

A Victory Awaits

Operation Barbarossa 1941





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1.0 INTRODUCTION

A Victory Awaits is a two-player simulation game about Operation Barbarossa, which began in June, 1941. This design was originally published as a series of three games at the same scale: Fierce Fight! Leningrad Blitzkrieg, Fierce Fight! Smolensk Blitzkrieg, and Fierce Fight! Kiev Blitzkrieg. Each annual release could be played individually, but with the release of Kiev, all three games can be played together as a linked campaign using all three maps.

Can you emerge victorious from the opening blows of the Russo-German war on the wide steppes of the Soviet Union? With luck it will go your way!



1.1 Scale

Each hex is about ten miles (16 km). Each turn is ten days. Each unit is a division.

1.2 Calculation Method

When halving any numbers, drop fractions at the end of the calculation.

2.0 Game Components

Each copy of A Victory Awaits includes:

- 3 full maps
- 3 countersheets (840 counters)
- 2 Charts and Tables Player Aid Cards
- 2 Scenario and Campaign Game Player Aid Cards
- 1 six-sided die
- 1 rulebook

In addition, you will need an opaque container (such as a cup or bowl).

2.1 Map

The map depicts the terrain fought over during the campaign. Lay out the Leningrad map first, then the Smolensk map over the Leningrad map, and lastly the Kiev map over the Smolensk map. This is the map layout for the campaign game. Each scenario uses a single map.

- The game map is divided into hexagons (hexes) to regulate the position and movement of the pieces.
- Deployment Hexes/Areas show the positions of the German and Soviet forces at the start of the game (see 4.0).
- Hexes with red supply symbols are Soviet supply source hexes. Hexes with gray supply symbols are German supply sources.
- Any river hexside crossed by a road or railroad is a bridge hexside. No other hexsides are considered bridge hexsides.
- The thick black borders indicate the play area for a particular scenario (Leningrad, Smolensk, and Kiev). Any hexes outside of the play area are "off the map" unless playing the campaign.
- The thick red line is the start line. It is used during setup to determine the control of cities. Soviet units may not move, retreat, or trace LOC retreat) across the red start line.
- The Smolensk map has two hexes with red starts to note bonus break-through VP hexes for the Smolensk scenario.

2.2 Counters

The counters represent the actual units that fought during this campaign, and markers required for play such as command chits. Units are divided into two types: headquarters and combat units.

The unit type symbol indicates the type of unit.

Mechanized Combat Units



Panzer/Tank

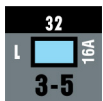


Mechanized



Motorized

Foot Combat Units



Infantry/
Rifle



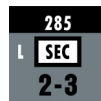
Cavalry



Marine



Mountain



Security

Headquarters Units



Panzergruppe



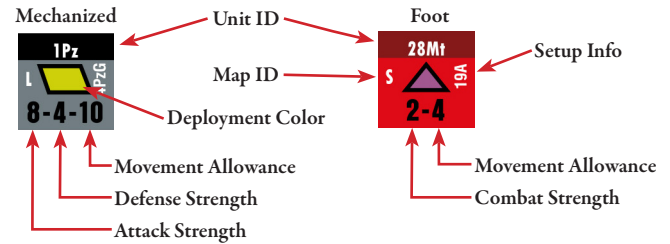
Army

Combat Units

The primary color of the counter indicates the nationality of the combat unit.

- German: gray and black
- Romanian: yellow ochre
- Soviet: red and red-brown

Please refer to the diagrams below to understand the ratings and symbols on each combat unit.

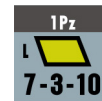


- The deployment color (or stripe for HQ units and alternate silhouette counters) indicates which deployment hexes or area the unit starts the game in. The deployment color is only used when setting up at the start of the game, and has no effect on play (see 4.0).
- The unit ID indicates the unit's designation or number and has no effect on play.
- The setup information indicates the parent army of the unit at start if the unit has a deployment color (4.0 #2). If there is no entry information, the unit begins the game in the appropriate Available Box and may enter as a reinforcement (4.0 #3).
- The Map ID is used during setup to determine which map the unit will setup on. L for the Leningrad map, S for the Smolensk map, and K for the Kiev map. The Map ID is also used when playing individual scenarios.
- The combat strength is used during combat. The combat strength of mechanized units is divided into attack and defense strengths. The solitary combat strength of non-mechanized units is used on both attack and defense.
- The movement allowance indicates the combat unit's range of movement.

Most combat units have two strength steps: the front of the counter indicates full-strength, and the back of the counter indicates reduced-strength. Some combat units have only a full-strength side (their backs are blank). When a full-strength unit takes a loss in combat, it is flipped to its reduced-strength side; if the unit has no reduced-strength side, it is eliminated instead. All units begin the game at full-strength.



Full-Strength Side

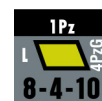


Reduced-Strength Side

Alternate Counters



Silhouette Combat Unit



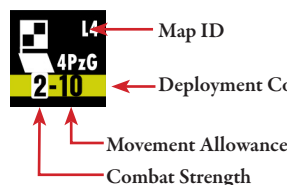
Symbol Combat Unit

The countermix includes alternate counters for all the mechanized combat units in the game. These units' counters have their unit type symbols replaced by the silhouettes of the vehicles the units primarily used. The silhouette counters may be used in place of the symbol counters if you wish.

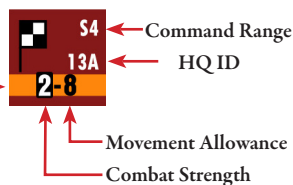
Headquarters Units

Headquarters (HQ) represent the command assets of each independent formation that participated in the historical operation. Headquarters are special combat units, with additional functions above those of regular combat units (13.0).

Panzergruppe HQ



Army HQ



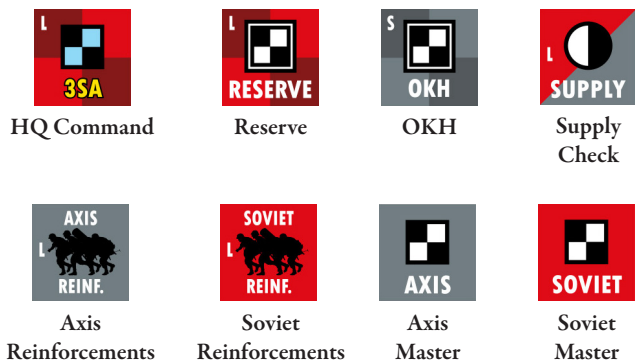
- HQs come in two types: Army HQ and Panzergruppe HQ. Panzergruppe HQ have two command chits (including the Manstein and Guderian chits), and so can be activated twice each turn.
- HQs have a deployment color, indicating the formation (Axis Army or Soviet Army) the HQ deploys with at start and has no effect on play.
- HQs have a Map ID that is used during setup to determine which map the unit will setup on. L for the Leningrad map, S for the Smolensk map, and K for the Kiev map. The Map ID is also used when playing individual scenarios.
- HQs have a command range (of 4 hexes) indicating the radius in which it may activate units (8.2).
- HQs have a combat strength, which works the same as combat units.
- HQs have a movement allowance indicating its range of movement, the same as for combat units.
- HQs are treated as foot units for combat and movement.

Combat Unit Reference

Axis		Soviet	
Pz	Panzer	C	Cavalry
M	Motorized Infantry	M	Motorized Rifle
MT	Mountain Infantry	T	Tank
Tot	SS Totenkopf		
DR	SS Das Reich		
Wik	Wiking		
LAH	Leibstandarte SS Adolf Hitler		
J	Jäger or Light Infantry		
R	Romanian		

Command Chits

A command chit allows its matching HQ to activate combat units to move and fight, or allows its side to bring in reinforcements. Each turn all selected command chits are mixed in a cup and drawn one at a time (7.0).



Command chits come in a variety of types, outlined below.

- HQ Command Chits. These correspond to the HQ units on the map.
- Reserve / OKH Command Chits. Optional rule (17.2).
- Reinforcement Command Chits. One for each side.
- Supply Check Chit. Applies to both sides.
- Master Advance Chits. Used only in linked multiplayer variant(20.0).

