Red Star Rising

The War in Russia
1941-1944

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1.0 Introduction

Red Star Rising is a wargame of the Eastern Front in World War II from the German invasion of the USSR in June 1941 until the end of April 1944, when the expulsion of the Axis powers from the USSR was all but assured. One player plays the Germans and their allies (the Axis) and the other plays the Soviets. While paper and cardboard cannot possibly simulate a large-scale war, this game does attempt to model some of the significant aspects of the conflict, and also give the players an idea of the problems their historical counterparts faced.

If you have never played a wargame before you might feel a bit overwhelmed by all the rules. Don't fret. None of the individual rules are hard to understand, and the game play is pretty simple once you have played a few turns. But since there are a lot of rules (more than you can remember in one reading) the best thing to do is to skim the rules, set up the Turning Point scenario, and play through a few turns, using the sequence of play as a guide and referring back to specific rule sections as necessary. The rules are numbered for easier reference.

If you are an experienced gamer, you will be happy to know this is a pretty easy game. You'll need to pay some attention to the overrun, stacking, contested spaces, unit breakdown, advance after combat and economic rules. The rest—movement, combat, supply—will be very familiar to you.

Please focus on what the rules allow, that is, do what the rules say you can do; if you want to do something and the rules do not say that you can do it, you probably can't. When the game diverges from standard wargame concepts we have sometimes included some "don'ts" along with the "dos" so that the concepts are clear; but this does not mean that we have included every possible "don't". Finally, there are rules summaries printed in various places, including the map. These are summaries and not the rules themselves; the rules always govern.

1.1   The Game Pieces

The game pieces are cardboard counters, most of which represent the various military units that fought in the war. There are also pieces that help keep track of game functions. The larger numbers on the pieces are important for game play and represent a unit's fighting ability relative to other units (combat strength) and its mobility (movement point allowance). The symbols show the type of unit, such as infantry or armor, and its size, such as division, corps or army. Other information gives the historical unit designations, which do not affect game play.

1.2   The Game Board

The game is played on a stylized map of the area where the actual campaigns were fought. Militarily significant terrain, such as forests, swamps and rivers are represented along with militarily significant man-made things such as railroads and cities. A key to the terrain is on the Terrain Effects Chart on the map. The Terrain Effects Chart also summarizes the effect of terrain on movement and combat. A grid of numbered hexagonal spaces is superimposed on the map to regulate play.

1.3   Game Scale

Each hexagonal space (called "spaces", not hexes, just to confuse old wargamers) on the map represents approximately thirty-five kilometers across. Each turn represents a varying amount of actual time: Summer turns are approximately fifteen days; mud turns approximately two months; and snow turns approximately one month.

1.4   Setting Up the Game

The game has different scenarios, from a smaller introductory scenario to the full campaign scenario. Refer to the scenarios at the end of the rule book for information on set-up, scenario length, victory conditions, and special scenario rules (19.0).

1.5   Game Play

The game is played in turns and each turn is divided into a series of "phases" that you play in strict order. After you complete all phases of a turn, you begin the next turn.

The object of the game, as in real war, is to defeat your enemy's forces and to take and hold territory. In real life armies move about and fight each other and in the game you move your cardboard military units around the board according to the movement rules (3.0) and fight them against each other according to the combat rules (7.0). There is overrun (8.0), a special hybrid of combat and movement that occurs during the movement phase. You are limited to how many pieces you can put into a space (stacking (4.0)). German

tactical efficiency and flexibility are represented in the unit breakdown rules (17.0). The effectiveness of units can be hampered by the supply rules (10.0). The combat effectiveness of the Soviet army is affected by the economic rules (14.0). The change of the seasons is reflected in turns being clear, mud, or snow turns; most seasonal effects are built into game play but some have their own special rules (weather (13.0)).

1.5.1   Game Math Conventions

When you are required to halve a unit's combat or move-

ment value, round up any fractions. So five is halved to three. There is an exception: if a value is to be both halved and doubled, it remains the same. In any other situation perform rounding last after all other calculations.

If you must combine the combat values of a group of units, perform all calculations for each unit and then add the results (do not add the units' values first and then perform the calculations).

2.0 Sequence of Play

Follow the turn phases in order and start a new turn when you are done.

