).

### 9.2 SPECIAL RULES

**9.2.1** Hungarian and Romanian units may never stack in the same hex.

**9.2.2** Partisans may never stack with any other Soviet units.



## 10.0 MOVEMENT

### 10.1 GENERAL RULES

**10.1.1** Clear hexes cost 1 MP to enter regardless of the presence of towns/cities/fortresses/festungs. Movement costs for other terrain types are listed on the Terrain Effects Chart.

**10.1.2** If multiple terrain types exist in a hex, the unit pays the greatest of the associated MP costs. For example, it costs 2MPs to enter Astrakhan (hex 3032).

**10.1.3** Movement must be from hex to adjacent hex. Hexes may not be skipped.

**10.1.4** A unit may never spend more Movement Points than its Movement Allowance in a single turn. Unused Movement Points cannot be accumulated for future turns or transferred to other units. **Exception:** Units may always move a single hex (only), even if the cost of that move would ordinarily be greater than their MA, provided the movement is legal in every other way. (For example, a Soviet shock unit, with a MA of 2, may enter a mountain hex.)

**10.1.5** Supplied Axis units that start their move east of the Paulus Logistical Line on Turns 1 to 4 have their Movement Allowance reduced by 1.

**10.1.6** Units may not enter a hex that contains enemy units. **Exception:** Axis units may move through, and stack with, Inactive Soviet Partisans.

### 10.2 STRATEGIC MOVEMENT

**10.2.1** If a Strategy Card is played as an OPS Card, the player may also use Strategic Movement to move SCUs. Strategic Movement occurs at the same time as regular movement. However, a unit cannot use normal movement or attack on the same round that it uses strategic movement. It costs 1 OPS per SCU to move by rail or by sea. **The German Bunker unit may not use Strategic Movement.** A player may expend OPS to conduct Strategic Movement during the same Action Round that OPS are also spent for other movement or attacks.

**10.2.2** Units may move any distance by rail along rail lines. They may begin their move in an enemy ZOC provided the hex contains another friendly unit, and provided that unit does not itself use Strategic Movement, but they may not thereafter enter a hex in an enemy ZOC. Axis units using rail movement may ignore one Inactive Partisan unit, but must stop upon entering a second such hex in a single rail move.

**10.2.3** A player may use all rail hexes for rail movement, provided they can trace an uninterrupted line of rail hexes free of enemy units, enemy ZOC, or enemy controlled city/oil/VP/Port/Fortress hexes to a friendly supply hex. **Exception:** Axis units may not use rail movement in the USSR during Turns 1-4, or in the Baltic Republics (Latvia, Estonia and Lithuania) during turns 1-2.

**10.2.4** Axis units may never use rail movement in the Caucasus Zone. Soviet units may never use rail movement in Germany.

**10.2.5** The Axis player may use Strategic Movement to Sea Move one SCU *per turn* in the Baltic Sea and one SCU *per turn* in the Black Sea/Sea of Azov. The unit must start and end its move in a friendly port, (the presence of enemy ZOC does not prevent such a move), and may not move east of a port under Soviet control.

**10.2.6** The Soviet player may use Strategic Movement to Sea Move 1 SCU per ACTION ROUND in the Black Sea/Sea of Azov only. The unit must start its move in a friendly port, but may move to any non-enemy-controlled hex, regardless of the presence of enemy ZOC, but never west of an Axis-controlled port.

**10.2.7** The *NAVAL EVACUATION* Event allows the Axis player to evacuate any 1 LCU from a port hex to another friendly port hex farther west. The LCU is automatically reduced to its last step strength.

### 10.3 TRENCHES



**10.3.1** A player may attempt to build a trench in a hex containing one of his LCUs by expending 1 OPS. The LCU may not move, but other units in the hex may move freely. After all Movement for the Action Round is complete, the player rolls a die for each hex which has an LCU attempting to entrench. If the die roll is 1-3 place a Trench marker in that hex. Only one entrenchment attempt can be made per hex per Action Round. **Note:** *The Soviet player may attempt to entrench only after play of the PEOPLE'S MILITIA Event, the Axis only after play of the HEDGEHOGS Event.*

**10.3.2** Friendly Trenches are removed from the map either when the hex becomes enemy controlled or enemy occupied or as the player chooses during the End of Turn Phase. The number of trench markers provided with the game is an absolute limit.

**10.3.3** Trenches must be placed in spaces containing an LCU even when placed as a consequence of an event (i.e., *PEOPLE'S MILITIA*).



## 11.0 COMBAT

### 11.1 GENERAL RULES



**11.1.1** A Combat can be initiated only during an Action Round by combat units in a hex containing a Combat marker. Combat is voluntary and not all units in a hex have to attack.

**11.1.2** The active player is called the Attacker and the non-active player is the Defender.

**11.1.3** Each Combat may involve only one defending hex, and only one attacking LCU. Combat is normally between two adjacent hexes. Units in other hexes may attack in combination with units from the first attacking hex, as long as there is a Panzer/Tank/Mechanized unit in the additional hex that is attacking the defending hex, and provided that hex is also activated for Combat. **Exception:** The Soviet *ZHUKOV* event allows the Soviet player to ignore the requirement for mechanized units in the additional hex of attacks that arise from use of that event.

*Example:* If Soviet units attack an Axis unit from three adjacent hexes, two of those hexes would have to contain an attacking Tank Army or Mechanized Army.

**11.1.4** A single hex may be attacked only once per Action Round. All units in a single hex defend as a whole, except for units which have retreated into that hex during that Action Round (see 11.4.5). Empty hexes may not be attacked.

**11.1.5** Units in a single hex do not have to participate in the same Combat (or any Combat). They may attack different adjacent hexes.

**11.1.6** Each unit may participate in only one Combat per Action Round. A unit's Combat Strength may not be divided between multiple Combats.

