

Soviet Player Booklet

Charts, Tables and Order of Arrival

Weather Table - (1.8)

Date	Ground Condition - Roll One Die See TEC for Movement and Combat Effects			
	Dry	Mud	Freeze	Deep Freeze
Through October 1	Auto	⊗	⊗	⊗
October 5-15	1-2	3-6	⊗	⊗
October 19-29	1	2-6	⊗	⊗
November 1-12	1-4	⊗	5-6	⊗
November 15-29	1-2	⊗	3-6	⊗
December	⊗	⊗	Auto	⊗
January	⊗	⊗	1-5	6
February	⊗	⊗	1-5	6
March	⊗	1-3	4-6	⊗
April	1-2	3-6*	⊗	⊗

*** in the April Mud result:** The game ends immediately upon a third consecutive Mud Ground Condition in the month of April.

⊗ : Not Applicable

Weather Table - (1.8)

Ground Condition	Flight Condition Roll Two Dice		
	Full Flight	Limited Flight	No Flight
Dry	2-9	10-11	12
Mud	2-6	7-9	10-12
Freeze	2-4	5-8	9-12
Deep Freeze	⊗	⊗	Auto

Weather Conditions affect air operations, combat conditions and ground movement as per the Terrain Effects Chart (TEC). Weather is determined each turn by rolling first for Ground Condition (one die) and then for Flight Condition (two dice).

Flight Condition Notes:

Normal: Air missions are allowed in all Phases.

Limited: Air missions are allowed only in the Player's Movement Phase. No Hip Shoots are possible. Air Refits allowed normally.

No Flight: No air missions allowed in any Phases.

Ground Condition Notes:

Dry: TEC Dry effects.

Mud: TEC Mud effects.

Freeze: TEC Freeze effects. Airbases refit aircraft at ½ the normal rate.

Ice: TEC Ice effects. Rivers and Lakes freeze and "Ice" effects occur after the third consecutive turn of Freeze or Deep Freeze weather conditions. "Ice" conditions for Rivers and Lakes are removed after the third consecutive turn of Mud or Dry weather conditions. See 1.8c.

Deep Freeze: Simulcast Turn. (OCS 2.4.) In addition:

- Movement uses Freeze terrain costs, adding +1 MP for every hex entered.
- Out of Supply units roll for attrition with a +2 modifier.
- Units may not Breakout during Deep Freeze turns.
- Units may not perform Construction (OCS 13.8d).
- Flight conditions are automatically "No Flight."
- Air Bases refit Air Units at ½ the normal rate.

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Soviet Supply Table	
Roll Two Dice	SP Received
3 or less	10
4-5	11
6-8	12
9-10	13
11-12	15

Soviet Supply Points (SPs) are placed as follows:

Front HQs: 1 SP must be placed at each Front HQ location. Remaining SP are placed in any distribution the player wishes at any Front HQ location.

Increments of 1T or 2T of the amount received may be placed at as many in-Trace Soviet controlled Air Bases as desired (*though note 1.3a*).

Important: -1 to Soviet die rolls in 1944.

Soviet Replacement Table (1.7a)					
Roll Two Dice	Pax	Eq	Air	Partisan Activation	Special Repl
2-3	None	None	None	None	None
4-5	1	AR2	None	1	None
6-7	2	AR3	1	1	Yes
8-9	2	AR4	1	2	Yes
10-12	3	AR5	2	2	Yes

Soviet Special Replacement Table (1.7b)		
Roll One Die	Rebuild Result	Placement Result
1	Assault	Partisan
2	Arty	Partisan, Hog
3	HQ	Partisan
4	AT	Partisan
5	AA	Hog
6	Pontoon	Hog

Soviet Replacement Table Notes: (Use replacements per OCS 13.5 unless otherwise indicated.)

Pax: Receive this number of Pax. These Pax may be saved for later use. There are markers to note current Pax available.