A. Supply Phase

a)   The Axis player checks the supply of his airbases and removes any out of supply or lack of supply airbases from the map (10.6.2 and 12.1.4).

b)   If it is a non-mud turn the Axis player may place available air fleets on the map (12.1.2).

c)   Both players place "lack of supply", "emergency supply" (for Axis units only) and "out of supply" markers on their units as required (see 10.0 about supply).

d)   Both players make attrition checks for isolated units (see 10.5 and 10.9). Except for Turn 1 of scenarios 2, 3, 5 and 6. Note that Soviet, Finnish and Romanian headquarters never make attrition checks.

e)   The Soviet player puts any combat strength markers he receives as reinforcements this turn into the proper draw cups (15.3).

B. Axis Reinforcement Phase

The Axis player puts any reinforcements he receives this turn on the map (15.2).

C. Axis Movement Phase

The Axis player may move his units in the following se-

quence:

a)   sea movement (3.6);

b)   strategic movement (3.5);

c)   movement (3.0) (including overruns (8.0)) for non-airbase units that did not use strategic movement or sea movement;

d)   movement for airbase units.

D. Axis Combat Phase

The Axis player may use his units to attack Soviet units (7.0).

E. Soviet Combat Phase

The Soviet player may use his units to attack Axis units (7.0).

F. Soviet Reinforcement Phase

The Soviet player puts any reinforcements he receives this turn on the map (15.0).

G. Soviet Movement Phase

The Soviet player may move his units in the following sequence:

a)   sea movement (3.6);

b)   strategic movement (3.5);

c) movement (3.0) (including overruns (8.0)) for all units (except Leaders) that did not use strategic movement or sea movement;

d) movement for Leaders.

H. Axis German Tank Movement Phase

The Axis player may move his German tank units (only) in the following sequence:

a) movement (3.0) (including overruns (8.0));

b) strategic movement (3.5) for units that did not use movement;

c) The Axis player now removes his air fleets from the map. (12.1.3).

I. Administrative Phase

a) The Axis player may perform breakdowns and buildups (17.2).

b) The Soviet player may convert infantry armies into Guards and Shock armies (15.5.2).

c) If this is a production turn, the Soviet player may perform breakdowns and buildups (17.3, 17.4 and 17.5).

d) If this is a production turn, the Soviet player checks to see if his strategic port economic assets have a line of communication (14.3 and 10.1).

e) If this is a production turn, the Soviet player checks to see if he receives a Leader (14.4.3).

f) If this is a production turn, the Soviet player may evacuate his factory economic assets (14.2).

g) The Soviet player places his Partisan units (11.1).

h) The Soviet player draws a combat strength marker for each Soviet army that i) does not already have a combat strength marker, and ii) is next to an Axis unit (6.2.2).

i) The Soviet player removes combat strength markers from each in supply or lack of supply Soviet army that is not next to an Axis unit (6.2.3).

j) Move the game turn marker to the next turn on the Game Turn Record Track. Reset the phase marker to the Supply Phase on the Phase Track. Begin a new turn.

3.0 Moving Units

You get to move your units around the map during your movement phase and, if you are the Axis player, you get to move your German tank units yet again during the Axis German Tank Movement Phase.

3.1 General Movement Concepts

3.1.1 Units move from space to space. The number of spaces a unit can move is limited by the number of movement points it has. The number of movement points a unit has available in one movement phase is the number on the bottom right of its counter. Note: economic asset units have a "0" movement allowance and can only be evacuated (14.2). air fleets and Partisans do not have any movement allowance; they do not move but rather are placed under their own rules (12.0 and 11.1).

3.1.2 Units in the game are divided into two movement classes: motorized and non-motorized. You can tell a motorized unit because its movement point number has a square red background (but note that some Soviet motorized units have a base color of red; their movement point number is enclosed in a black outline instead).

3.1.3 A unit's movement points may be reduced if the unit is lack of supply or out of supply (10.8 and 10.6).

3.1.4 A unit's movement may also be affected by terrain. Look at the Terrain Effects Chart. You will see that different types of terrain on the map cost different amounts of movement points to enter. So, for example, a motorized unit with four movement points could move four clear terrain spaces because each clear terrain space costs the unit one movement point to enter. But if the same unit moved through two clear spaces and one forest space it would have fully expended its allowance of movement points since forest spaces cost two movement points for motorized units.