**11.1.7** Active Partisan units may never attack or defend with other Soviet units.

**11.1.8** Only attacking units participating in a Combat may take losses or advance. If there are non-participating units in the attacking hex, they are not allowed to take losses or advance, but they may be able to Exploit.

**11.1.9** The Axis player may not attack the Leningrad hex until the *NORDLICHT* Event has been played, the Moscow or Gorki hexes until the *TAIFUN* Event has been played, or the Stalingrad hex or any hex in the Caucasus Logistics Zone until the *BLAU* Event has been played. They may however move into these hexes at any time if they are vacant. Once the appropriate card has been played, one or more of the restricted hex(es) has been entered, or control of at least one the space(s) has been gained due to attrition, the relevant restriction is removed for the rest of the game.

*Example:* If an Axis unit moves into a vacant Moscow hex, Axis units are now free to enter/attack Moscow and Gorki at any time.

**11.1.10** Axis units may not attack across any Volga hexside south of Saratov unless either Moscow or Stalingrad is Axis-controlled. These hexsides are marked on the map with a white, dashed line.

### 11.2 COMBAT RESOLUTION

**11.2.1** Each Combat is resolved using the following procedure, in the order given:

**1. Designate the Combat:** The active player designates which units are attacking and which hex they are attacking. **Supply status of defending units is now determined.**

**2. Determine Combat Strengths:** Each player totals the Combat Strengths of the units involved in the Combat to determine his total Combat Strength. This step is conducted simultaneously.

**3. Play Combat Cards:** The Attacker may play any number of Combat Cards whose conditions are met by this Combat. In addition, the Attacker may use any Combat Cards that are in front of him whose conditions are met by this Combat and which have not been used in a previous Combat during this Action Round. After the Attacker plays and selects all his Combat Cards, the Defender has the opportunity to play and select Combat Cards using the same procedure outlined for the Attacker. **Exception:** a player may not use CCs in a combat if all his forces in that combat are OOS (see 13.3.4).

**4. Determine Fire Column:** Each player determines which Fire Table he will use. If the player's units contain one or more LCUs (even if reduced), the player fires on the LCU Table; otherwise, the player fires using the SCU Table.

**Exception:** If a stack contains three or more Panzer SCUs it automatically fires on the LCU Combat table in attack or defense. If attacking, these units must attack the same hex in order to fire on the LCU column. The units are treated as SCUs for all other purposes (e.g., taking losses).

Each player finds his Combat Strength on the appropriate Fire Table. Note that the attacker may shift a number of columns depending upon the Terrain Effects of the defending hex to determine his Fire Column. Both players may also shift a column due to effects of German Mobile Defense (see 20.0). Each player will also shift one column to the left if any of his units are OOS (see 13.3.5). The Axis player may also shift due to the effects of weather (see 15.1.2). Finally, the Axis player shifts one column to the left when attacking during turns 1-4 if the unit or units being attacked in that combat are east of the Paulus Line and all attacking units are in full supply. This step is conducted simultaneously. All column shifts are cumulative.

**Design Note:** The column shift relating to the Paulus Line reflects the poor supply chain to easternmost Axis units during the early stages of the offensive. As such, it does not apply to OOS units, since they will already receive a column shift for being out of supply.

Column shifts cannot cause the Fire Column to be off the Tables. If the column shifts would take the Fire Column below the leftmost column or above the rightmost column, any additional shifts are ignored.

**5. Determine Results:** Each player rolls a die and cross references it with his Fire Column to determine his result. This step is conducted simultaneously.

**6. Take Losses:** Each player must now apply the Combat losses required by his opponent's result, Defender first.

**7. Determine Combat Winner:** If one side (only) is completely eliminated, then the other side is considered the winner of the combat. Otherwise, the player who inflicts the higher Loss Number wins the Combat. Note that neither Combat Cards that inflict or remove step losses, nor the extra Soviet loss that results from use of the *ZHUKOV* event, affect determination of the combat winner. The losing player must discard all played and selected Combat Cards. The winning player is allowed to keep any played or selected Combat Cards active unless the text on the card explicitly prohibits this, or the Event name is asterisked (the Combat Cards stay face-up in front of the player and can be used in subsequent Action Rounds). If both players' Loss Numbers are the same, or all units of both sides are completely eliminated, both are considered to have lost and must discard any selected Combat Cards. **Exception:** The attacker wins if *all* of the following conditions apply:

- The Loss Numbers are the same
- The Attacker has a surviving fully-supplied Mechanized/Guard/Tank/Panzer SCU
- The Defender does not have a surviving fully-supplied Mech/Guard/Tank/ Panzer SCU
- The defending hex does not contain a Swamp, Trench, Festung, or Fortress.

**8. Defender Retreat:** If the requirements are met (see 11.4), the defender may have to retreat one or two hexes. The defender may have the option to cancel the retreat by taking an additional step loss (see 11.4.3 and the Terrain Effects Chart).



**9. Attacker Advance/Place Blitz markers:** If the defender retreated or was completely eliminated, the attacker has the option to advance with any remaining units into the vacated hex, regardless of ZOC (see 11.5). If the Attacker has units that are allowed to Exploit, he may place a Blitz marker in the vacated hex, as long as at least one such unit advances into it and the hex is not forest, rough, swamp, mountain, city, Fortress, Festung, across a major river or the Kerch crossing (see the Terrain Effects Chart).

**Exception 1:** If the Soviets received no *LEND-LEASE* Banked OPS at the start of any Turn (see 18.3), no Soviet Blitz markers may be played that Turn.

**Design Note:** This exception reflects the effects of a lack of trucks and spare parts if shipments from the US are cut off.

**Exception 2:** No Blitz markers may be placed during a 0 OPS round (see 7.2.6).

A player may place no more than 4 Blitz markers in a single round. If a Blitz marker is placed, the attacker may advance into that hex in excess of stacking limits if desired, but stacking will be checked as usual after exploitation is complete. If an attack involves multiple attacking units, some of which are crossing river hexsides, a Blitz marker may only be placed if the attacker advances an exploitation-capable unit across a **non-major river hexside** into the defender's vacated hex.

