

The Third Winter

Soviet Player Booklet Charts, Tables and Order of Arrival

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Weather Table – (1.8)				
Date	Ground Condition - Roll One Die See TEC for Movement and Combat Effects			
	Dry	Mud	Freeze	Thaw
Through October 1	Auto	⊗	⊗	⊗
October 5-15	1-3	4-6	⊗	⊗
October 19-29	1-2	3-6	⊗	⊗
November 1-12	1-4	⊗	5-6	⊗
November 15-29	1-2	⊗	3-6	⊗
December	1	⊗	2-6	⊗
January	⊗	⊗	1-5	6
February	⊗	⊗	1-5	6
March	⊗	1-4	5-6	⊗
April	1-2	3-6	⊗	⊗

Weather Table – (1.8)			
Ground Condition	Flight Condition – Roll Two Dice		
	Normal	Limited	No Flight
Dry	2-9	10-11	12
Mud	2-7	8-9	10-12
Freeze	2-4	5-8	9-12
Thaw	⊗	⊗	2-12

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

⊗ Not Applicable

Ground Condition Notes:

Dry: TEC Dry effects.

Mud: TEC Mud effects. - The game ends immediately upon a third consecutive Mud Ground Condition in the month of April.

Freeze: TEC Freeze effects.

Airbases refit aircraft at ½ the normal rate.

Ice: TEC Ice effects. – The Dnepr River Ice effect will occur upon the third consecutive turn of Freeze weather conditions. Ice conditions for the Dnepr are removed upon the third consecutive turn of Mud or Thaw weather conditions.

Thaw: Simulcast Turn. (OCS 2.4.) **In addition:**

- Reduce the MA of aircraft and ground units to zero. (Ground units can only move by rail or air transport.)

- Ground units can change mode.
- Check for trace supply. Mark OOS units as usual, but **do not** make attrition die rolls.
- Stacking limits are suspended in entry hexes. Do not apply Barrage table density to these hexes.
- Construction and repair activities are not allowed.
- Airbases refit aircraft at ½ the normal rate.

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.

Soviet Supply Table	
Roll Two Dice	SPs Received
2-3	14
4-5	16
6-7	18
8-10	20
11-12	22

+1 to Soviet Table Die Roll - 1944.

Soviet SPs Placement Notes:

Each Soviet Front HQ must each receive at least 2SPs. After this allocation the remaining SPs received must be placed at the discretion of the Soviet Player as follows:

- Any Front HQ locations.
- Kharkov or Kiev. (Kiev and Kharkov city hexes may have no Axis units present, and there is a contiguous path of Russian gauge rail line hexes connecting a city hex of Kiev or Kharkov, respectively, to a Soviet supply source).
- B16.35, B02.35 (becomes available 8 Oct 1943), Korosten (A50.34, becomes available 1 Jan 1944) or Rovno (A25.25, becomes available 5 Feb 1944). (No Axis units may be present.)
- South Edge – Map D: Becomes available 8 Jan 1944.
- 1T or 2T may be placed at each Soviet controlled airbase.

Soviet Replacements Table				
Roll Two Dice	Pax	Eq	Air	SR
2-3	1	None	1	None
4-5	1	AR 2	1	None
6-7	1	AR2 + AR3	1	None
8-10	2	2x AR3 + AR4	2	Yes
11-12	3	2x AR4 + AR5	2	Yes

Soviet Special Replacements Table (1.7b)	
Roll One Die	Type
1	HH
1	Arty
3	Flak
4	HQ
5	Pontoon
6	Assault

Soviet Replacements 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 the current number of Pax available.

Eq - Receive this number of Eq.

There is an Action Rating (AR) value indicated. 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 artillery 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.

SR – Special Replacements Notes:

None – Do not roll on the Soviet Special Repl. Table

Yes – Roll on the Soviet Special Repl. Table. Cannot be saved for later use.

HH – Place a Level-1 Hedgehog in any hex in trace supply. Cannot increase the level of an existing Hedgehog.

Arty – Build one artillery unit. Includes those units which are part of a multi-unit formation.

Flak – Rebuild one Flak unit (1.6a)

HQ – Rebuild one HQ unit.

Pontoon – Rebuild one pontoon unit.

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

All Special Replacements are “use or lose” in the turn they are received. They cannot be saved for later use.

Rigid Soviet Rebuilds. 1.7a – All Soviet rebuilds are done in either the RVGK 1 Box or RVGK 2 Box. (The Soviet Player does not place Pax and Eq on the map). See 3.5 RVGK.