3.1.5 Note that units of the two different movement classes, motorized and non-motorized, sometimes pay different costs to enter the same terrain. This reflects the fact that it is sometimes easier to walk through, say, a swamp, than to drive through it. In addition, some terrain features (like forests) occupy spaces while other terrain features (like rivers) exist on the line between two spaces. Note also that some terrain is impassable.

3.1.6 Although the game's time scale accounts for most seasonal movement difficulties, there are some special movement rules for snow turns (13.0.3) and for mud turns (13.0.2).

3.1.7 Other things besides terrain that may limit a unit's movement are enemy units and the spaces next to enemy units (3.2, 3.4 and 5.0).

3.1.8 Certain units can, during their movement, attack enemy units. This hybrid of combat and movement is called "overrun" and has its own rule section (8.0).

3.1.9 There is a special type of movement for sea movement, which has its own subsection (3.6).

3.1.10 There is a special type of "strategic" movement, which has its own subsection (3.5).

3.2   How to Move Units—Generally

Move your units during your movement phase following these restrictions:

a)   you can move all, some or none of your units;

b)   you move one unit or stack of units at a time (see 3.3.1 for moving stacks of units);

c)   you move units from space to adjacent space—no jumping or skipping spaces;

d)   as you move units they spend movement points according to the Terrain Effects Chart—remember that different types of units sometimes pay different movement costs for terrain and also that some terrain features are in the space while other terrain features are between two spaces (see 3.1 and 3.2 for more);

e)   a unit can spend less than its full movement allowance;

f)   a unit cannot spend more than its movement allowance;

g)   you cannot move a unit that has already moved if you have moved other units since (even if that unit did not spend all its movement points);

h)   some units may conduct overruns during their move (8.0);

i)   you cannot move a unit into a space that contains an enemy unit (note that German air fleets may be placed in a space with enemy units (12.1.2));

j)   in some cases a unit must pay two or three movement points to move out of a space that is next to certain enemy units called "contested spaces" (see 3.4 and 5.0 for more on contested spaces);

k)   only two types of units can move from one contested space directly to another contested space. They are: German tank units, which may always do this; and Guards cavalry corps, which may only do this during snow turns (5.0.7);

l)   airbases and Leaders are always moved last.

3.3   How to Move Units—Special Cases, Examples and Clarifications

3.3.1   Moving Stacks of Units

A stack of units is simply more than one unit in the same space (see 4.0 for the rules on stacking units). You are allowed to move a stack of units together if:

•   the units begin their movement phase stacked together; and

•   no unit in the stack exceeds its movement point allowance during the move.

You may "drop off" a unit or units from the stack and continue moving the rest of the stack, but the units that were dropped off cannot move any more during that movement phase.

Play note: Why would you move a stack? Wouldn't it be the same to move the units individually? First, it is convenient to be able to move a stack of units at once rather than one at a time. More importantly, it is crucial to be able to conduct overrun attacks (8.0) with stacks.

3.3.2   Paying Terrain Costs With Movement Points

When you begin moving a unit, keep in mind the number of movement points it has to spend during this movement phase (remember to adjust for supply status (10.0)).

As you move the unit into the next space, subtract the movement cost of the terrain in the new space from the unit's movement allowance. Keep doing this until the unit runs out of movement points or until it gets to the place where you want it. If a unit must cross terrain that runs between two spaces, like a river, you must pay the movement points to cross that terrain before you pay movement points for entering the new space. If a unit has some movement points left but not enough to enter a particular space then it cannot enter the new space.

3.3.3   Moving Only One Space

A unit may always move one space as its entire movement during its movement phase if:

- it did not begin its movement phase in a contested space (see 3.4 and 5.0 on contested spaces);

- its printed movement allowance is one or more;

- it does not cross or enter prohibited terrain; and

- it is not the Axis German Tank Movement Phase.

And yes, this rule means that a unit can move into a space even if it does not otherwise have enough movement points—as long as it abides by the above conditions, of course.

And just because people seem to forget, we'll stress that a unit cannot use this rule to move one space if it begins in a contested space (see 3.4 and 5.0 on contested spaces).

3.3.4   Lakes and Seas

Most lakes and some portions of the seas on the map lie entirely across the line that separates two spaces. These water barriers are impassable, i.e., units cannot cross them to move from one space to another (nor can units contest across them (5.0.5)). Note that in some cases the lake or sea only occupies a portion of the line between two spaces; in these cases the lake or sea does not block movement (and units can contest across them (5.0.5)). But see 3.3.5 below about special "red arrow" lakes during snow turns.