## 11.3 TAKING LOSSES

**11.3.1** The result of each player's die roll on the fire table is their opponent's Loss Number.

**11.3.2** Losses are taken by reducing or eliminating combat units. Each step removed from a unit counts one towards fulfilling the Loss Number. No unit may take a second step loss in a combat (including losses from Combat Cards) unless every other combat unit of that side has taken a step loss in that combat. **Exception:** the Stalin counter may take a step loss only if *all* other combat units in its hex have been eliminated.

**11.3.3 Important rule:** The first step loss in any attack (not defense) must be taken from a panzer, tank or mechanized unit if possible.

**11.3.4** Asterisked results can cause a loss only to an SCU. If the affected player only has LCUs involved in the combat, no loss is taken (but the original loss number is still used to determine the winner of the combat in step 7 of 11.2.1). A player may not choose to apply an asterisked result to an LCU.

**11.3.5** Note that Combat Cards that alter losses (e.g., the *TIGER* Event) take effect after the winner of the battle is determined.

**11.3.6** Eliminated units are available for recreating during the Replacement Phase. Place such units in the Eliminated Units box where they are available to be replaced in any subsequent Replacement Phase (see 14.0). However, Axis LCUs that are eliminated while they are OOS are placed on the turn record track three turns later. When the Turn marker advances into a space that contains Axis LCUs, they are placed in the Eliminated Units box and may now be replaced. **Exception:** The Soviet Southwest Front is represented by two counters. The first time that the Soviet Southwest Front is eliminated it is replaced by the counter corresponding to its weaker version. Place the replacement SW Front counter in the Eliminated Units box and permanently remove the original SW Front unit.

## 11.4 RETREATS

**11.4.1** If the Attacker wins the Combat, any defending units not eliminated must retreat unless the defender uses the No Retreat option (see 11.4.3). **Exception:** Defending units in a Festung must ignore all retreats and do not lose any additional steps. Retreating units may retreat to different hexes.

**11.4.2** The number of hexes of the retreat depends upon the difference in the Loss Numbers. If the difference is zero or one, the defender must retreat one hex. Otherwise, the defender must retreat two hexes.

**11.4.3 No Retreat Option:** Defending units in Forests, Mountains, **Rough**, Swamps, Trenches, or Fortresses may choose to ignore a retreat by taking one additional step loss. The step loss can be from any defending unit, without regard to the restrictions of 11.3.2. The one additional loss cancels the retreat, regardless of the number of retreat hexes required. At least one defending step must remain in the hex after the additional loss or the No Retreat option may not be taken.

**11.4.4** Units which cannot perform a retreat nor use the No Retreat option are eliminated. Units that are eliminated for failure to retreat, or eliminated while OOS, are treated as if they were eliminated due to OOS (see 13.3.8).

Units which retreat must follow the restrictions below:

- Must retreat a number of hexes exactly equal to that required by 11.4.2.
- May not enter a hex containing an enemy unit nor an enemy Fortress/Festung.
- May not retreat from a port by sea.
- May not retreat into an un-negated ZOC (see 8.3).
- May not retreat back into the original defending hex if retreating two hexes.
- May not end their retreat adjacent to the original defending hex if retreating two hexes.
- May not end their retreat over-stacked, but may retreat through a hex in violation of the stacking limits. In cases where the Defender has no other route, they would choose which retreating units would be able to stack within limits and which will be eliminated.

Retreats should also obey the following conditions, where possible, where the items are listed in order of priority (from highest to lowest priority).

- Must avoid retreating into enemy-controlled cities if possible, but may retreat into an empty city if not. They do not gain control of enemy controlled hexes they retreat through, but they do gain control of the hex in which they end their retreat.
- Must end their retreat in supply if possible.
- Axis units may not retreat into a hex containing an Inactive Partisan marker if any other retreat route is available. Axis units which are forced to retreat into a hex with an Inactive Partisan marker stop their retreat in that hex.

**11.4.5** If defending units retreat into a hex which is attacked later in the same Action Round, the units which already retreated do not add their Combat Strength to the Combat against this hex. In addition, if any Loss Number, asterisked or otherwise, is achieved, the already retreated units are immediately eliminated and do not count towards fulfilling the Loss Number.

**11.4.6** Units with a movement factor of 0 are eliminated if they are forced to retreat.

**11.4.7** Attacking units never retreat.

## 11.5 ADVANCE

**11.5.1** Any remaining attacking units may advance into the defending hex, regardless of enemy ZOCs, if the defending units retreat or are completely eliminated, provided the following restrictions are followed:

- Stacking limits are obeyed.
- The attacking units do not advance into a hex from which they cannot trace a line of supply.

**11.5.2** If the Attacker advances a Soviet Tank or Guard SCU or a German Panzer Corps SCU, he may place a Blitz marker in the hex provided this is not prohibited by the type of terrain in that hex (see 12.1.4 and Terrain Effects Chart). In this case the attacker may advance units without regard to stacking limits, since stacking will not be checked here until exploitation is complete (see 9.1.4). The Attacker must do so before executing the next attack or the opportunity to place the Blitz marker is lost. **Exception:** The Axis player may place only one Blitz marker in a hex east of the Paulus Line per Action Round during Turns 1-3 (June 1941 through Fall 1941). (Note that Axis exploitation is prohibited in Winter 1942, due to the special effects of that winter turn (see 15.1.2), and in the Caucasus (see 12.1.3).) Note that no Blitz markers may be placed in a 0 OPS round.



## 12.0 EXPLOITATION

### 12.1 ELIGIBILITY

**12.1.1** Soviet Tank, Guard Tank and Guard Cavalry units (but not Mechanized units) and German Panzer Corps SCUs are the only units which may Exploit. Soviet Mech units may exploit after playing the *OPERATION URANUS* Event.