Eq: Receive one Eq of the Action Rating (AR) value indicated. Cannot be saved for later use. Rebuild from the Dead Pile a unit with that AR value or less. Note: Eq cannot be used to rebuild Aircraft. Eq may be used to rebuild Arty/Mortar units which are part of a multi-unit formation.

Air: One Air Replacement can rebuild a reduced on-map air unit back to full strength or rebuild one air unit at full strength from the dead pile. Cannot be saved for later use.

Partisan Activation: Flip the designated number of Partisan units to their Combat Mode side (see 3.7b).

Special Repl:

None: Do not roll on the Special Replacements Table.

Yes: Roll on the Special Replacements Table, see below.

Important: All Soviet ground unit rebuilds are done in the RVGK-3 Box. See 3.5 RVGK.

Soviet Special Replacement Table Notes:

Special Replacements cannot be saved for later use.

Partisan: Place a Partisan face-down on the map (see 3.7a).

Assault: Rebuild one Special Assault unit (1.6c).

Arty: Rebuild one Artillery, Katyusha or Mortar unit step (not an entire division).

Hog: Place a Level-1 Hedgehog or increase a Level-1 to Level-2 in any hex in trace supply.

HQ: Rebuild one Army HQ.

AT: Rebuild one Anti-Tank Brigade which has Leg MA on its Combat Mode side.

AA: Rebuild one Anti-Aircraft Division (1.6a).

Pontoon: Rebuild one Pontoon Brigade (1.5).


Special Replacement Priority: If the specific "Rebuild Result" unit rolled for is not available in the Dead Pile, move to the next lower-numbered result and receive that instead. Repeat until you reach the "1" result, but no further. "Placement Results" do not change. Thus if an "HQ" is rolled but not available, move to an "Arty" result and check availability. If none, move to "Assault" result.

Soviet Rebuild Chart

Units that cost 1 Pax:

Regiments of this unit type: 

Brigades of

this unit type: 

Wagon Point:



Units that cost 2 Pax:

Regiment, Brigade, Cavalry Division or
Step of a multi-step unit of these unit types:

Units that cost 1 Pax and 1 Eq:

Mech (Armored Infantry) step (must
be equal or lower than Eq AR value):

Units that cost 1 Eq:

Step of these unit types (must be
equal or lower than Eq AR value):Arty/Mortar units which
belong to a MUF may
be rebuilt with Eq:

Truck Point:



Units that require Special Replacement Table result:

Special
Assault:

Arty:



HQ:



AA Div:



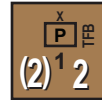
Pontoon:



AT Bde:

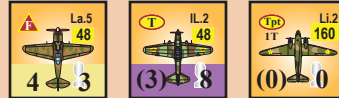
(also via
Eq Repl)

Partisan:



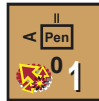
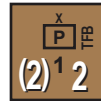
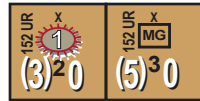
Air Units:

Received via Replacement Table result:

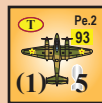
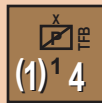


Units that return

to a Pool:

Breakdown
Regiment:Penal Assault
Unit (3.8):Partisan
(3.7):UR Brigade Field
Engineer & MG
Brigades:

Soviet Unit & Marker Identification

Soviet
ArmyEstonian
Ethnic UnitSoviet Air Unit
(Independent)
See 3.2cSoviet
GuardsPenal Assault
Unit
See 3.8Soviet Air Unit
(Color stripe
indicates specific
Air Army)Polish
People's ArmyRVGK 3
See 3.5Soviet Guards
Air Unit
(Independent)NKVD
(Red unit type
box has no play
effect)Partisan
See 3.7
(Diagonal stripe
for Cavalry)AA Division
See 1.6aLithuanian
Ethnic unitRail Artillery
See 1.6bSpecial Truck
Extender
See 3.6

Soviet Front Markers

Offensive
See 3.3cTurns in
Offensive
PostureRegrouping
See 3.3dTurns in
Regrouping
PostureArtillery
Barrage
Ready
See 3.4aArtillery
Barrage
Not Ready
See 3.4bFrontal Air
Army HQ
See 3.2bFront
Boundary
Marker
See 3.3b

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Soviet Order of Arrival

Transport Points all arrive empty. Organic Trucks all arrive full. New units enter play per TFB 3.1.