And because the map may not be clear, that is an impassible sea barrier that runs on the North side of spaces 6115 and 6116; but it is a major river running between spaces 6116 and 6117.

3.3.5   Weather Effects on Movement

During snow turns:

- Soviet units pay only two movement points to leave a contested space or to overrun (see 3.4 and 5.0 on contested spaces).

- swamps are treated as forests.

As noted above, most lakes and some potions of the seas on the map lie across the line that separates two spaces. These water barriers are impassible, i.e., units cannot cross them to move from one space to another. However, two lakes in the game that do lie on the lines between two spaces are marked with red arrows (these lakes are Ladoga and Seliger). During snow turns:

- Soviet non-motorized units (only!) may treat the red arrows as minor rivers in all ways (except for advance after combat and retreats). They may move across, attack across and contest across these lakes;

- the Soviets may trace supply across these lakes (see 10.0); and

- no unit of any kind may ever advance after combat or retreat over the red arrows at any time.

3.3.6   Siege Artillery Movement

The Germans have one Siege Artillery unit that:

- can only move along railroads;

- ignores all terrain costs;

- may use strategic movement (3.5);

- may move only three spaces if it is not using strategic movement;

- may not move into a contested space unless a friendly unit that is capable of contesting a space is there (see 3.4 and 5.0 on contested spaces).

3.4   Moving Next to and Away From Enemy Units (Contested Spaces)

Note: Most of the combat units in the game represent formations that have enough manpower and long-range weapons to contest the spaces next to them. There is another rules section (5.0) that defines and deals with these contested spaces and you might want to read that now. This section only deals with the effects that contested spaces

have on movement. If you read this first, be aware that not all units contest the spaces next to them and that certain terrain features prevent spaces from being contested.

3.4.1 If your unit (or stack of units) is in an enemy contested space it must pay three movement points (in addition to normal terrain costs) to move out of that space. (Note that in snow turns Soviet units only pay two movement points to move out of a contested space (see 13.0.3)).

3.4.2 Only German tank units (and Guards cavalry corps during snow turns) may move directly from a contested space to another contested space. All other units in a contested space must first move to a non-contested space before entering another contested space.

3.4.3 The following units may not enter an enemy contested space unless a friendly unit that can contest a space is already there:

- airbases

- headquarters

- Leaders

- Siege Artillery

- supply depots

3.5   Strategic Movement

3.5.1 Strategic movement is a special type of movement representing the way combat units move when they do not expect to encounter the enemy. It is much faster than normal movement but there are restrictions.

3.5.2 A player must conduct all strategic movement before movement except in the Axis German Tank Movement Phase, when strategic movement is performed after movement. And just in case it isn't clear: units can perform strategic movement or movement in the same phase, but not both.

3.5.3 If you move a unit using strategic movement you:

a)   ignore the unit's movement point allowance;

b)   ignore all terrain costs;

c)   may move the unit up to 25 consecutive spaces; and

d)   must always keep at least four spaces between the unit and the closest enemy unit (yes, this means all units, including Leaders, headquarters, Partisans, supply depots, airbases, air fleets, economic assets, Security Divisions. Did we miss anything? If we did, it counts as well).

but you cannot:

e)   move the unit if it is an airbase, a Partisan, or an economic asset;

f)   move the unit across lake or sea terrain features (except certain Soviet units during snow turns (see 13.0.3);

g)   move the unit if it is emergency supply, lack of supply or out of supply (see 10.0);

h)   move the unit through or into a space from which it would be lack of supply or out of supply (for purposes of this rule, German supply depots must be able to trace supply pursuant to Rules 15.2.2 and 15.2.5 without regard to Rule 10.2.1 (which states that supply depots are always in supply whether or not that can trace a line of communications);

i)   use strategic movement for a supply depot unless it is a mud turn (got that? supply depots can use strategic movement only during mud turns).

3.5.4 Units may use strategic movement along the otherwise impassable causeway between the Crimea and Ukraine (between spaces 1724 and 1824).

3.5.5 The Axis player may use strategic movement for his German tank units in the Movement Phase and again in the Axis German Tank Movement Phase, i.e., a German tank unit could use strategic movement twice in a turn: once in the Movement Phase and once again in the Axis German Tank Movement Phase.

3.6   Sea Movement

3.6.1 During your movement phase you may move one unit by sea. And just in case it isn't clear: a unit can conduct sea movement or movement in the same phase, but not both.