**12.1.2** A unit must be in Full Supply to Exploit (although it may move to an out of supply position during exploitation).

**12.1.3** Axis units in the Caucasus Zone may not Exploit. Neither may Axis units Exploit into the Caucasus Zone. **Reminder:** Soviet units may not exploit on turns in which no Lend Lease Banked OPS were received.

**Design Note:** The Axis logistical capacity was stretched to its limits in the vast, relatively undeveloped landmass of the Soviet Union. Even after the Germans had improved their logistical infrastructure for operations east of the Dnepr after Barbarossa, they still lacked the capacity to operate at full effectiveness in the Caucasus.

**12.1.4** A unit must occupy, or be adjacent to a hex with a Blitz marker in order to Exploit. It need not have been involved in the combat that led to the placement of the Blitz marker, nor is it required to enter the Blitz-marked hex. It may not have already exploited in that round (i.e., only 1 exploitation is allowed per unit, per round).

### 12.2 PROCEDURE

**12.2.1** Exploitation takes place after all combats, advances and retreats for that Action Round have been completed.

**12.2.2** Exploiting units may move up to half their Movement Allowance in hexes (not Movement Points), rounding up. For example, a unit with a MA of 5 would be able to exploit up to three hexes.

**12.2.3** During Turns 1-4 (June 1941 through Winter 1942), all German Panzer Corps that begin their exploitation in a hex east of the Paulus Line will have a movement allowance of 4, due to rule 10.1.5; as such, their maximum Exploitation movement will be two hexes. (Note that placement of an Axis Blitz marker is prohibited during Winter 1942 anyway, due to the effects of the Russian Winter – see 15.1.2)

**12.2.4** Exploiting units may ignore enemy ZOC.

**12.2.5** Exploiting units must halt upon entering a swamp, forest, rough, desert or mountain hex. Exploiting units must also stop if they cross the Kerch Strait. **Exception:** Non-swamp terrain has no effect on Axis units Exploiting during Turn 1 (see 4.4.6). Events may cancel terrain effects for Exploitation. Note that units adjacent to a Blitz marker are free to exploit regardless of the terrain type of the hex they initially occupy.

## 13.0 SUPPLY

### 13.1 GENERAL RULES

**13.1.1** Units must be in supply to perform most actions. Supply is determined at the following times **only**:

- For the active player: at the beginning of each Action Round and during the Attrition Phase.
- For the non-active player: at the instant of combat. (Supply is only checked for those units that are involved in a combat.)

**13.1.2** Supply Status is measured by the distance a unit is from a friendly supply source. To be in *full supply*, units must trace a supply path of four hexes or less to a friendly supply source hex, or to a rail line and then along the rail line to a friendly supply source hex. Alternately units may trace up to four hexes to a friendly port, provided the player controls at least one other port on that Sea (Baltic or Black Sea/Sea of Azov only) and a line of supply can be traced from that other port (as if it were itself a unit). Only one such port-to-port link may be included in a supply path for any given unit.

**13.1.3** Units may never trace supply through enemy units, enemy-controlled Fortresses, Festungs, Trenches, Cities, Oil hexes or Victory Point hexes, or Active enemy Partisans, un-negated enemy ZOCs, or across impassable hexsides.

**13.1.4** Note that units using the Soviet *BLACK SEA, BLACK DEATH* Event are always in supply in a coastal hex as long as the Soviets control one port on the Black Sea (see 7.5.4).

## 13.2 SUPPLY SOURCES

**13.2.1** The supply sources for German units and for the Vlassov unit are the West map edge rail hexes and the USIR (Upper Silesian Industrial Region, marked on the map). The West map edge starts at 1316 and runs along the west edge of the board to hex 1431 (inclusive). Romanian units must trace supply to Bucharest. Hungarian and Italian units must trace supply to Buda.

**13.2.2** The supply sources for Soviet units are the East map edge rail hexes.

**13.2.3** Soviet units may also use Baku as a full supply source if at least one other Caspian Sea port is also Soviet controlled and can itself trace a line of supply. If no other Caspian Sea port satisfies these conditions, Baku provides supply for the purpose of defense and attrition only (this also means that other Soviet-controlled ports, cities, etc. that can trace a supply path to Baku will not change control during the Attrition Phase).



**13.2.4** Fortresses/festungs provide *fortress supply*, i.e., supply for purposes of defense and attrition (only), to units in the same hex.

## 13.3 OUT OF SUPPLY (OOS) PENALTIES



**13.3.1** OOS units have their Movement Allowance reduced to 2 (if it was 3 or more).

**13.3.2** OOS units may not use Strategic Movement (by rail or sea).

**13.3.3** OOS units may not entrench but they do receive the benefits of existing trenches in their hex.

**13.3.4** If all units of one player involved in a combat are OOS, those units may not receive the benefit of any Combat Event Cards.

**13.3.5** If any units involved in a combat are OOS, units belonging to that side have their fire shifted one column to the left when attacking or defending.

**13.3.6** OOS units have no Zone of Control.

**13.3.7** OOS units may not Exploit.

**13.3.8** Units which are OOS during their side's Attrition Phase are eliminated. Both player's SCUs and Soviet LCUs that are eliminated are placed in the Eliminated Units box and are available to be replaced immediately. Axis LCUs that are eliminated are placed on the Turn Record Track three turns later. When the Turn marker advances into a space that contains Axis LCUs, they are placed in the Eliminated Units box and may now be replaced.

**13.3.9** During the Attrition Phase, any friendly controlled City, Port, Oil, or Victory Point hex which does not contain an undestroyed friendly Fortress or Festung, and which if it were a friendly combat unit would be eliminated for being OOS, becomes enemy controlled.