Markers

The following markers are used in AVA.



Turn



Fortress



Stand Fast



Control



Axis
Out of Command



Soviet
Out of Command

- Turn Marker. Indicates the current turn on the Turn Track.
- Fortress Marker. Used only by the Soviets (14.0).
- Red Army "Stand Fast" Marker.
- Control markers are used to show control of major cities.
- Out of Command Marker. Can optionally be used by both sides to mark units that are out of command range during an activation (8.2).
- Some markers have a Map ID to show which map they are used on.

3.0 GAME CONCEPTS

3.1 Stacking

Positioning more than one unit in a single hex is called "stacking".

- A maximum of two units (including HQ units) may occupy a given hex. Both full-strength and reduced units count as a whole unit for this purpose.
- Axis units and Soviet units may never stack in the same hex.
- This stacking limit applies at the conclusion of:
 - placing reinforcements on the map;
 - movement;
 - retreat; and
 - advance after combat.

Stacking limits do not apply during movement.

3.2 Zone of Control

Every unit exerts a zone of control (ZOC) into the six adjacent hexes surrounding the hex it occupies.

- ZOCs do not extend into all-sea hexes or across prohibited hexsides. They do extend across major river hexsides.
- There is no additional effect if more than one unit exerts a ZOC into a given hex.
- ZOCs affect:
 - determining lines of communication;
 - movement;
 - retreat; and
 - placement of reinforcements.

3.3 Line of Communications

A line of communications (LOC) is a path of contiguous hexes traced from a supply source hex to a unit.

- An LOC cannot enter a hex occupied by an enemy unit, or pass through a hex in an enemy ZOC unless that hex is occupied by a friendly unit. An LOC may enter a hex in an enemy ZOC.
- An LOC may not enter a lake/sea hex or cross a mountain hex except when following a road. An LOC may cross a major river hexside.

- Soviet units may trace an LOC of any length, provided they obey the restrictions above. Soviet units may not trace LOC across the red start line.
- Axis units may trace an LOC from an Axis supply source along any number of hexes via uninterrupted railroad, provided they obey the restrictions above. From such a railroad hex, Axis LOC may be traced up to six further hexes. Axis units seven or more hexes from an eligible railroad hex cannot trace an LOC.

3.4 Control of City Hexes

At the start of play, all major city and town hexes east of the red start line are Soviet-controlled; west of the start line are Axis-controlled. Once play has begun, a major city or town hex is controlled by the player whose unit last entered it.

4.0 PREPARING FOR PLAY

- (1) The players decide which side each will play, Axis or Soviet.
- (2) Combat units are set up on the map within the initial deployment zones matching their deployment color, no more than two units in each hex. HQ units must set up in the hex with their matching HQ symbol, if one exists; otherwise they are treated the same as the other units in their formation. (In addition to the HQ unit, the German 2PzG will also have one combat unit set up in the HQ unit's hex.) The Soviet player sets up their units first.

There are three types of initial deployment zones and one exception:

- (a) Deployment Area. Units of the formation must set up in the block of hexes indicated by the solid outline. Each hex in the area must contain at least one unit.
 - (b) Deployment Range. Units of the formation must set up within a certain number of hexes of a given hex, as indicated by the dotted outline. Not every hex in the range need be occupied by a unit.
 - (c) Deployment Hex. At least one and up to two units of the formation (including the HQ unit if so indicated) must set up in the designated single hex.
 - (d) Exception: The eleven Soviet units marked 19A are placed on Turn 3 of the Turn Track, to enter according to 15.3.
- (3) Combat units without a deployment color are placed in their side's Available Box. Units in the Available Box enter the game as reinforcements (12.0).
 - (4) HQ units having a setup code with a specific hex are set up in that hex. Remaining HQ units are placed in their side's Available Box.
 - (5) All units are set up on their full-strength side (face up).
 - (6) The following command chits are available at the start of the game (6.0):
 - Supply Check
 - Axis: 4PzG, 16A, 18A, Manstein, 2PzG, 3PzG (x2), 4A, 9A, Guderian, 1PzG (x2), 6A, 17A
 - Soviet: 8A, 11A, 3A, 4A, 10A, 5A, 6A, 26A
- Other command chits become available for selection as the game progresses.
- (7) Place a +1 Soviet Fortress marker in Brest (0927).
 - (8) Place a Stand Fast marker in the appropriate Soviet major city hexes (16.2).
 - (9) Place a control marker in each major city to designate which side controls the location at the start of the game.
 - (10) Place the turn marker in the first space on the Turn Track.

5.0 SEQUENCE OF PLAY

Game play proceeds using the following sequence. Once through the sequence comprises one game turn. After nine complete game turns, the game ends and victory is determined.

- (1) Selection Phase. Each player secretly selects which of their command chits will be put into the cup for this turn. The command chits are mixed together into a single cup.
- (2) Command Phase. One command chit is drawn blindly from the cup. The

owner of the chit becomes the active player. The active player enacts the command chit (7.0).

- (3) Activation Phase. If required by the command chit, the active player activates the appropriate HQ unit and any other eligible units (8.0).
- (4) Operations Phase. Activated units may move and attack.
 - Movement Segment. The active player may move his activated units (9.0).
 - Combat Segment. The active player may attack enemy units with his activated units (10.0).

After resolving steps 2-4 above, if any command chits remain in the cup, return to step 2 (Command Phase). If no chits remain in the cup, proceed to the End Phase.

- (5) End Phase. Advance the turn marker into the next space on the Turn Track. Any Axis units in that space are moved to the Axis Available Box. Return to step 1 (Selection Phase) and begin the new turn (6.0).

6.0 COMMAND SELECTION

6.1 General Rules

During each turn's Selection Phase, the players secretly select a number of command chits as indicated on the Turn Track for their side. All selected chits are placed into a cup (Exception: Interrupt command chits (6.3)).

- Unselected chits remain face down, and are not used during the current turn.
- Players may not inspect the chits in the cup, nor face down chits held by their opponent.

6.2 Command Chit Selection

The number of chits available to be selected by each player increases as the game progresses (15.2). Command chits are selected under the following restrictions.

- Soviet Union. The Soviet player may select Soviet command chits equal to the SU number printed on the turn track for the current turn.
- Axis. The Axis player may select German command chits equal to the GER number printed on the turn track, and Rumanian command chits equal to the RUM number printed on the turn track for the current turn. Note: In AVA, the Axis player may select all available Axis chits to be placed in the cup each turn.
- Common Command Chit. The Supply Check command chit is always placed in the cup. The Supply Check chit applies to both players (11.0).
- Each side's Reinforcement command chit, must be selected to be placed in the cup once it is available.

6.3 Interrupt Command Chits

If the Axis player selects the Manstein or Guderian command chit, it is held in hand rather than placed in the cup. These command chits do count against the total number of German commands allowed in a turn. The Axis player may play Manstein or Guderian from their hand as an interrupt command (7.3).

7.0 RESOLVING COMMANDS

Commands are required to activate headquarters/units and deploy reinforcements.

7.1 Procedure

The Activation Phase follows the procedure indicated below.

- (1) Draw command chits, one by one, at random from the cup. Either player may draw, it makes no difference.
- (2) As each chit is drawn, the owner of the chit becomes the active player.
- (3) The drawn command chit is resolved.
- (4) After resolution, the active player places the drawn command chit face up to the side, where both players can see it. Drawn command chits cannot be used again until next turn's Selection Phase.

Depending on the chit drawn, the active player resolves the command in the following fashion.

- Headquarters Command Chit. Activate the indicated headquarters (8.0).
- Soviet Reinforcements / Axis Reinforcements. The indicated player deploys any reinforcements due (12.0).
- Reserve / OKH (optional rule). In place of activating a headquarters, activate units on the map directly (17.2).
- Supply Check. When the Supply Check chit is drawn, both players check supply for all their units (11.0).

The Axis player may play Manstein or Guderian from their hand as an interrupt command. After a command chit is drawn from the cup, the Axis player may return that chit to the cup and play a held Manstein or Guderian command chit instead.

When the Manstein command is played, immediately activate the German 4PzG (4th Panzergruppe) HQ.