3.6.2 German infantry and mountain battlegroups (17.2) and Soviet infantry, marine and airborne (15.4) corps each count as one-half of a unit for sea movement. But if you want to move two of these "half" units in the same turn, they must conduct their sea move together (i.e. they

must leave from the same port together and arrive in the same port together).

3.6.3 To move by sea a unit must begin in a port space. To make the sea move, the unit is picked up and put in another port space. If it is an Axis unit, both ports must be controlled by the Axis (9.0); if it is a Soviet unit both ports must be controlled by the Soviets (9.0).

3.6.4 Units in Murmansk may only sea move to Archangel and vice versa. No sea moves are allowed between Murmansk and Archangel during snow turns.

3.6.5 Units in Leningrad may only sea move to Konigsberg and vice versa. No sea moves are allowed between Leningrad and Konigsberg during snow turns.

3.6.6 Units in a Black Sea port can only sea move to another Black Sea port.

3.6.7 Sea moves may be made out of and into contested spaces (3.4 and 5.0).

3.6.8 Lack of supply or out of supply units cannot move by sea (10.0).

3.6.9 The following units may move by sea:

- All mountain units
- Supply depots
- Corps-sized infantry units

- Battlegroup-sized infantry units
- Soviet infantry armies
- Guards armies
- Shock armies
- Marines
- Airborne units

3.6.10 The following units may not move by sea:

- Motorized units (except supply depots)
- Airbases
- Siege Artillery
- Axis army-sized units
- Security divisions
- Partisans
- Leaders
- Economic assets
- Guards cavalry corps
- Headquarters

4.0 More Than One Unit in a Space

Putting more than one of your units in a space is called "stacking" (Axis and Soviet units of course may never stack with each other).

4.0.1 Some units have stacking points, printed on the upper right of the counter in a white circle. There is a limit to the number of such units that can be in the same space.

4.0.2 Some units, such as air fleets, do not have a white-circled stacking number but instead have a red star around a number. The number in the red star is that unit's range, and has nothing to do with stacking. Units with a range number have "0" stacking points and there is no limit to the number of such units that can be in the same space. These units include headquarters, Siege

Artillery, Leaders, airbases, air fleets and supply depots.

4.0.3 The Axis player can have up to fourteen stacking points in a space.

Axis armies = Twelve stacking points; Axis corps = Six stacking points; Axis battlegroups = Three stacking points; Axis divisions = Two stacking points.

4.0.4 German units can stack with Axis units of any nationality. But non-German Axis units of different nationalities may never stack with each other. So Hungarians could only stack with Germans and other Hungarians, for example.

4.0.5 The Soviet player can have up to two stacking points in a space.

Soviet armies = Two stacking points; Soviet corps = One stacking point.

4.0.6 Special rule: Guards cavalry corps have zero stacking points; however, only one Guards cavalry corps may be in a space at once.. Guards cavalry corps have an "X" in place of a stacking point number to remind you of this special rule.

4.0.7 With certain exceptions (see Overrun 8.0, Retreat 7.12, Advance 7.15 and Reinforcements 15.2.4), stacking is enforced at the end of each phase. If a space is overstacked at the end of any phase, the opposing player gets to remove one or more units of his choice to bring the space into compliance with the stacking limits. Treat these units as if they had been eliminated in combat (7.9).

Play note: Are you arguing with your opponent over which of your overstacked units he can remove? Well, the removal should hurt you. Your opponent can remove one unit of his choice until the stack is in compliance. That means that if, say, you have Soviet units in a space that are overstacked by one point and there is a two-point unit and a one-point unit, your opponent can remove the two-point unit. Sorry.

4.0.8 You can always look at the units in your opponent's stacks.

5.0 Contested Spaces

5.0.1 As noted above, most of the combat units in the game represent formations that have enough manpower and long-range weapons to contest the spaces next to them. With certain exceptions, a "contested space" is any space that is next to a unit. Contested spaces limit the ability of enemy units to move (3.4), advance and retreat after combat (7.10, 7.11 and 7.15) and also draw supply (10.0).

5.0.2 The following units do not contest the spaces next to them (their combat factors are enclosed in a white box to remind you of this; Partisans don't have combat factors, so you'll just have to remember that they don't contest spaces):

- Airbases

- Air fleets

- Economic assets

- Security divisions

- Headquarters

- Leaders

- Partisans

- Guards cavalry corps

- Siege Artillery

- Supply depots

5.0.3 Special case: a German infantry battlegroup with a printed attack strength of one does not contest spaces; however, two such units stacked together do contest spaces.