## 14.0 REPLACEMENTS

### 14.1 GENERAL RULES



**14.1.1** During the Replacement Phase, each nation can spend the number of Replacement Points (RPs) recorded on the General Records Track by the nation's RP marker (see 7.4).

**14.1.2** RPs can be spent to replace steps for on-map units that are **not marked OOS**, or they may be used to recreate units in the Eliminated Units box. **The Axis player may also spend RPs to replace units currently in the Other Fronts box.**

**14.1.3** It costs 1/2 RP to replace or recreate an SCU step. It costs 1 RP to replace or recreate an LCU step.

**14.1.4** Recreated LCUs and SCUs may be placed in their home country as if they were Reinforcements (see 7.5.2).

**14.1.5** RPs not spent during a Replacement Phase are lost. They may not be saved for use in a future turn.

**14.1.6** Combat unit steps marked with an asterisk on the left side of the counter may not be replaced; e.g., German Armies may be replaced from 2-3 to 3-3, or 3-3 to 4-3 (in which case the unit is replaced by its stronger counter), but may not be replaced back to Full strength (i.e., 5-3) since this final step is marked as non-replaceable.

**14.1.7** Axis cards award three types of RP points. "GE", "PZ" and "AX". GE RPs are used to replace non-PZ GE units (only). PZ RPs are used to replace GE PZ units (only). AX RPs are used to replace non-German Axis units (only).

### 14.2 SPECIAL RULES

**14.2.1** The Soviet Southwest Front initial unit is replaced by the weaker SW Front in the Eliminated Units box when eliminated.

**14.2.2** The Axis player may not replace German Panzer SCU steps if the Upper Silesian Industrial Region (USIR) hex is under Soviet control.



## 15.0 WEATHER

### 15.1 GENERAL RULES

**15.1.1 Rasputitsa.** Players may not play cards for OPS, or take a 0 OPS round in which units are moved and/or combat is conducted, during the first round of Fall turns and the first two rounds of Spring Turns. Neither do they receive any OPS that they would ordinarily receive from Events, nor may they conduct combat if the effects of a card Event would normally allow it (i.e., the Soviet *ZHUKOV* event). However, players may take a 0 OPS round in which they discard a card and draw a replacement for it, but note that in this instance the Consecutive OPS marker is *not* reset, contrary to the usual rule (see 7.2.6). This means that the Consecutive OPS count is *never* reset during Rasputitsa rounds (it remains where it was when Rasputitsa started).

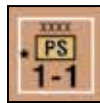
**Design Note:** Rasputitsa, or “quagmire season”, occurs biannually as the roads become flooded due to melting snow in Spring (the more severe season), and rain in Fall.

**15.1.2 Winter 1942.** Unless the *WINTER UNIFORMS* Event is in effect, all Axis units shift 1 column to the left when firing on attack or defense, and receive no terrain benefits on defense apart from trenches. No Axis Blitz markers may be placed. In addition any Soviet attacks involving Soviet Shock Armies (SCUs) get a 1 column shift to the right. **Note:** The Soviet player may still not place blitz markers in hexes that would ordinarily be considered non-blitz terrain.



## 16.0 SPECIAL UNITS

### 16.1 PARTISANS



**16.1.1** Only the Soviet player may place Partisan markers. Partisans may only be placed in the Soviet Union, (**Exception:** the *WARSAW UPRISING* Event) and may only be placed after the *PARTISAN FORMATION* Event has been played. Partisans may not be placed in the Baltic States.

**16.1.2** Partisan placement costs 1 OPS. Spending 1 OPS allows the Soviet player to place two Partisan markers. Only 1 OPS may be used for Partisan placement per game turn. There may never be more than six Partisan markers on the board at one time, regardless of their Active or Inactive status (see 16.1.6).

**16.1.3** Partisans may only be placed in forest or swamp hexes. The hex *either* must be one that would be OOS if a Soviet unit were currently occupying it, OR the hex must be closer to an Axis unit than to a Soviet unit (counting by number of hexes rather than movement cost, but without crossing impassable hexsides). The hex may not contain an Axis unit. Partisan counters are randomly drawn and placed Inactive side up so that neither player initially knows their strength.

**16.1.4** Inactive Partisans affect Axis rail movement (see 10.2.2), and retreats (see 11.4). Axis units may stack in a hex with Inactive Partisans, ignoring them. Inactive Partisans may not be attacked.

**16.1.5** Once placed, Inactive Partisans are removed in the following ways:

- By playing the *PARTISAN SWEEP* Event
- If the Soviets have a supplied unit in the hex
- If the Soviet player chooses to remove them during the End of Turn Phase.

**16.1.6** Inactive Partisan units become Active by playing certain Events. Partisans may not be activated in a hex containing a German or Axis unit. Active Partisan units are always In Supply, and act as normal Soviet combat units except that they may not stack with other Soviet units nor participate in any attack or defense with other Soviet units. If they are stacked with Soviet units that retreat after combat, and Axis units advance into the defender's hex, the Partisans are eliminated. Once eliminated, Active Partisans are permanently eliminated and are removed from play (unlike Inactive Partisans, which may freely recycle).

## 16.2 FORTRESSES



**16.2.1** Fortresses may be used only by the player who owned them at the beginning of the game.



**16.2.2** If an enemy unit enters a hex with a Fortress symbol, the Fortress is destroyed. Place a Fortress Destroyed marker in the hex should this occur. The hex is now treated as a City. Destroyed Fortresses may not be replaced.

**16.2.3** The Soviet player may build one fortress during the game by playing the Event *THE VOLGA HAS ONLY ONE BANK*. It cannot be placed in a hex that is OOS.

## 16.3 FESTUNGS



**16.3.1** The Axis player may build Festungs after playing the *FESTUNG* Event. A player cannot have more Festungs in play than are provided in the counter mix.