When the Guderian command is played, immediately activate the German 2PzG (2nd Panzergruppe) HQ.

If all chits have been drawn from the cup and Manstein or Guderian have not yet been played, they are played immediately before the End Phase begins.

When a headquarters is activated, all units within the command range of the headquarters are activated.

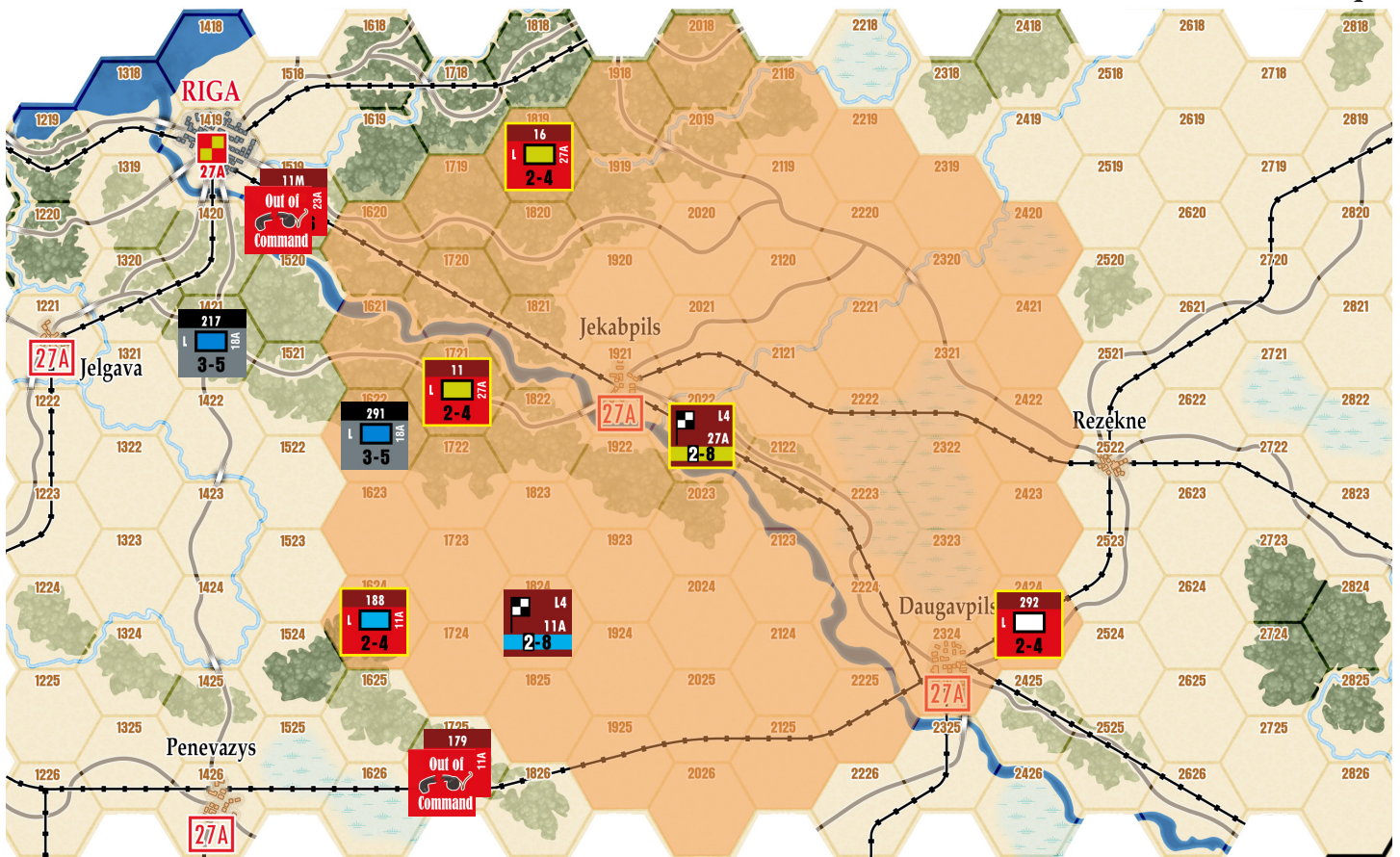
When a headquarters is activated by a command chit, other units are activated under the following conditions.

- All units within command range of the headquarters are activated, regardless of formation, unit type, or symbol.
- A given unit may be activated any number of times in a single turn, each time by a different headquarters.
- During a given activation, all activated units conduct movement and combat only once.
- Headquarters never activate other headquarters.

Command range is expressed as a number of hexes counted from the headquarters. All headquarters have a command range of 4, it may activate all units up to four hexes away (i.e. no more than three intervening hexes) from the headquarters.

- Command range is determined at the moment the headquarters is activated.
- Only units within the command range of the headquarters at the moment it is activated are themselves activated.
- Once activated, combat units may move, attack, retreat, and advance after combat outside of command range without penalty.
- Supply status, presence of enemy units, terrain (including major river), and enemy zones of control have no effect on command range.
- Command range cannot cross impassible terrain or all sea-hexsides.