Emergency STAVKA Reserves.

(see 3.11) Making this appeal costs the Soviet player 1 VP. Roll 1 die during the Soviet Reinforcement Phase, and based on the result these units immediately arrive at any Front HQ:

1 - The appeal is rejected.

2-4 - 6 Gd Mech Corps arrives.

XXX	16	17	49
6G.M	8 ³ 6	8 ³ 6	8 ³ 6
29	56	1	52
4 ³ 6	4 ³ 6	3 ³ 6	22 ² 2
240	6G.M		
18 ² 2	1 ^F 45		

5-6 - Gd Abn Corps arrives (if these units have already arrived via Special Event, then the 6 Gd Mech Corps arrives instead.)

XX	XX	XX
11	12	14
13 ³ 3	13 ³ 3	13 ³ 3

26 Sept 43

Any Front HQ:

65	151
4 ³ 6	3 ³ 6

29 Sept 43

Any Front HQ:

+2	XX
(5)	1

5 Oct 43

Any Front HQ:

XX	XX
51	146
12 ² 2	12 ² 2

8 Oct 43

Any Front HQ:

X
(3) ² 2

12 Oct 43

Any Front HQ:

2	45
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15 Oct 43

Any Front HQ:

XX	71
12 ² 2	

19 Oct 43

Any Front HQ:

XX	1	XX	29	XX	6
14 ⁴ 3		13 ³ 3		86 ² 2	

22 Oct 43

Withdraw:

XXXX	13	6
21	10-0	4 ⁴ 8
		(4) ² 2

Note: the AT Bde will return 22 Nov 43

26 Oct 43

Any Front HQ:

XX	5
120 ² 2	

29 Oct 43

Any Front HQ:

XX	166	40
12 ² 2		(3) ² 2

1 Nov 43

Any Front HQ:

X	44
(3) ² 2	

At any Air Base:

Yak.7b	81
4	3

The Soviet player may appeal to STAVKA for Emergency Reserves starting this turn. See 3.11.

5 Nov 43

Any Front HQ:

XX	171	XX	172
12 ² 2		12 ² 2	

8 Nov 43

Withdraw:

XXXX	XX	XX	XX	1536
68	10-0	12 ² 2	12 ³ 2	4 ³ 5
1539				
4 ³ 5				

At any Air Base:

Pe.2	93
(1)	5

15 Nov 43

Withdraw:

XXXX	161	187
11	10-0	4 ³ 6
		4 ³ 6

19 Nov 43

Any Front HQ:

XXX	6	32	1814
3G.Cav	8 ⁴ 5	7 ³ 5	2 ² 6
3	3G.Cav	1	
18 ² 2	1 ^F 45	5 ³ 3	
			5
			8 ⁴ 5

Add to Dead Pile:

22 Nov 43

Any Front HQ:

XX	4	6
66 ¹ 3	(4) ² 2	(4) ² 2

Note: the 6th Gd AT Bde is returning

26 Nov 43

Any Front HQ:

X	8
4 ⁴ 3	

At any Air Base:

Yak.7b	81
4	3

29 Nov 43

Withdraw:

(X)	95	31
23	6 ³ 6	4 ³ 2

1 Dec 43

Any Front HQ:

+2	XX
(5)	1

5 Dec 43

Withdraw:

38	34
5 ³ 5	5 ³ 5

8 Dec 43

Any Front HQ:

1 Pol	1 Pol
7 ³ 6	26 ¹ 2

At any Air Base:

Yak.9	81
5	3

12 Dec 43

Any Front HQ:

XX	38	118	+2	XX
12 ² 2	8 ⁴ 8	7 ³ 6	(5)	1

15 Dec 43

Withdraw:

19 Dec 43

Any Front HQ:

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22 Dec 43

At any Air Base:

--

26 Dec 43

Any Front HQ:

--

Withdraw:

--

1 Jan 44 (Increase Soviet Rail Cap to 12)

Withdraw:

5 Jan 44

Any Front HQ:

--	--	--	--

8 Jan 44

Withdraw:

12 Jan 44

Any Front HQ:

--	--	--

At any
Air
Base:

--

Withdraw:

--	--

15 Jan 44

Any Front HQ:

--	--

19 Jan 44

Any Front HQ:

--

At any Air Base:

--

22 Jan 44

Any Front HQ:

--	--

Withdraw:

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26 Jan 44

Note: The 26 Jan 44 Campaign Setup includes all 26 Jan 44 arrivals and withdrawals.

Any Front HQ:

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Withdraw: (continues on the next column)

26 Jan 44, continued

Withdraw:

1 Feb 44

Withdraw:

5 Feb 44

Any Front HQ:

--	--	--

Place with any unit of their formation in Trace supply, either on the map or in RVGK 3:

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8 Feb 44

Withdraw:

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12 Feb 44

Any Front HQ:

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At any Air Base:

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15 Feb 44

Any Front HQ:

--	--

Note: 15 Feb 44 continued on next page

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15 Feb 44, continued

Withdraw:

XXX 5.Tk	24 7 ³ 6 5.Tk	41 7 ³ 6 5.Tk	70 7 ³ 6 5.Tk
5 6 ³ 3 5.Tk	1546 4 ³ 5 5.Tk	1515 3 ³ 6 5.Tk	1261 2 ² 6 5.Tk
277 16 ² 2 5.Tk	5.Tk 1 F 45		

19 Feb 44

Any Front HQ:

3 45	1 10
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At any Air Base:

La.5 48 5 3

22 Feb 44

Any Front HQ:

37 4 ³ 6	81 4 ³ 6
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At any Air Base:

La.5 48 4 3

26 Feb 44

At any Air Base:

La.5 48 4 3

Withdraw:

XXX 2G.Cav	3 8 ⁴ 5 2G.Cav	4 8 ⁴ 5 2G.Cav	17 8 ⁴ 5 2G.Cav
1459 2 ² 6 2G.Cav	1812 2 ² 6 2G.Cav	10 18 ² 2 2G.Cav	2G.Cav 1 F 45
1537 4 ³ 5			

(Note: there is no 29 Feb 44 turn.)

1 Mar 44

Withdraw: Regardless of how they arrived, if these units are in play they must now withdraw.

XXX 6G.M	16 8 ³ 6 FG.M	17 8 ³ 6 FG.M	49 8 ³ 6 FG.M
29 4 ³ 6 FG.M	56 4 ³ 6 FG.M	1 3 ³ 6 FG.M	52 22 ³ 2 FG.M
240 18 ² 2 FG.M	6G.M 1 F 45	11 13 ³ 3	12 13 ³ 3
14 13 ³ 3			

5 Mar 44

Withdraw:

XX 12 ² 2 185	XX 12 ² 2 273
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8 Mar 44

Any Front HQ:

XX 12 ² 2 165	1119 2 ² 6 165	1819 2 ² 6 165
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12 Mar 44

Available:

RESERVE

At any Air Base:

IL.4 265 (0) 9

15 Mar 44

Any Front HQ:

3 45

19 Mar 44

At any Air Base:

Tu-2 104 (2) 12

22 Mar 44

At any Air Base:

Tu-2 104 (2) 12

26 Mar 44

Any Front HQ:

+2 (5) 1 64

29 Mar 44

Any Front HQ:

+2 (5) 1 2

1 Apr 44

At any Air Base:

La.5 48 5 3

5 Apr 44

Any Front HQ:

1204 2 ² 6 65	+2 (5) 1 65
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8 Apr 44

At any Air Base:

Tu-2 104 (2) 12

12 Apr 44

Any Front HQ:

12 6 ² 6 12	3 45	1 10
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15 Apr 44