**16.3.2** Festungs are built at a cost of 1 OPS per Festung. When building a Festung place it in any non-enemy-controlled, in-supply town or city hex which does not already contain a Festung.

**16.3.3** Once placed a Festung cannot be moved. A Festung is eliminated when a Soviet unit enters the hex; return the Festung marker to the counter mix for use in future turns.

**16.3.4** Units that start in or enter a Festung hex may never leave the hex unless eliminated.

**16.3.5** Festungs provide supply for Defense and Attrition purposes and cancel all retreats.

## 16.4 STALIN



**16.4.1** Stalin is a normal SCU combat unit with no attack or movement factor, or ZOC.

**16.4.2** Stalin must always be the last step eliminated in combat.

**16.4.3** Stalin never retreats due to combat. Defending units stacked with him do still retreat if on the losing side, but in such a case Stalin must remain in place and Axis units may advance into the hex and eliminate Stalin, thereby permanently removing the Stalin counter from the game.

**16.4.4** Stalin does not count for stacking purposes.

**16.4.5** Stalin may only be moved out of Moscow by rail Strategic Movement at the usual cost of 1 OPS. Stalin may be moved back to a friendly controlled Moscow only by rail Strategic Movement at a cost of 1 OPS.

**16.4.6** Stalin may move only twice during the game; once out of Moscow, and once back into Moscow.

**16.4.7** The Soviet player may receive Banked OPS (see 18.0) only if Stalin is currently in Moscow.

## 17.0 OIL

### 17.1 GENERAL RULES

**17.1.1** Control of Oil resource hexes affects the hand capacity of both the Axis and Soviet players.

**17.1.2** There are four Oil resource hexes: 1428, 2433, 2835, 3138.

**17.1.3** In order to count as controlled for affecting hand size, an Oil hex must be able to trace a supply line as if it were a unit.

**17.1.4** If the Axis controls no Oil hexes, the Axis player's hand size is reduced by one.

**17.1.5** If the Axis player controls three or more Oil hexes, the Axis player's hand size is increased by one.

**17.1.6** If the Soviets control only 1 Oil hex, the Soviet player's hand size is decreased by one.

**17.1.7** If the Soviets control no Oil hexes, the Soviet player's hand size is decreased by two.

## 18.0 BANKED OPS

### 18.1 GENERAL RULES

**18.1.1** Banked OPS are Operation Points that a player may hold and spend at some point during that turn. Specifically, they may be spent in any action round in which the player has played a card for OPS, played an event that grants OPS, or has elected to take an automatic 0 OPS round in which units may move and/or conduct combat.

**18.1.2** Banked OPS may not be saved from one turn to the next. Any Banked OPS not spent by the the End of Turn Phase are lost.

**18.1.3** Banked OPS, once recorded (use the Banked OPS marker), are not lost until spent or until the end of the current Turn.

**18.1.4** A player may not Bank OPS except as noted below. A player cannot choose to bank unspent OPS from the play of an Operations Card.

### 18.2 AXIS BANKED OPS

**18.2.1** Starting on Turn 2, the Axis player receives 1 Banked OPS at the beginning of his first Action Round of each turn.

**18.2.2** The Axis stops receiving Banked OPS after the *HITLER TAKES COMMAND* Event is played.

### 18.3 SOVIET BANKED OPS

**18.3.1** The Soviet player may receive Banked OPS only if Stalin is currently in Moscow.

**18.3.2** The Soviet player begins receiving Banked OPS on the turn following play of the *LEND-LEASE* Event.

**18.3.3** Once the precondition (*LEND-LEASE*) is met, at the beginning of every turn, the Soviet player receives 2 Banked OPS if Archangel is Soviet-controlled and/or 1 Banked OPS if Astrakhan is Soviet-controlled. **Note:** *The CONVOY PQ-17 Event will temporarily nullify the Banked OPS received via Archangel.*

**18.3.4** When the *STAVKA* Event is played, the Soviet player immediately receives 3 Banked OPS, regardless of the requirements in 18.3.2 and 18.3.3.



### 19.0 NATIONAL RESTRICTIONS

#### 19.1 ROMANIAN UNITS

**19.1.1** Romanian units may never enter a hex in Hungary. If forced to violate this rule, they are eliminated. No single combat may involve both Romanian and Hungarian units.

#### 19.2 HUNGARIAN UNITS

**19.2.1** Hungarian units may never enter a hex in Romania. If forced to violate this rule, they are eliminated. No single combat may involve both Hungarian and Romanian units.

#### 19.3 SURRENDER

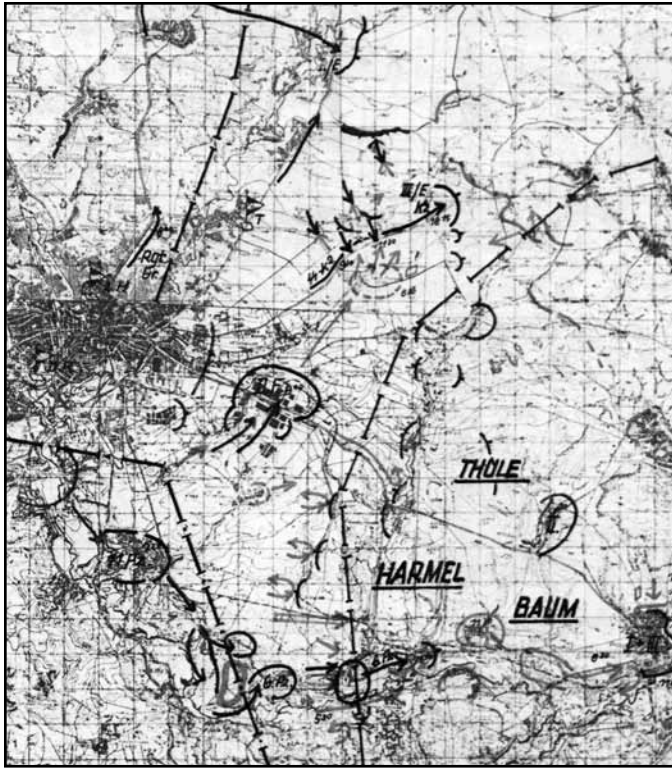
**19.3.1** Axis minor countries (i.e., Romania and Hungary) surrender if their capital is enemy-occupied at the end of any Turn. In such a case remove all units of that minor permanently from the game (whether currently in play or not).