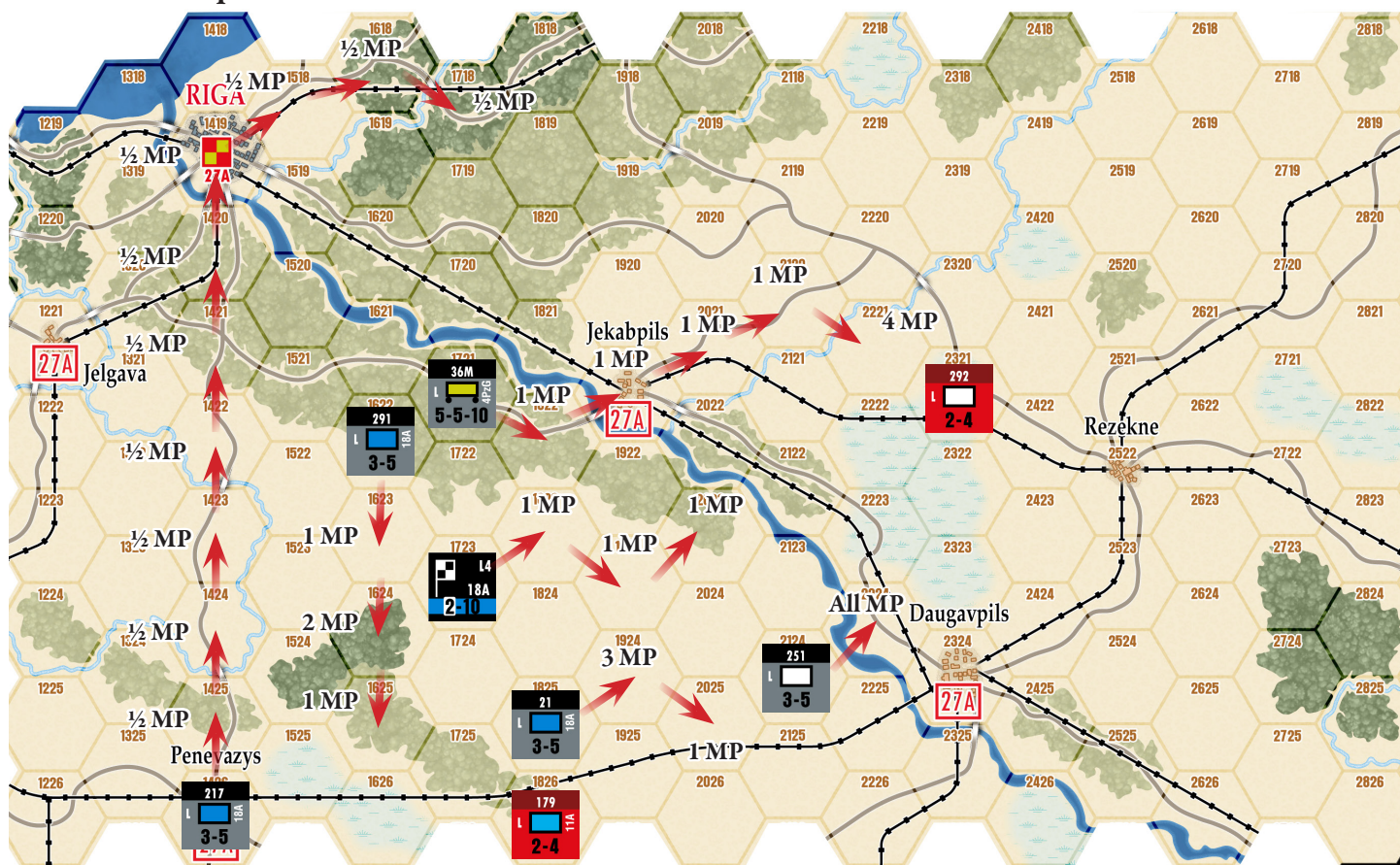
Activation Example



The command chit for the Soviet 27th Army HQ has been pulled, and this HQ becomes active. All Soviet units within its Command Range (4 hexes) now become active as well, regardless of the unit's formation or unit type. In this example, the Soviet 11th Rifle, 16th Rifle, 188th Rifle and 292nd Rifle units are all active and can move during the Movement Segment and then possibly attack during the Combat Segment of the Operations Phase. The 11th Army HQ unit is not activated by the 27th Army HQ. The Soviet 11th Motorized and the 179th Rifle units are outside the HQ's Command Range and are not activated.



Movement Example



All of the Axis units are within Command Range of the 18th Army HQ when its command chit is pulled, so they are all activated. During the movement segment, the 36th Motorized unit moves along the road into a light woods hex (1MP), crosses the major river using a bridge and enters a town hex (1 MP), uses the road to enter two clear hexes (1 MP each), and finally crosses a minor river into a clear hex that is in the ZOC of the Soviet 292nd Rifle unit (4 MP; 1 MP for the clear hex, 1 MP to cross the minor river, and 2 MP for entering the enemy ZOC). The 291st Infantry unit moves into a clear hex (1 MP), then enters a heavy woods hex (2 MP), and finally enters a light woods hex (1 MP). The 21st Infantry unit exits an enemy ZOC (from the 179th Rifle unit) and enters a clear hex (3 MP) and then enters a railroad hex (1 MP), which is treated as a clear hex. The 251st Infantry unit moves across the major river into the clear hex and uses all its movement points. The 18th Army HQ moves into two clear hexes (1 MP each) and then enters a light woods hex (1MP).

The 217th Infantry unit decides to use Strategic Movement and moves 10 hexes using a road (½ MP per hex). Units that use Strategic Movement must move entirely on a road and can not enter hexes that are in an enemy ZOC.

8.3 Nationality Restrictions

When an Axis headquarters is activated, it can only activate units matching its nationality; units of a different nationality cannot be activated.

9.0 MOVEMENT

In the Movement Segment, the active player may move activated combat units.

9.1 General Rules

Units move one at a time, in any order determined by the active player. No unit can begin moving until movement of the previous unit is finished. Units move from hex to adjacent hex, in any direction chosen by the active player. Activated units are not required to move. Each unit, in a given Movement Segment, may choose to move using either normal or strategic movement. Soviet units may never move across the red start line.

9.2 Normal Movement

The player moves each unit within the range of its movement allowance. A unit's movement allowance applies throughout a single movement segment. A moving unit spends movement points (MPs) from its movement allowance to enter each hex. The MP cost is dependent on the terrain in the hex being entered (see the Terrain Effects Chart, or TEC).

- A unit must spend 1 additional MP to cross a minor river, in addition to the cost to enter the hex.
- A unit moving along a road spends only 1 MP to enter a hex, instead of the normal cost.
- A unit must spend 2 additional MPs to enter or leave an enemy unit's zone of control (3.2). This is cumulative, i.e. moving directly from EZOC to EZOC costs 4 additional movement points.
- If a unit does not have sufficient movement allowance remaining, it cannot enter the hex.

The following restrictions apply to crossing major rivers.

- Normal movement across a major river must begin in a hex along the major river, and must end in an adjacent hex across the major river.
- Neither the beginning nor ending hex when crossing a major river may be in an enemy zone of control.
- Neither of these restrictions apply if the hexside is crossed by a bridge.

With the following exceptions, moving into mountain hexes is prohibited.

- Mountain hexes may be entered when moving along a road.
- Mountain divisions may enter a mountain hex by expending their entire movement allowance. However, both the starting and ending hex cannot be in an enemy zone of control.

9.3 Strategic Movement

Within the following restrictions, units moving along roads may pay ½ MP per hex instead of the usual terrain cost.

- The moving unit must begin the Movement Segment on the road, and must remain on the road for its entire movement.
- The moving unit's beginning hex, and every hex it enters during the Movement Segment, cannot be in an enemy zone of control.
- Railroads cannot be used for strategic movement.

Outside of the rules above, strategic movement follows all the rules for normal movement.

10.0 COMBAT

In the Combat Segment, the active player may have activated units attack adjacent enemy units. Empty hexes cannot be attacked. Regardless of the overall strategic situation, units of the active player are "attackers" and enemy units are "defenders".

10.1 General Rules

Combat is optional. Combat by activated units against adjacent enemy units is not mandatory.

- Each activated unit may only attack a single adjacent hex in each combat segment.
- If two units are stacked together in a hex, they may each attack different hexes.
- Unactivated units cannot attack.
- A given hex may be attacked only once each combat segment.
- A hex may be attacked simultaneously by activated units in two or more adjacent hexes.
- When two or more units attack a hex, their attack strength is combined and resolved as a single combat.
- If the defending hex has a stack of two units, they must be attacked together as a single combat, combining their defense strengths (Except for a stack that contains a unit that retreated, see (10.3)).
- An attack cannot be made across a hexside, or into a hex, prohibited to normal movement.

10.2 Combat Procedure

For each attacked hex, follow the procedure below.

- (1) Declare all attacking units and which hexes they will attack. The attacking player determines in what order to resolve the attacks.
- (2) For each combat, the attacking and defending side total their combat strengths, determine the strength ratio (the column to use on the Combat Results Table, or CRT), and apply any column shifts required.
- (3) Roll a die, determine the combat results, and apply them (10.4).

10.3 Combat Ratio Determination

- (1) Attack Strength and Defense Strength.

To resolve a combat, first total the attacking units' attack strength (including any participating HQ units) and the defending units' defense strength. The following situations modify strength calculation.

- Units attacking across a river hexside (regardless of whether there is a bridge) have their attack strength halved. If only some attacking units in a combat are attacking across a river hexside, only those units have their strengths halved.
- Units that retreated due to a previous combat this segment do not contribute their strength to their hex's defense, but will suffer any combat results against their hex.
- Supply status has no effect on a unit's combat strength.

- (2) Strength Ratio.

The strength ratio is the total attack strength divided by the total defense strength. Compare the ratio to the columns on the CRT, and use the nearest ratio rounding down (in the defender's favor). If the ratio exceeds 10:1, use the 10:1 column.

Examples:

15:5 becomes 3:1.
26:9 becomes 2:1.
12:7 becomes 1.5:1.
18:13 becomes 1:1.
25:2 becomes 10:1.

- (3) Column Shifts.

Defending units receive a benefit in certain terrain types, shifting the column used on the CRT to the left (see the TEC).

Each column shift reduces the strength ratio by one step on the CRT. If the initial ratio was greater than 10:1, it starts at 10:1 and is shifted left from there.

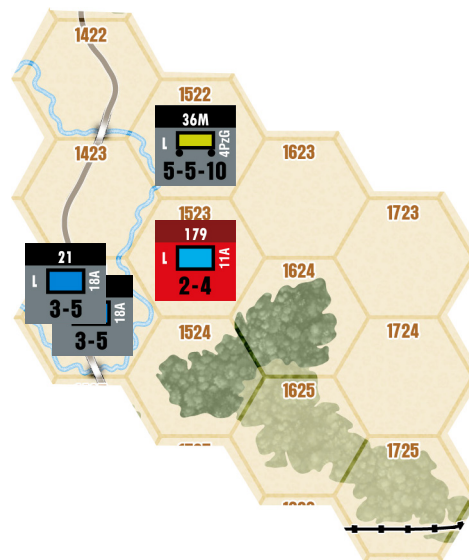
Examples:

A hex with a city in light woods shifts the ratio two columns in the defender's favor (left). A 3:1 attack would be resolved on the 1.5:1 column (shifted first from 3:1 to 2:1, then 2:1 to 1.5:1). A 12:1 attack would be resolved on the 8:1 column (12:1 reduced to 10:1 first, then shifted twice to 8:1).