Any Front HQ:

1221 2 ² 6

19 Apr 44

Available:

RESERVE

22 Apr 44

At any Air Base:

Tu-2 104 (2) 12

Soviet Special Units Summary



Assault Engineers use printed AR when attacking City hexes, Forts, Hedgehogs, and across Rivers. For any other purpose (defending, attrition, attacking without those terrain types), the AR is 1 less. (1.6c)



Flak units add a DRM, printed on the counter, to Flak rolls when in Combat Mode. Only one flak unit per hex may provide this DRM. (1.6a)

Rail Movement units may only move by rail, requiring no Rail Cap. Can start/end their movement in any rail hex of the correct gauge that isn't in an EZOC (detrainable hex not required). If the unit moves, flip it to its "rr" side. Flip the unit over to its regular side next Movement Phase. Rail Movement units forced to retreat after combat are destroyed. (1.6b)



A Combat Mode non-Kessel HQ may base and refit one Fighter, as if an Air Strip is present in the hex. Capacity is one Fighter, no cargo unloading, and can't be upgraded. Ceases when HQ enters Move Mode or a regular Air Base is present. (1.3c)



Special Truck Extenders can be removed during Movement Phase to Moving section of off-map box. Placed any subsequent Movement Phase to a hex reachable with 45 Truck MA from a Front HQ. (3.6)

Pontoons in Combat Mode create a "Pontoon Track Bridge" across adjacent Major & Minor River hexsides, as if a Track is crossing the River, connecting to all transportation lines. (1.5)



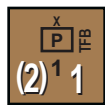
Up to two Penal Assault units received when a Front goes into Offensive Posture. When stacked with an attacking unit, ignore one defending Hedgehog Level. Does not require Combat Supply. Only one is effective per Combat. Place in holding box after use, which does not satisfy loss or option. (3.8)



For each Partisan received, select a Partisan unit at random and place it, face down on the map. It may only be placed in a Light or Heavy Woods hex or Swamp that does not contain a road/rail line, an Axis unit or EZOC. Until activated, face-down Partisan units may not move and have no game effect. If no Partisan units are available, none are received. Should an Axis unit attempt to enter a hex with an inactive Partisan, the Soviet player immediately displaces it 2 hexes away. (3.7a)

When activated, flip to Combat Mode side. Partisans may move, but may not enter Open terrain or benefit from Roads (they may use Trails). They may not enter EZOCs but are not required to leave an EZOC if they start the turn in one. (3.7b) Their qualities:

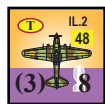
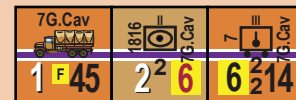
- They are always in Trace and Combat Supply. They may only ever be in Combat or DG Mode.
- They exert a "disruptive ZOC" which blocks supply Trace and costs +1 MP for Axis units to enter. Negated by the presence of Village, City or Road terrain (not Tracks) or an Axis unit/EZOC.
- When a Partisan unit occupies a rail hex, roll 1 die. A 1-3 has no effect; 4-6 places an Interdiction marker in the hex.
- If adjacent to an Axis Air Base, immediately roll 1 die. A 1-4 has no effect, 5-6 destroys an air strip (select randomly).
- If adjacent to an Axis supply dump, immediately roll 1 die. A 1-4 has no effect, 5-6 destroys 25% of the SP.
- A specific hex may only be affected by Partisan units once per Movement Phase, and a specific Partisan unit may only affect one hex at any point during movement. Presence of an Axis unit only prevents if it has a ZOC (which Partisan cannot enter). (3.7c)
- May place a "Partisan Track" marker that acts as a Track connecting two hexes (not across Major Rivers/Impassible), see 3.7c.