### 20.0 GERMAN MOBILE DEFENSE

**20.1.1** In any combat during *non-Winter* Turns from Game Turn 1 (June 1941) to Game Turn 9 (Spring 1943) (inclusive), whenever a German Army LCU unit is defending with one or more Panzer SCUs in the hex, the Soviets shift one column to the left and the Germans shift one column to the right when resolving that combat.

### 21.0 BIDDING

Players who find the game unbalanced, or who are playing in a tournament environment, may elect to bid for the right to play the side of their preference. Bids will be made in terms of a one-time addition of automatic RPs to be spent from Turn 2 onwards by the other side (players may receive at most 3 automatic RPs per turn). Recall that the standard game includes 3 automatic RPs for the Soviets, to be spent on **Turns 2 and 3**, so automatic RPs received from bidding are applied cumulative with that. For example, a bid of 2 to play the Axis would result in the Soviets receiving their usual 3 RPs on **Turns 2 and 3**, followed by 2 more on **Turn 4**. Whereas a bid of 8 to play the Soviets would result in the Soviets receiving no automatic RPs and the Axis player receiving 2 automatic RPs on Turn 2.



## 22.0 TOURNAMENT SCENARIO

If players wish to play a shorter version of the game, the following tournament scenario is provided. The tournament scenario begins on Turn 1 (June 1941) and ends at the completion of Turn 8 (Winter 1943), and is a good way to learn the game. Set-up is identical to the Campaign game (see 25.0). All Automatic Victory conditions apply (see 5.1.2 and 5.1.3). In the absence of an Automatic Victory, players count the number of Axis-controlled VP spaces in the Soviet Union at the end of Turn 8: the Axis player wins if they control 9 or more VP spaces; the Soviet player wins if 8 or less VP spaces are controlled by the Axis. If the Soviet Union has not played *INDUSTRIAL EVACUATION* as an event by the end of this scenario, adjust the count of VP spaces 2 in favor of the Axis. If the Axis have not played *HITLER TAKES COMMAND* as an event by the end of this scenario, adjust the VP space count 2 in favor of the Soviets.

**Design Note:** This represents a substantially better than historical performance by the Axis. It reflects our belief that the Axis player can exceed historical performance given the knowledge that the 'game' will end at the end of 1942.

## 23.0 OPTIONAL RULES

**23.1.1** On Turn 1 (only), before cards are drawn, each player may elect to give up 1 VP in order to take any one card of their choice from the Blitz deck and place it in their hand. (i.e., if the Axis player elects to do this the VP count is lowered by 1, whereas if the Soviet player takes this option the VP count is raised by 1.) The player then shuffles the Blitz deck and draws five other cards from that deck as normal in order to complete their hand for Turn 1. The Axis player decides first.

**Design Note:** Players can use this rule if they would like to add a degree of control over the strategic objectives of the initial Barbarossa attack.

**23.1.2** Players who prefer to let fate decide the rate at which Soviet reinforcements arrive in the early part of the war may ignore rule 4.3.1 and instead shuffle the Soviet Blitz reinforcement cards (card numbers 1-6) into the Blitz deck before drawing their initial hand.

**Design Note:** Our experience is that the Soviet position will be very poor unless two Reinforcement cards are played on turn 2, so players should use this optional rule at their peril. It is fun for players who like a wild ride, however!



**23.1.3** Players who would like a little more control over getting key trenches built may try the following rule: a trench can be built in the usual way or, **at the cost of an additional OPS, the player may subtract 3 from a trench die-roll. No more than one additional OPS per trench attempt.**

**23.1.4** Some playtesters felt that it would be more realistic to allow the Phasing player to check the supply status of OOS units at the end of each of the player's rounds, thereby allowing those units to be placed back in supply if appropriate. Players who agree with this view can choose to add a supply check *for OOS units only*, for units belonging to the phasing player at the end of their part of the Action Round



## 24.0 EASILY FORGOTTEN RULES

This section contains a reminder of rules that we found were most easily forgotten during playtesting.

- Rasputitsa occurs on first round of Fall Turns and first two rounds of Spring turns. Consecutive OPS count is never reset during Rasputitsa rounds (see 15.1.1).
- All Axis units units have -1 MP East of the Paulus Line during Turns 1-4 (see 10.1.5), as well as a 1 column shift left when attacking if fully supplied, and only 1 exploitation is allowed (which can be at most 2 hexes long) (see 11.2.1).
- No Blitzing is allowed in a 0 OPS round (see 11.5.2).
- Soviet units may not blitz if no Lend Lease received that turn (see 11.2.1).
- First loss on offense must be taken by mechanized unit (see 11.3.3).
- If three or more Panzers are stacked together and participating in the same combat, they automatically fire on the LCU column (see 11.2.1).
- If all of a player's units in a combat are OOS, that player may not play a CC in that combat (see 13.3.4).
- German Mobile Defense (see 20.0) applies up to Spring 1943 inclusive, but does not apply during Winter turns.
- Only one LCU may be involved in each combat for each player (see 11.1.3).
- VPs are decreased by one at the end of each Spring and Summer turn if the Axis event *HITLER TAKES COMMAND* has not been played (see text of that card).
- Axis can play two replacement cards in Spring 1942 and 1943 only (see 7.4.3).
- Soviet units may not operate in Hungary or Romania in June 1941 (see 4.4.3 and 4.4.4).
- The Axis player may not replace German Panzer SCU steps if the USIR is under Soviet control (see 14.2.2).