- (4) Upper and Lower Limits.

If after applying column shifts for terrain an attack would be at a ratio less than 1:1, the attack is canceled. If an attack would be at a ratio greater than 10:1, resolve it on the 10:1 column.

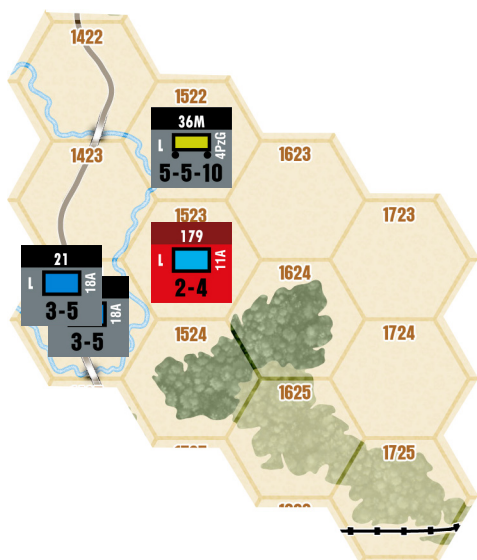
Combat Ratio Example



All three Axis units are attacking the Soviet 179th Rifle unit. The 36th Motorized unit will use its full attack strength. The 21st Infantry unit and the 217th Infantry unit are attacking across a river (it does not matter if the river is bridged or not), so their attack strength will be reduced to half of the printed value. The total attack strength is 8 (5+1.5+1.5), compared to the defense strength of 2. This gives a Combat Ratio of 4-1. If the defender had been in the heavy woods hex, the ratio would have been shifted two columns to the left, to give a 2-1 Combat Ratio.

If the 4PzG HQ unit was in hex 1522, it could also add its 2 combat value to the attack. The final attack strength would be 10. This would make the final Combat Ratio 5-1.

Attack Example



Using the example from before the Combat Ratio is 4-1. The Axis player rolls a 4, and gets a RR result. The Soviet unit will have to retreat two hexes.

10.4 Combat Results Determination

Once the final strength ratio (CRT column) has been determined, the attacker rolls one die and cross-references the roll and column on the CRT to determine the combat result. All combat results are represented as step losses and retreats.

- Ax The attacker must take x step losses.
- No effect.
- R All defending units must retreat one hex.
- RR All defending units must retreat two hexes.
- xRR The defender takes x step losses and retreats all units two hexes.

Examples:

- "A1" -- the attacker must lose one step from among the attacking units.
- "R" -- all defending units must retreat one hex.
- "2RR" -- the defender must lose two steps from among the defending units, and retreat the remaining units two hexes.

10.5 Step Losses

The owning player decides how to inflict step losses on their own units. Each step loss must be resolved by either:

- flipping a full-strength unit to its reduced-strength side; or
- eliminating a unit on its reduced-strength side, or eliminating a full-strength unit that does not have a reduced-strength side.

Example: A stack of two full-strength units receives two step losses. The owning player may either flip both units to their reduced-strength sides, or may inflict both losses on a single unit, eliminating it entirely.

10.6 Retreats

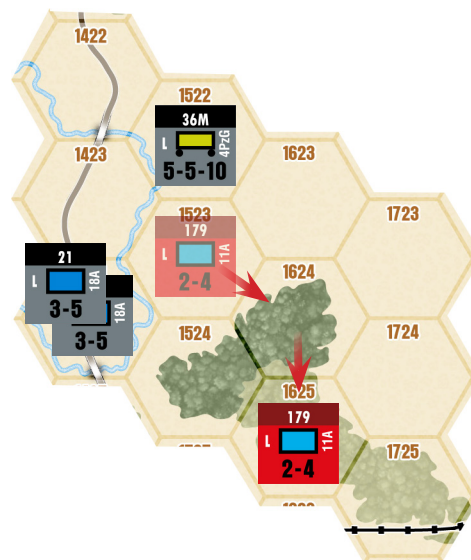
When a combat results in retreat, the affected units must be retreated the indicated number of hexes by their owning player. Soviet units may never retreat across the red start line.

- (1) Retreating is not movement, and a retreating unit does not expend movement points.
- (2) Stacked units that must retreat may retreat to separate hexes.
- (3) Units that have no choice but to retreat into any of the following hexes are destroyed.
 - Off the map.
 - All-sea hexes.

- Across hexsides prohibited to normal movement.
- For the second hex of a retreat, across an unbridged major river hexside.

- (4) A unit that enters a hex in an enemy zone of control while retreating incurs one step loss.
- (5) If a unit would end its retreat in a hex in violation of the stacking limit, it must instead retreat an additional hex. If that additional hex would also be overstacked, it must retreat an additional hex, and so on.
- (6) A unit must retreat towards the nearest hex that can trace the shortest line of communications to a friendly supply source (3.3) providing the path to this hex best avoids elimination, step-loss, and overstacking, (3) (4)(5) above.
- (7) A unit that is unable to retreat is eliminated.

Retreat Example



Using the example from before the Soviet unit will have to retreat two hexes. There are three empty hexes and two of them are in an enemy ZOC. All three hexes will get the unit closer to a friendly supply source. If he enters an enemy ZOC, the unit will take a step loss. Not wanting to take a step loss, the unit will first retreat into the heavy woods hex (1624) and then continue its retreat into the hex that gives the shortest LOC to a supply source, which is 1625. The retreat path of 1524 and then 1625 is not valid as this will cause a step loss that can be avoided. The situation after the retreat is shown above.

10.7 Advance After Combat

If the defending hex is vacated due to the defending units retreating and/or being eliminated, attacking units may advance after combat.

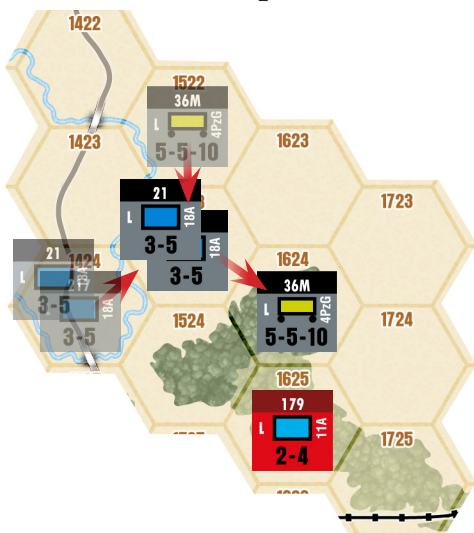
- Foot units may advance one hex.
- Mechanized units may advance up to two hexes. However, an advance is limited to one hex if the first hex entered is a major city, city, mountain, light woods, heavy woods, marsh hex, or across a minor river or major river.

Advance after combat is optional. For each attacking stack, the attacker may advance the stack in whole, in part, or not at all, at their discretion. An advancing unit does not expend movement points. Enemy zones of control are ignored.

Units participating in a single combat may advance into different hexes, if otherwise eligible. The first hex entered by an advance must be the vacated defending hex. The following hexes cannot be entered by advance after combat.

- Across hexsides prohibited to normal movement.
- All-sea hexes.
- Off the map.
- A hex that would violate the stacking limit at the end of the advance after combat.

Advance After Combat Example



Continuing the example from the previous page, the Axis player may now advance after combat. Any or all of the Axis units that participated in the combat can advance after combat. The first hex entered must be the hex that was attacked. The 36th Motorized will advance into the hex that was attacked and since that hex type is not listed in the exceptions (10.7), it will advance into the heavy woods hex. The 21st Infantry unit and the 217th Infantry unit will both advance into the hex that was attacked. The final situation is shown above.