When moving as a stack with a cavalry division of their Corps, Truck and Truck MA Corps units pay Leg MA costs to enter each hex. They may retreat from combat into prohibited terrain if so stacked. Moving in this way does not require Fuel. (3.9)



Enables:



The mission hex for an Air unit with Frontal Air Army stripes must be within 15 hexes of THEIR Front HQ or Air Army HQ Marker. Air units from different Air Armies may not combine in the same mission. If their Front is in Regrouping Posture they may not Fighter Sweep or perform missions which are resolved on the Barrage Table. (Barrage vs. Facility Table missions unaffected). Fighters project Patrol Zones and may Intercept normally. (3.2c & 3.2d)





















The mission hex for Independent air units (no stripe) may be within 15 hexes of ANY Front HQ or Air Army HQ Marker. They may combine with air unit assigned to any Front in the same mission. (3.2c & 3.2d)

A stationary UR Brigade within a Regrouping Front boundary which can receive Trace Supply from an assigned HQ, its associated MG Brigade and Field Engineer Brigade may be placed in the same hex. The Field Engineer unit is also a Level-1 Hedgehog. Units attacking such a UR Brigade stack suffer the Regrouping Front benefits plus the fortification benefits, but the combined effect cannot be more than a Level-2 Hedgehog. (3.10)





TERRAIN EFFECTS CHART

		MOVEMENT									COMBAT			
		DRY			FREEZE			MUD			FREEZE	Armor	Mech	Other
		Track	Truck	Leg	Track	Truck	Leg	Track	Truck	Leg				
	Open	1	1	1	1	1	1	3	8	2	Open	(x2)	(x2)	x1
	Hills	1	2	1	1	2	1	2	6	1	Close	x1	x1	x1
	Light Woods	2	3	1	2	3	1	6	All	2	Close	x1	x1	x1
	Heavy Woods	3	4	2	3	4	2	All	All	2	Close	x1/2	x1	x1
	Swamp	P	P	3	5	6	3	P	P	4	Very Close	$\frac{x1/2}{x1/2}$ *	$\frac{x1/2}{x1/2}$ *	x1
	Minor River	+3	+5	+1	+2	+3	+0	+3	+5	+1	O/T	(x1/2)	$\frac{(x1/2)}{x1}$	$\frac{(x1/2)}{x1}$
	Major River	P	P	All	+4	+6	+2	P	P	All	O/T	$\frac{(x1/4)}{(x1/2)}$ *	$\frac{(x1/3)}{(x1/2)}$ *	(x1/2)
	Primary Road	1/3	1/3	1/2	1/3	1/3	1/2	1/3	1/3	1/2	O/T	N/A	N/A	N/A
	Road	1/2	1/2	1/2	1/2	1/2	1/2	1	2	1	O/T	N/A	N/A	N/A
	Track	1	1	1	1	1	1	1	4	1	O/T	N/A	N/A	N/A
	Rail (Single & Double)	1	1	1	1	1	1	1	4	1	O/T	N/A	N/A	N/A
	Village	O/T	O/T	O/T	O/T	O/T	O/T	O/T	O/T	O/T	Close	x1	x1	x1
	Minor City (Grey)	1	1	1	1	1	1	1	1	1	Very Close	x1/2	(x1/2)	x1
	Major City (Red)	1	1	1	1	1	1	1	1	1	Extremely Close	x1/3	(x1/2)	x1
	Blocked Lake	P	P	P	P	P	P	P	P	P	O/T	(x1/4)*	(x1/4)*	(x1/4)*
	Deep Freeze	Use Freeze Terrain cost and add:			+1	+1	+1				O/T	N/A	N/A	N/A
		ICE during Dry			ICE during Freeze			ICE during Mud			ICE	Armor	Mech	Other
		Track	Truck	Leg	Track	Truck	Leg	Track	Truck	Leg				
	Minor River	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	O/T	N/A	N/A
Major River	+2	+3	+1	+2	+3	+1	+2	+3	+1	+2	O/T	(x1/2)	(x1/2)	(x1/2)

Terrain Effects Chart - Notes

O/T - Other Terrain
N/A - Not Applicable
P - Prohibited

(#) - Affects attackers only.
* - Roads Only



Point of Interest
(Detrainable)