## 25.0 UNIT SET-UP

### 25.1 SOVIETS

Southwest Front\* [1724] \* Stronger 5-3 unit

16M Corps [1625]	West Front [1721]
28R Corps [1722]	4M Corps [1723]
8M Corps [1624]	South Front [1726]
6M Corps [1821]	5R Corps [1823]
15M Corps [1824]	5M Corps [1826]
18M Corps [1827]	Maritime Army [1829]
12M Corps [1918]	Northwest Front [2118]
3M Corps [1920]	22M Corps [1924]
13R Army [2022]	Central Front [2123]
21R Army [2123]	22R Army [2320]
Leningrad Front [2517]	10M Corps [2517]
Trans-Caucasus Front [2532]	Reserve Front [2722]
7M Corps [2722]	20R Army [2722]
Stalin [2722]	

### 25.2 AXIS

#### German Units

49 Mtn Corps [1424]	11th Army [1527]
17th Army [1523]	4th Army [1621]
46 Pz Corps [1622]	24 Pz Corps [1622]
47 Pz Corps [1622]	43 Corps [1622]
6th Army [1623]	48 Pz Corps [1623]
3Pz Corps [1623]	14 Pz Corps [1623]
9th Army [1720]	39 Pz Corps [1720]
57 Pz Corps [1720].	18th Army [1819]
16th Army [1820]	56 Pz Corps [1820]
41 Pz Corps [1820]	

#### Hungarian Units

3rd Army [1025]

#### Romanian Units

3rd Army [1627]

4th Army [1629]

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## Card Clarifications

### Soviet Cards:

**#3 Soviet Reinforcements:** This card refers to the *1G*, *2G* and *3G Cavalry Corps*. These units have the following IDs: 1GC, 2GC and 3GC.

**#9 Zhukov:** This card can be used in the round in which it is played, and every subsequent OPS round that turn. It allows you to activate two adjacent hexes for a single attack (subject to taking one extra step loss each time).

**#10 Black Sea, Black Death:** The port restriction applies only to ports in the Black Sea and Sea of Azov (i.e., not the Baltic).

**#24 Katukov's Tanks:** The unit that takes the loss is determined by the Soviet player.

**#20 Airborne Corps:** The placement of the partisan does not have to obey the normal partisan placement requirements. (e.g., the unit can be placed outside the Soviet Union).

**Errata:** *Furthermore, this partisan unit must be placed in a clear hex.*

**#48 Maskirovka:** The units may leave an enemy ZOC without paying an OPS (since this is not happening in a movement phase). The units may not end up over-stacked.

### Axis Cards:

**#9 Guderian:** This affects any units that exploit as a result of that combat, not just those that actually attacked. (i.e., other adjacent exploit-capable units may also benefit from the effects of the card.)

**#11 Kampfgruppe:** The last SCU step in the hex has to be eliminated by the attack for the effects of the card to take place.

**#13 Dora:** Playing DORA does not make it possible for the Axis to place a Blitz-marker in the defending hex. If there is also a trench in the hex, the Axis still get the benefits of that trench.

**#19 Winter Uniforms:** This card does *not* negate the Soviet shock troop right shift when attacking during Winter 1942.

**#54 Naval Evacuation:** Yes, the ports do have to be on the same sea.

**#26 German Reinforcements:** The ABT. is not a separate unit (i.e., there are three reinforcing units in total). There should be no comma following "ABT".

**#33 Backhand Blow:** The Axis player must attack at least *one* of the Soviet units that advanced that round (i.e., he does not have to attack *all* of them).

**#50 Sleighride:** After Axis units retreat, since the attack is canceled, the attackers may not advance.

## Sequence of Play (6.0)

### A. ACTION PHASE

Each Action Phase is divided into five identical Action Rounds. Each Action Round consists of an Axis Action Round followed by a Soviet Action Round. The Axis Action Round allows the Axis player to take one action; The Soviet Action Round allows the Soviet player to take one action.

### B. ATTRITION PHASE

The Axis Attrition Segment takes place immediately upon the conclusion of the 5th Axis Action Round. The Soviet Attrition Segment takes place immediately upon the conclusion of the 5th Soviet Action Round. During the Attrition segments OOS units belonging to the active player are eliminated and OOS friendly-controlled Cities, Ports, Oil, and Victory Point hexes become controlled by the enemy (see 13.3.9).

### C. REPLACEMENT PHASE

**SOVIET SEGMENT:** The Soviet player spends any Replacement Points (RPs) accumulated through play of RP Cards this turn (see 7.4). Any RPs not spent are lost.

**AXIS SEGMENT:** The Axis player spends any Replacement Points accumulated through play of Cards for RPs this turn (see 7.4). Any RPs not spent are lost.

### D. DRAW STRATEGY CARD PHASE









Players may discard any Strategy Cards remaining in their hand (see 7.6.2). The Soviet player decides first. Each player then draws cards from their Draw Pile to bring their hand to their current hand size (see 7.1.3). Each player begins with a hand size of 6 cards. Changes in control of Oil hexes and the effects of certain Event Cards may change a player's hand size.

### E. END OF TURN PHASE

- The Axis player may remove friendly Trench markers from the map
- The Soviet player may remove friendly Trench markers from the map
- Any remaining Banked OPS are lost (set the markers for both players to zero).

If the war has not ended due to Automatic Victory or reaching Turn 18 (Summer 1945), advance the Turn marker to the next space on the Turn Record Track and begin the Sequence of Play again with the first Axis Action Round.

## Unit Counter Symbology

Size:			Type:				
Corps <b>XXX</b>	Army <b>XXXX</b>	Front <b>XXXXX</b>	Armor 	Infantry 	Mech 	Cavalry 	
			CSIR 	Shock Inf. 	Maritime 	Partisan 	Mountain 