10.8 Eliminated Units

All Soviet foot units and HQ units that are eliminated by combat are placed back in the Soviet Available Units box. All other units (all German units and Soviet mechanized units) eliminated by combat, or any units eliminated through a supply check, are removed from the game and are placed in the Eliminated Units box. These eliminated Soviet mechanized units will be used when determining victory points at the end of the game (16.1).

11.0 SUPPLY

When the Supply Check chit is drawn, both players apply the following procedure to check supply for their units.

11.1 Supply Status

- (1) When supply is checked, units that cannot trace a line of communications to a friendly supply source incur a step loss (10.5). Eliminated units are put in the Eliminated Units box.
- (2) Soviet units check supply first.
- (3) Supply status has no effect on a unit's combat strength or movement allowance.

11.2 Moving to Available Box

The Axis player may remove units from the map and place them in the Axis Available Box. The unit must be able to trace an LOC to an Axis supply source. Units in an Available Box may be returned to the map as normal reinforcements in any future friendly Reinforcements command activation.

11.3 Fortification Construction

The Soviet player may construct a fortress marker (14.1) in any hex that can trace a line of communications to a friendly supply source (3.3).

12.0 REINFORCEMENTS

Beginning on Turn 4, a player may enter reinforcement units using the following procedure when their Reinforcements command chit is drawn.

12.1 General Rules

Units received as reinforcements are deployed onto the map by railroad. HQ command chits are not automatically available if a HQ is selected as a reinforcement.

Reinforcements deploy to any railroad hex not in an enemy zone of control that can trace a line of communications solely along contiguous railroad hexes back to a friendly supply source (3.3). The deployment hex does not need to be within command range of a friendly HQ.

When entering reinforcements, the line of communications used cannot enter or cross an enemy zone of control, even if occupied by friendly units.

Note: Take care to use friendly units to block railroads in order to prevent enemy reinforcements from deploying deep into your territory!

12.2 Number of Reinforcements

When your Reinforcements command chit is drawn, take a number of units (including HQs) as indicated on the Turn Track from your Available Box and enter them as reinforcements.

GER = German
RUM = Rumanian
SU = Soviet

If you do not have enough units in your Available box, any excess reinforcements are lost.

12.3 Re-entering Soviet Units

Soviet foot or HQ units eliminated by combat step losses or by failure to retreat are returned to the Soviet Available Box. These units may be returned to the game as normal reinforcements.

Eliminated mechanized units, or units eliminated during a supply check, never return to the game.

13.0 HEADQUARTERS

Headquarters units represent a formation's command and support assets. Headquarters, like combat units, exert a zone of control, have a combat strength and movement allowance, and can advance after combat or retreat. Except for the following, all rules that apply to combat units also apply to headquarters.

- Headquarters are never activated by another headquarters.
- When a command chit is drawn for a headquarters not currently on the map, there is no activation.
- When a Soviet headquarters is removed from the map due to combat, it is placed in its Available Box.
- A headquarters unit in an Available Box may be returned to the map as a normal reinforcement during a Reinforcements command activation.
- A headquarters eliminated due to a supply check never returns to the game.

14.0 FORTRESSES

Beginning on Turn 4, the Soviet player can construct fortresses in up to six hexes.

14.1 Fortress Construction

When the Supply Check chit is drawn, the Soviet player may construct fortresses using the following procedure.

- (1) A fortress may be constructed in a friendly major city hex that can trace a line of communications back to a friendly supply source (3.3).
- (2) A fortress cannot be constructed in a hex adjacent to an enemy unit.
- (3) Two fortress steps may be constructed each time the Supply Check chit is drawn.
- (4) To construct a fortress in a hex without a fortress marker, place a fortress marker on its +1 side in the hex.
- (5) To construct a fortress in a hex with a +1 fortress marker, flip it to its +2 side.
- (6) A maximum of two fortress steps may occupy a given hex.



- (7) A fortress that has taken a step loss and been reduced to its +1 side may, if otherwise eligible, be reconstructed to its +2 side. If a fortress is eliminated from a hex, a new marker may be rebuilt there if otherwise eligible.

14.2 Fortress Effects

- Each step of a fortress marker has a defense strength of 1.
- Enemy zones of control have no effect on a hex with a fortress marker.
- Fortress markers do not count for stacking limits.
- Fortress markers can only take step losses from combat results; they never take step losses from supply checks.
- An attack against a hex with a fortress marker converts “R” results to one step loss, and “RR” results to two step losses. *Example: “IRR” becomes a three step loss result. No retreat is necessary.*
- In all other respects, fortress markers are treated as combat units.

14.3 Fortress Restrictions

- A fortress marker cannot move, attack, retreat, or advance after combat.
- Once constructed, a fortress marker may not be removed voluntarily.
- Fortress markers are strictly limited to the countermix and to each specific map. If a fortress marker is eliminated, it may not return to the game.

15.0 SPECIAL RULES

15.1 Surprise Attack

Before the start of the first turn, the Axis player activates all Panzergruppe headquarters and conducts a single combat segment. Do not conduct a movement segment. For the surprise attack, only units with formations matching the activated headquarters are activated. The effects of rivers are ignored during the surprise attack.

On Turns 1 through 3, Axis units do not need to check supply when the Supply Check command chit is drawn. Beginning with Turn 4, Axis units check supply normally.

15.2 Command Chit Restrictions

At the start of the game, players may only choose from the command chits listed in the setup. As the game progresses, additional command chits become available. See the Combined Campaign Turn Track for details.

15.3 Soviet 19th Army Entry

On Turn 3 of the campaign game or the Smolensk scenario, when the Soviet 19A command chit is drawn, the Soviet player enters the 19A HQ and its 10 units via the eastern map edge at one Soviet supply source hex of his choice. These units enter the map via that hex using normal or strategic movement.

15.4 Red Army Strategic Reserve

Each turn, beginning on Turn 6, when resolving the Soviet Reinforcements command, the Soviet player may enter up to 12 units from the Strategic Reserve (SR) in addition to regular reinforcements. SR units enter the map on the eastern edge via a Soviet “From Moscow” supply source hex from (5504, 5507, 5513), using normal or strategic movement. SR units are chosen freely from those in the Soviet Available box. When playing the Smolensk scenario, the Soviet player may enter 6 units from the Strategic Reserve (SR) not 12.

16.0 VICTORY CONDITIONS

16.1 Victory Points

Victory is determined using Victory Points (VP). Only the Axis player earns Victory Points.

- The Axis player scores 10 VP for each major city hex they control with a valid line of communications to their friendly map edge. If out of communications, a major city hex scores half (5 VP).
- The Axis player scores 1 VP for each full-strength German mechanized unit remaining on board at game end.
- The Axis player scores 1 VP for each Soviet mechanized unit in the eliminated units box at game end.

16.2 Stand Fast Markers

The Axis player earns bonus VPs for controlling a major city with a Stand Fast marker (5 VP if in communication, 2 VP if not). The following major city hexes begin the game with a Stand Fast marker:

Leningrad (3602, 3603, 3702)
Vitebsk (3510)
Smolensk (4112)
Gomel (3726)
Rzhev (5003)
Vyaz'ma (5009)
Bryansk (5120)
Kiev (3507, 3607, 3608)

Beginning on turn 6, during each turn's Supply Check, the Soviet player may remove one Stand Fast marker per map from a major city hex under Soviet control that can trace a line of communications.

16.3 Breakthrough

The Axis player scores 10 VP for controlling at least one Soviet supply source hex with a valid line of communications, 5 VP if out of communication. The Axis player scores an additional 10 VP (total 20 VP) for controlling at least one “From Moscow” supply source hex (5504, 5507, 5513) with a valid line of communications, 5 VP if out of communication.

16.4 Determining Victory

The game ends after completing the Supply Check on Turn 9. If the Axis player scores 191 Victory Points or more, they win. Otherwise the Soviet Player is the winner.

17.0 OPTIONAL RULES

17.1 VP Bidding

Players bid VP to determine who will play as the Axis. The player who bids the most VP plays the Axis, the player who bids fewer plays as the Soviets. If the Axis score VP equal to or greater than their bid, they win. Otherwise, the Soviets win.