Soviet Rebuild Table

Unit Type	Cost	Unit Type	Cost	Unit Type	Cost
AA Div	SR	HQ	SR	Motorized Infantry Bde	2x Pax
Air Units	Air	Infantry Bde or Rgt	2x Pax	Para (Airborne) Div or Bde	2x Pax per step
AT Bn or Bde	1x Eq	Infantry Div	2x Pax per step	Pontoon Bde	SR
Artillery Bde, Rgt or 1 step of an Artillery Division	SR	Katy (Rocket Artillery) Bde	SR	RR (engineer) Rgt	1x Pax
Artillery Rgt (if part of a multi-unit formation)	1x Eq	Katy (Rocket Artillery) Div	SR per step	SP Arty Bn	1x Eq
Assault Gun (AG) Bn	1x Eq	Mech Inf Bde	1x Eq + 1x Pax	SU Bn or Bde	1x Eq
Assault Engineer Bde	SR	Mortar Rgt (if part of multi-unit formation)	1x Eq	Tank Bn or Bde	1x Eq
Breakdown Rgt	Return to pool	Mortar Bde	SR	Transport Points	see OCS 13.5e
Cavalry Div	2x Pax	Motorcycle (MC) Rgt	1x Eq	UR Bde	1x Pax
Flm Tank Bde	1x Eq	X		X	

Soviet Rebuild Chart Notes:

SR: Rebuild only with special Replacements (1.7b)

Air: Rebuild only with an "Air" Replacement (1.7a)

Soviet Order of Arrival

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

26 Sept 43

Any Front HQ:



Soviet Rail Cap is 7 at start.

29 Sept 43

Any Front HQ:



1 Oct 43

Any Front HQ : Any Airbase:



Withdraw:



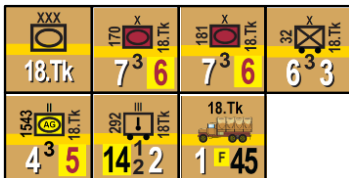
5 Oct 43

Any Front HQ:



8 Oct 43

RVGK 1 or 2:



Add to Dead Pile:



B2.35 is now a Soviet supply source. Its hex immediately converts to Soviet gauge rail.

12 Oct 43

Any Front HQ: Any Airbase:



Soviet Rail Cap is now 7.5.

15 Oct 43

Any Front HQ:



19 Oct 43

Any Front HQ:

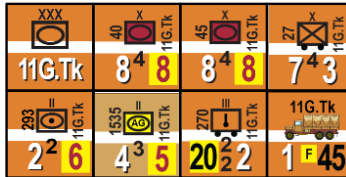


Any Airbase:



22 Oct 43

RVGK 1 or 2:

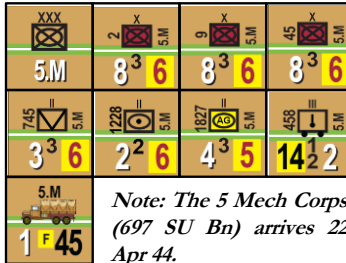


Add to Dead Pile:



26 Oct 43

RVGK 1 or 2:



Note: The 5 Mech Corps (697 SU Bn) arrives 22 Apr 44.

Add to Dead Pile:



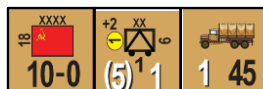
29 Oct 43

Any Front HQ:



1 Nov 43

Any Front HQ:



5 Nov 43

Any Front HQ:



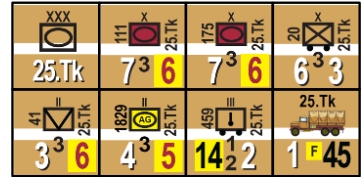
8 Nov 43

Any Front HQ:



12 Nov 43

RVGK 1 or 2:



Add to Dead Pile:



15 Nov 43

Any Front HQ:



Any Airbase:

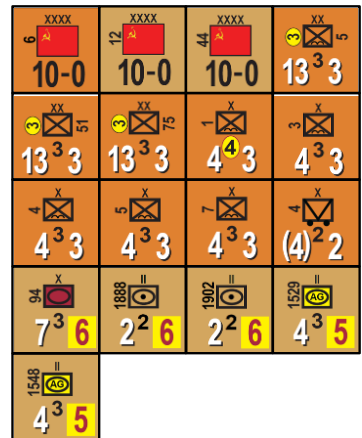


19 Nov 43

Any Front HQ:



Withdraw:



26 Nov 43

Any Front HQ:



29 Nov 43

RVGK 1 or 2:

8.M	8 ³ 6	8 ³ 6	8 ³ 6
7 ³ 6	2 ² 6	2 ² 6	14 ¹ 2
	<i>Note: Corps is "Ready" since 69 Tank Bde does not arrive until 5 Jan 1944.</i>		
1 F 45			

5 Dec 43

Any Front HQ:

12 ² 2	12 ² 2

Any Airbase:

4 3

12 Dec 43

Any Front HQ:

(3) 2 2	1 45

Soviet Rail Cap is now 8.

15 Dec 43

Any Front HQ :

(3) 2 2

Available:

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22 Dec 43

Any Front HQ:

2 ² 6

26 Dec 43

Any Front HQ:

13 ³ 3

Any Airbase:

5 3

29 Dec 43

Any Front HQ:

12 ² 2	40 ² 2

1 Jan 44

Any Front HQ:

12 ² 2

Available (Ready):

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Korosten (A50.34) and A50.35 become Soviet supply sources on 1 Jan 1944. Both hexes immediately convert to Soviet gauge.

See 1 Jan 44 withdrawal on next column.

1 Jan 44

Withdrawal:

3G.Tk	8 ⁴ 8	8 ⁴ 8	8 ⁴ 8
7 ⁴ 3	3 ³ 6	2 ² 6	3 ³ 6
20 ² 2	1 F 45	13 ³ 3	12 ² 2
12 ² 2	8 ⁴ 8	7 ⁴ 6	7 ³ 6
3 ³ 6	2 ² 6		

5 Jan 44

Any Front HQ:

7 ³ 6	12 ² 2	12 ² 2

Withdraw:

13 ³ 3	13 ³ 3	13 ³ 3	12 ² 2
12 ² 2	5 ⁴ 5	5 ⁴ 5	5 ⁴ 3
4 ³ 6	4 ³ 6	4 ³ 6	4 ³ 6
(3) 2			

8 Jan 44

Any Front HQ:

6G.Cav	8 ⁴ 5	8 ⁴ 5	7 ³ 4
2 ² 6	20 ² 2	1 F 45	12 ² 2
12 ² 2	12 ² 2	12 ² 2	12 ² 2
11 ¹ 1	11 ¹ 1	2 ² 6	2 ² 6

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Available:

The south edge of Map D is now a Soviet supply source.

12 Jan 44

Any Front HQ:

12-0	12 ² 2	12 ² 2	12 ² 2
30 ¹ 2	30 ¹ 2		

15 Jan 44

Any Front HQ:

12 ² 2	12 ² 2	12 ² 2	2 ² 6

Any Airbase:

5 3

19 Jan 44

Any Front HQ:

12 ² 2	12 ² 2	11 ¹ 1	11 ¹ 1

22 Jan 44

Any Front HQ:

12 ² 2	12 ² 2	8 ⁴ 8	3 ² 3
(5) 1	4 ³ 5	3 ³ 6	2 ² 6

Any Airbase:

4 3

26 Jan 44

Any Front HQ:

12 ² 2	12 ² 2	11 ¹ 1	40 ² 2

Withdraw:

12 ² 2	12 ² 2	12 ² 2	12 ² 2	
11 ¹ 1	7 ³ 6	5 ⁴ 5	5 ⁴ 5	
5 ⁴ 5	5 ⁴ 5	4 ⁴ 8		

1 Feb 44

Any Front HQ:

4 ⁴ 5	(5) 1

5 Feb 44

Any Front HQ:

12 ² 2	3 ³ 6

Rovno (A25.35), A38.35 and A42.35 become Soviet supply sources on 5 Feb 1944. Rovno's hex immediately converts to Soviet gauge rail.

8 Feb 44

Any Front HQ:

5 ⁴ 5

Available:



12 Feb 44

RVGK 1 or 2:

10G.Tk	8 ⁴ 8	8 ⁴ 8	7 ⁴ 3
2 ² 6	20 ² 2	1 ^F 45	

Add to Dead Pile:

8 ⁴ 8

Any Front HQ:

12-0	(5) ¹ 1	3 ⁴ 3

19 Feb 44

Any Front HQ:

(5) ¹ 1	(5) ¹ 1

Any Airbase:



26 Feb 44

Any Front HQ:

2 ² 6	12 ² 2	4 ³ 6	2 ² 6

Note: There is no 29 Feb 1944 turn.