17.2 Reserve/OKH

The Soviet Reserve and Axis OKH command chits may be chosen in the Selection Phase in place of a regular HQ command. When the Reserve/OKH command is drawn from the cup during the Command Phase, instead of activating a HQ, units are activated directly on the map.

The number of units activated by the Reserve/OKH command is determined by rolling one die:

1-4	3 Units
5	4 Units
6	5 Units

Units activated by the Reserve command, if they are within the command range of any HQ, conduct movement and combat with their full capability. They may use strategic movement. If not within command range of any HQ, a unit may only use normal movement, and its combat strength is halved. Units activated by OKH command are not restricted in this way.

The Reserve/OKH command may activate HQ units. However, HQ units activated in this way do not themselves activate other units.

17.3 HQ Transfer

Other HQ units within command range of an activated HQ, if they can trace a line of communications to a friendly supply source, can be removed from the map and placed on the next turn of the Turn Track. HQ units moved to the Turn Track are returned to play during their side's Reinforcements command activation, in the same manner as regular reinforcement units but these HQ units do not count as one of the regular reinforcements for a turn.

17.4 Soviet Supply Limitations

Favors the Axis

Soviet units must trace their LOC for supply by road or railroad (but not both). They may trace up to 12 hexes to a road or railroad hex, and then back to a Soviet supply source.

17.5 Axis Armor Activation Limit

Favors the Soviets

A German HQ may activate a maximum of 10 mechanized units per activation.

17.6 Panzergruppe HQ Limitations

Favors the Soviets

A Panzergruppe HQ must be able to trace an LOC at the moment it is activated to be eligible for its second activation of the turn. That LOC may not use the same railroad used by another Panzergruppe HQ earlier this turn.

18.0 INDIVIDUAL SCENARIOS

In addition to the full campaign game, there are three smaller scenarios that can be played on the individual maps. All campaign game rules are in effect for the individual scenarios, unless otherwise specified.

18.1 Leningrad

Only the Leningrad map and units are used for this scenario. The following command chits are available at the start of the game (6.0):

- Supply Check
- Axis: 4PzG, 16A, 18A, Manstein
- Soviet: 8A, 11A

Other command chits become available for selection as the game progresses:

Axis

Turn 4: Axis Reinforcement

Soviet

Turn 2: 27A

Turn 3: 23A

Turn 4: Soviet Reinforcement

Starting Turn 4: Each turn 1, Soviet Army chit of the Soviet player's choice.

Starting on Turn 4 the Soviet player may construct one fortress step during each Supply Check. The maximum number of hexes that can contain a fortress is three.

The Red Army Strategic Reserve (15.4) is not used. OKH (17.2) is not available.

3PzG Transfer

During setup the three marked units of 3PzG are placed on Turn 7 of the Turn Track. On Turn 7, when the Axis Reinforcements command is drawn, the Axis player enters the three 3PzG units along with normal reinforcements.

Zhukov's Command

When an Axis unit enters a hex adjacent to Leningrad, the Soviet player may declare Zhukov's Command.

Every turn following the declaration of Zhukov's Command, the Soviet player may hold the Soviet Reinforcements chit in hand rather than place it in the cup. After a command chit is drawn from the cup, the Soviet player may return that chit to the cup and play the held Soviet Reinforcements command instead.

The Manstein interrupt command cannot be canceled using Zhukov's Command.

Soviet Reserves

The number of units activated by the Soviet Reserve command chit (17.2) is reduced:

1-2	1 unit
3-4	2 units
5-6	3 units

Units activated by Reserve command cannot enter or leave enemy zones of control. They cannot attack.

Victory Conditions

The game ends after completing the Supply Check on Turn 9. See (16.1) Victory Points to determine VPs for the Axis player. If the Axis player earns 54 VPs or more, then they win. Otherwise, the Soviet player is the winner.

18.2 Smolensk

Only the Smolensk map and units are used for this scenario. The following command chits are available at the start of the game (6.0):

- Supply Check
- Axis: 2PzG, 3PzG (x2), 4A, 9A, Guderian
- Soviet: 3A, 4A, 10A

Other command chits become available for selection as the game progresses:

Axis

Turn 4: Axis Reinforcement, 2A

Soviet

Turn 2: 13A, 20A, 21A

Turn 3: 16A, 19A, 22A

Turn 4: Soviet Reinforcement

Starting Turn 4: Each turn 1, Soviet Army chit of the Soviet player's choice.

The Soviet player may not construct fortresses.

On Turn 6 when the Supply Check chit is drawn, the Axis player must withdraw (remove) mechanized units totaling at least 18 attack strength from the map. The units withdrawn may be full-strength or reduced-strength. Withdrawn units do not count for VPs at game end.

Victory Conditions

Short Game: The game ends after completing the Supply check on Turn 6. See (16.1) Victory Points to determine VPs for the Axis player. If the Axis player earns 60 VPs or more, then they win. Otherwise, the Soviet player is the winner.

Full Game: The game ends after completing the Supply check on Turn 9. See (16.1) Victory Points to determine VPs for the Axis player. If the Axis player earns 85 VPs or more, then they win. Otherwise, the Soviet player is the winner.

When playing the full game, the Axis player earns breakthrough points for control of hex 4230 or hex 4730. 10 VP per hex with a valid line of communication, 5 VP per hex if out of communication.

Clarification: On the border between the Smolensk and Kiev scenario maps the following hexsides have a black border, despite it being overwritten by the deployment areas. Hexsides 2730/2701, 2730/2801, 2801/2830, 2801/2930, and 2930/2901.



18.3 Kiev

Only the Kiev map and units are used for this scenario. The following command chits are available at the start of the game (6.0):

- Supply Check
- Axis: 1PzG (x2), 6A, 17A
- Soviet: 5A, 6A, 26A

Other command chits become available for selection as the game progresses:

Axis

Turn 2: 11A, RUM 3A, RUM 4A

Turn 4: Axis Reinforcement

Soviet

Turn 2: 9A, 12A, 18A

Turn 4: Soviet Reinforcement

Starting Turn 4: Each turn 1, Soviet Army chit of the Soviet player's choice.

Starting on Turn 4 the Soviet player may construct one fortresses step during each Supply Check. The maximum number of hexes that can contain a fortress is three.

The Red Army Strategic Reserve (15.4) is not used. OKH (17.2) is not available.

Victory Conditions

The game ends after completing the Supply check on Turn 9. See (16.1) Victory Points to determine VPs for the Axis player. If the Axis player earns 52 VPs or more, then they win. Otherwise, the Soviet player is the winner.

19.0 MULTIPLAYER CAMPAIGN PLAY

19.1 Components

MAPS

Lay out the Leningrad map first, then the Smolensk map over Leningrad, and lastly the Kiev map over Smolensk.

COUNTERS

Use all units except the three 3PzG units marked with a black circle from Leningrad (these units transfer from Smolensk on Turn 7). Use only one Supply Check command chit, one Axis Reinforcements command chit, and one Soviet Reinforcements command chit. If using the optional rules, use only one Soviet Reserve command chit, and one OKH command chit.

19.2 Player Roles

When playing with 4 to 8 players, divide up player responsibilities as follows. The player marked with an asterisk should be the Game Controller (19.3).

Four Players

- P1: Axis Army Group North
- P2: Axis Army Group Center
- P3: Axis Army Group South
- P4: Soviets (all)*

Five Players

- P1: Axis Army Group North
- P2: Axis Army Group Center
- P3: Axis Army Group South
- P4: Soviet Leningrad & Smolensk
- P5: Soviet Kiev*

Six Players

- P1: Axis Army Group North
- P2: Axis Army Group Center - 3PzG, 9A
- P3: Axis Army Group Center - 4A, 2PzG
- P4: Axis Army Group South
- P5: Soviet Leningrad & Smolensk
- P6: Soviet Kiev*

Seven Players

- P1: Axis Army Group North
- P2: Axis Army Group Center - 3PzG, 9A
- P3: Axis Army Group Center - 4A, 2PzG
- P4: Axis Army Group South
- P5: Soviet Leningrad*
- P6: Soviet Smolensk
- P7: Soviet Kiev

Eight Players

- P1: Axis Army Group North
- P2: Axis Army Group Center - 3PzG, 9A
- P3: Axis Army Group Center - 4A, 2PzG
- P4: Axis Army Group South - 6A, 1PzG, 17A
- P5: Axis Army Group South - 11A, Rum*
- P6: Soviet Leningrad
- P7: Soviet Smolensk
- P8: Soviet Kiev

19.3 Game Controller

Because the wait for each player to take their turn is far too long in a multi-player game of the combined campaign, a Game Controller is designated to moderate the draw of multiple command chits before resolution. The Game Controller must be impartial when making judgments concerning the draw of command chits.

19.4 Game Flow

The Controller manages the game flow using the following guidelines.

- (1) The Controller draws a command chit from the cup normally.
- (2) If there is no other pending command chit, the Controller reveals it and it is executed normally.
- (3) The Controller must lay out drawn command chits in a queue (revealed or not) in sight of all players.
- (4) The Controller may draw another command chit, if it is judged that the execution of the current chit will take some time.
- (5) The Controller checks the identity of the newly drawn command chit, and uses his judgment to determine if executing the chit would interfere with any commands currently being executed. If not, he reveals the command chit and the owning player may begin to execute it. If he judges it may interfere with current operations, he leaves it face down in the queue.
- (6) After a command chit's execution is complete, the Controller judges whether unrevealed command chits may be revealed and executed. If all revealed commands have been executed, the next face down command must be revealed.
- (7) The Controller stops drawing chits when he judges that drawn chits are unlikely to be executed immediately, and may resume drawing chits when the possibility returns.
- (8) Follow this procedure until all chits have been drawn and executed.

Examples:

Nick (P1), Brian (P2), Pete (P3), and Scott (P4) are playing the full campaign. Scott (P4) is the Game Controller. The first command chit drawn is the 4th Pz Group and Nick activates that HQ. Scott draws the German 9th Army as the second chit. Since Brian is the player that controls the 9th Army, the chit is revealed and Brian activates that HQ. Scott draws the German 18th Army. Since Nick is still executing the 4PzG's activation, this chit is placed face down in a queue. Scott decides to draw another chit and draws the German 17th Army. Pete is playing Army Group South, so he activates the 17th Army. Nick has finished the activation for the 4PzG, so Scott reveals the facedown 18th Army chit and Nick begins that activation.

In another game Scott draws the 1st Pz Group as the first chit. Pete activates the 1PzG HQ. Scott then draws the Soviet 4th Army. Since he is the Soviet player, Scott will activate the 4A HQ. Before he completes this activation, Scott draws

the Soviet 10th Army as the next chit. Since he has not completed his current activation, that chit is placed face down in a queue. Drawing the next chit, Scott draws the Soviet 26th Army. Scott decides to place that chit face down in the queue, the queue now has two face down command chits. Drawing one more chit, Scott draws the German 16th Army. Scott places it face up in the queue and Nick activates the 16A HQ. Currently Pete, Scott, and Nick are all executing an activation. When Scott completes the 10A activation, he will flip the next counter in the queue and activate the 26A HQ.

19.5 Interrupt Commands

When a chit is revealed, a player may cancel it with Guderian or Manstein. When this happens, the cancelled chit and all chits in the queue after it are returned to the cup. Commands in the process of being executed, drawn before the cancelled chit, are unaffected.

20.0 MULTIPLAYER VARIANT

An Alternative by Tomoki Kondo

This variant allows for team play without a Controller. It replaces rule section 19.0 in its entirety.

20.1 Multiplayer General Rules

An additional type of command chit is added to the game - Master Control command chits. You will need a single Master cup and an HQ cup for each player.

Master Control chits

The following command chits are considered Master Control chits:



The number of available Axis and Soviet Master chits depends on the current turn (see chart). All Master Control chits are put into the Master cup.

HQ Command chits

All other command chits are HQ command chits. Each player has their own HQ cup.

20.2 Multiplayer Sequence of Play

HQ Command Selection

Each side has available at start all HQ command chits as indicated in setup. At the start of every turn, each team secretly divides up their available command chits as they see fit amongst their players' HQ cups.

The two chits for 1PzG must go to the same player; same for the two chits of 3PzG. The Manstein and Guderian chits are held by the Axis team and not put into any HQ cup.

Master Cup

Master Control chits are put into the Master cup according to the following rules.

- For a given side, put 8 Master chits in the cup if the team is two players, or 6 Master chits if the team is three players. Put one less chit if it is turn 1 (i.e. 7 or 5 respectively).

- If it is Turn 4 or later, put the Axis and Soviet Reinforcement chits in the cup.
- Always put the Supply Check, OKH, and Reserve chits in the cup.
- The Map ID on Reinforcement, Supply Check, OKH, and Reserve command chits are ignored.

Chit Type	Turn 1	Turn 2-3	Turn 4+
Axis Master	7/5	8/6	8/6
Soviet Master	7/5/	8/6	8/6
Axis Reinforcements	0	0	1
Soviet Reinforcements	0	0	1
Supply Check	1	1	1
OKH	1	1	1
Reserve	1	1	1

Surprise Attack

After chits have been selected for Turn 1, the four German Panzergruppen are activated to attack (15.1). The attacks may be conducted by any Axis player, concurrently or consecutively.

Chit Draw

One player draws a Master Control chit at random from the Master cup. Execute the following procedure based on the chit drawn.

- (1) Axis Master. All Axis players draw and reveal one HQ command chit from their HQ cup. Then each Axis player activates that HQ and executes movement and combat normally.
- (2) Soviet Master. All Soviet players draw and reveal one HQ command chit from their HQ cup. Then each Soviet player activates that HQ and executes movement and combat normally.
- (3) Axis or Soviet Reinforcement. Execute reinforcement normally (12.0).
- (4) Supply Check. Execute Supply Checks normally (11.0).
- (5) OKH/Reserve. (17.2).

Interrupt Commands

When a Reinforcement, Supply Check, OKH, Reserve, or HQ chit is drawn, an Axis player may interrupt with the Manstein or Guderian chit. The cancelled chit is returned to its cup and the interrupt command is executed.

Dummy HQ Command Chits

This rule prevents an Axis offensive from being aborted because Soviet HQs are activated earlier due to having fewer HQs than Master chits.

- Each Soviet player that has fewer HQ command chits than the others must take Dummy chits equal to the difference.
- Any unused command chit (i.e. for an HQ not on the map) suffices to represent a Dummy chit.
- When a Dummy chit is drawn, it has no effect (the associated HQ is not on the map).

21.0 CREDITS

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Leningrad Map

Army Group North

Smolensk Map













Army Group Center

Kiev Map

Army Group South



Terrain Effects Chart (TEC)

TERRAIN	MP COST	COMBAT	ADVANCE AFTER COMBAT	EXAMPLE
Plains	1 MP	No Effect	2 hexes max.	
Light Woods	2 MP mech 1 MP foot	1 shift left	1 hex	
Heavy Woods	3 MP mech 2 MP foot	2 shifts left	1 hex	
Marsh	3 MP mech 2 MP foot	1 shift left	1 hex	
Lake	No entry or crossing	No Effect	No Effect	
City	Other terrain in hex	Other terrain in hex +1 shift left	1 hex	
Major City*	1 MP	2 shifts left	1 hex	
Mountain [Kiev only]	Entry by road / All MP Mtn. Div. only	2 shifts left	1 hex	
Minor River	+1 MP	Attack strength halved	1 hex	
Major River	All MP (no crossing if starting or ending in enemy ZOC)	Attack strength halved	1 hex	
Road	1 MP normal movement ½ MP strategic movement	No Effect	No Effect	
Railroad	Other terrain in hex	No Effect	No Effect	

* Adjacent major city hexes are connected by road/railroad; if separated by a major river, the river is bridged.

Map Symbols

German Supply		Scenario Border		HQ Deployment Hex	
Soviet Supply		Start Line		Deployment Area	 or 
		Breakthrough Hex (Smolensk Scenario Only)		Deployment Range	