1 Mar 44

Any Front HQ:

4 ³ 6	4 ³ 6	2 ² 6

5 Mar 44

Any Front HQ:

12 ² 2	12 ² 2	(3) ² 2

Withdrawal:

9.Tk	7 ³ 6	7 ³ 6	7 ³ 6
6 ³ 3	2 ² 6	2 ² 6	1 ^F 45
13 ³ 3	13 ³ 3	12 ² 2	(3) ² 2
(3) ² 2	(3) ² 2	(3) ² 2	4 ³ 6

8 Mar 44

Any Front HQ:

6G.M	8 ³ 6	8 ³ 6
4 ³ 6	4 ³ 6	3 ³ 6
18 ² 2	1 ^F 45	(5) ¹ 1

12 Mar 44

Any Front HQ:

40 ² 2	2 ² 6	2 ² 6

15 Mar 44

Any Front HQ:

5 ⁴ 3	(3) ² 2	2 ² 6

19 Mar 44

Any Front HQ:

6 ² 6	4 ³ 6	28 ¹ 1	3 ³ 6

22 Mar 44

Any Front HQ:

5 ⁴ 5	2 ² 6

Any Airbase:



26 Mar 44

Any Front HQ:

5 ⁴ 5

Withdrawal:

10-0	12 ² 2	12 ² 2	11 ¹ 1
84 ¹ 2	84 ¹ 2		

29 Mar 44

Any Front HQ:

4 ³ 6	2 ² 6	2 ² 6

Available:



1 Apr 44

Any Front HQ:

3 ³ 6	3 ³ 6	3 ³ 6	4 ⁴ 8
4 ³ 5			

Note: The game ends immediately if 'Mud' is rolled as the ground condition for three consecutive turns during April 1944—at the moment of the third Mud weather roll.

Withdraw:

10-0	13 ³ 3	13 ³ 3	13 ³ 3
13 ³ 3	12 ² 2	12 ² 2	12 ² 2

Withdrawal (4th Ukrainian Front for Crimean Campaign:

19.Tk	7 ³ 6	7 ³ 6	7 ³ 6
6 ³ 3	3 ³ 6	4 ³ 5	14 ² 2

1 Apr 44

Withdrawal (continued):

19 Tk 1 F 45	XX 87 14 4 3	XX 24 13 3 3	XX 33 13 3 3
XX 87 12 2 2	XX 32 8 4 8	XX 6 4 4 5	XX 22 4 4 8
XX 2a 90 2 2	XX 2b 90 3 2	XX 4 120 2 2	XX 13 40 2 2
XX 87 12 2 2	XX 91 12 2 2	XX 126 12 2 2	XX 216 12 2 2
XX 257 12 2 2	XX 263 12 2 2	XX 267 12 2 2	XX 315 12 2 2
XX 346 12 2 2	XX 347 12 2 2	XX 387 11 1 1	UR 116 (5) 1 1
145A 3 3 6	12 4 4 3	51 3 4 3	63 3 4 3
2 (1) 0 1	4 UR (1) 0 1	52 2 2 6	XX 26 78 3 2
19 28 1 1	5 (4) 2 2	15 (3) 2 2	XX 2 (5) 1 1

1 Apr 44

Withdrawal (continued):

+2 XX 15 (5) 1 1	+2 XX 18 (5) 1 1	+2 XX 76 (5) 1 1	4 Ukr RR (1) 0 3
9th Air Army 4th Ukr Front (3) 8 8	IL 2 48 (3) 8 8	IL 2 48 (3) 8 8	IL 2 48 (3) 8 8
La 5 48 4 3 3	La 5 48 5 3 3	Yak 7b 81 3 3 3	Yak 7b 81 3 3 3
Yak 7b 81 3 3 3	Yak 9 81 4 3 3		

5 Apr 44

Any Front HQ:

+2 XX 76 (5) 1 1

8 Apr 44

Any Front HQ:

128 G.Cnv 3 3 6	134 G.Cnv 3 3 6	151 G.Cnv 3 3 6	16 Sp 4 4 3
71 10 5 6	19 (3) 2 2	<i>Soviet Rail Cap is now 8.5.</i>	

12 Apr 44

Any Front HQ:

60 G.Cnv 3 3 6	71 G.Cnv 3 3 6	1896 G.Cnv 2 2 6	35 (3) 2 2
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Available:



15 Apr 44

Any Front HQ:

58 G.Cnv 3 3 6	61 G.Cnv 3 3 6	87 G.Cnv 3 3 6	400 3 3 6
33 40 2 2	119 4 3 6		

19 Apr 44

Any Front HQ:

72 10 5 6	396 4 4 5	399 4 4 5	1449 3 3 6
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22 Apr 44

Any Front HQ:

687 S.M. 2 2 6	374 4 4 5
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Soviet Unit & Marker Identification

XX 13 3 3 Soviet Army	Yak 9 81 4 3 3 Soviet Air Force Independent	Yak 7b 81 3 3 3 Soviet Air Force Assigned to a Front Front HQ Color Box
XX 14 4 3 Soviet Guards	Yak 9 81 5 3 3 Soviet Guards Air Force Independent	La 5 48 5 3 3 Soviet Guards Air Force Assigned to a Front Front HQ Color Box
X 3 2 3 Czech (One Unit)	Soviet Ferry Ferry See 1.5a	Pontoon Track Bridge See 1.5
52 3 4 3 Assault Engineer See 1.6c	2 Ukr 5 1 2 Rail Artillery See 1.6b	+2 XX 76 (5) 1 1 AA Division See 1.6a
B.25 135 (2) 1 6 Lend Lease-B.25 Common Random Event 35	HERO +IAR Hero Marker Common Random Event 55-56	Special Truck Extender 20 Truck MP See 3.6

The Dnepr River Bridge Status Markers See 1.4a & 1.5b

Destroyed Bridge	Bridge Repairing 1	Bridge Repairing 2
Bridge Repairing 3	Bridge Repairing 4	Bridge Repaired

RVGK Markers See 3.5a

RVGK 1	RVGK 2
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Soviet Front Markers

+2 1st Ukr Front Offensive See 3.3c Front HQ Color Box	+2 2nd Ukr Turns Offensive Turns Offensive
+2 1st Ukr Front Regrouping See 3.3d	+2 2nd Ukr Turns Regrouping Turns Regrouping
3rd Ukr Arty Ready Artillery Barrage (Ready) See 3.4a	3rd Ukr Arty Not Ready Artillery Barrage (Not Ready) See 3.4b
17th Air Army 3rd Ukr Front Frontal Air Army See 3.2b Front HQ Color Box	

Front Boundary Marker See 3.3b (Countersheet Sprue)





The Third Winter

TERRAIN EFFECTS CHART

		MOVEMENT									COMBAT			
		DRY			FREEZE ①			MUD ①			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
	Rough	3	5	2	3	5	2	4	6	2	Very Close	(x1/2)	(x1/2)	x1
	Mountain (White Caps - Aesthetic Only)	P	P	All	P	P	All	P	P	All	Extremely Close	x1/3*	(x1/2)*	x1
	Swamp	P	P	3	5	6	3	P	P	4	Very Close	x1/2* x1/2	x1/2* x1/2	x1
	Minor River	+3	+5	+1	+2	+3	+0	+3	+5	+1	O/T	(x1/2)	(x1/2) x1	(x1/2) x1
	Major River	P	P	All	+4	+6	+2	P	P	All	O/T	(x1/4)* (x1/2)	(x1/3)* (x1/2)	(x1/2)
	Track Rail (Single & Double)	1	1	1	1	1	1	1	4	1	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
	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 Sea, Lake, Estuary	P	P	P	P	P	P	P	P	P	O/T	(x1/4)*	(x1/4)*	(x1/4)*
	Dnepr ② Volga Class 1.4 & 1.5 Ferry or Blown Bridge	DRY or FREEZE			ICE			MUD			ICE	Armor	Mech	Other
		Track	Truck	Leg	Track	Truck	Leg	Track	Truck	Leg				
		P	P	P	P	P	All	P	P	P	O/T	(x1/4)* (x1/4)	(x1/4)* (x1/3)	(x1/4) + (x1/2)

Terrain Effects Chart - Notes

① - Red - Change from Dry Weather
 ② - No more than 3RE may cross each particular hexside in a given Phase, including advance after combat.
 ③ - Ferry or Blown Bridge Hexside only.

(#) - Affects attackers only.
 * - Roads or Bridges Only
 + - Roads, Bridges or Ferrys Only (see 1.4c)
 P - Prohibited
 O/T - Other Terrain

	Point of Interest (Detrainable)		Kherson Ferry (1.4d)
	Port		Soviet/Rumanian Border (White Dotted Line)



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