5.0.4 The following units may not enter an enemy contested space unless a friendly unit that can contest a space is already there:

- Airbases

- Headquarters

- Leaders

- Siege Artillery

- Supply depots

5.0.5 A unit never contests across an impassible terrain feature. However, Soviet non-motorized units do contest across red arrow spaces during snow turns.

5.0.6 If your unit (or stack of units) is in a space contested by one or more enemy units it may move out of that space at a cost of three movement points in addition to normal terrain costs (Exception: 5.0.8). A unit may not move from one enemy contested space directly to another enemy contested space (Big Exception: 5.0.7).

5.0.7 German tank units (at all times) and Guards cavalry corps (only during snow turns) are the only units in the game that may move from one enemy contested space directly to another enemy contested space (they must of course still pay the correct movement cost for leaving a contested space). All other units in an enemy contested space must move to a non enemy contested space before entering another enemy contested space. The presence of a friendly unit does not permit a unit to move directly from an enemy contested space to another enemy contested pace.

5.0.8 During snow turns Soviet units pay only two movement points to leave an enemy contested space.

6.0 The Soviet Army

Unlike other combat units, Soviet army units do not have printed numerical combat strengths. Each Soviet army instead has a letter assigned (A, B, or C) to represent its "combat class". Class A represents tank armies, Class B represents Shock armies and Guards armies and Class C represents regular infantry armies.

6.1 Combat Strength Markers—What They Are

The Soviet player has strength markers for each combat class, i.e., a number of chits lettered "A", a number of chits lettered "B" and a number of chits lettered "C". Each strength marker has an offensive and a defensive combat strength printed on it; the combat strengths vary from chit to chit (see 7.9 about combat "steps"). Note that some of the strength markers bear a black stripe to set them apart. Special rules govern these black stripe strength markers (6.2.4).

6.2 Combat Strength Markers—How to Use Them

6.2.1 Sort the combat strength markers by letter into three cups. You can label the cups "A", "B" and "C" if you wish. Class "A" armies draw from the "A" cup, class "B" armies from the "B" cup and class "C" armies from the "C" cup. Note that many combat strength markers enter the game as reinforcements (15.3). When the Soviet player receives a strength marker as a reinforcement he simply places it into the proper cup.

6.2.2 The Soviet player blindly draws a strength marker for an army that does not already have a strength marker when:

- the army is attacking or defending in a combat or an overrun; or

- the army is next to an Axis unit during the Administrative Phase.

Note that the Soviet player must draw any strength makers after the combat is declared but before the die is rolled to resolve the combat.

6.2.3 The Soviet player places the strength marker on top of the army counter (full-strength side up) (see 7.9 about combat "steps") and it stays there until removed. The Soviet player removes a strength marker from an army if:

- the army is in supply or lack of supply and is not next to an Axis unit during the Administrative Phase (got that? out of supply Soviet armies keep their strength markers); or

- the army is eliminated.

6.2.4 The Soviet player places removed strength markers back into their respective cups unless they bear a black stripe, in which case they are placed in the At-start Strength Marker Box.

Play note: "A" markers represent tank armies and are, on average, better than "B" markers, which represent Guards armies and Shock armies and are in turn on average better than "C" markers, which represent regular infantry armies. There is, of course, variation even within a combat class. The strength of a Soviet army is unknown until its strength marker is drawn, and you should prepare to be surprised (pleasantly or unpleasantly) from time to time.

7.0 Combat

7.1 Combat—General Steps

7.1.1 During your combat phase you may use your combat units to attack enemy units that are next to them. You resolve each combat one at a time in any order you wish. The combat result might inflict losses on one or both sides; it might also force one side to retreat and permit the other to advance. After you apply the result you move on to another combat until you are done.

7.1.2 Here is an outline of the steps for combat (most of which also apply to overruns). There are also a number of rules covering combat between more than one unit; terrain; retreat and advance; and Leaders. Those rules follow.

a) Declare a combat (or overrun) (i.e., such-and-such unit(s) will now attack such-and-such unit(s));

b) Draw combat strength markers for any participating Soviet armies that need them (6.0);

c) Add the attack strength(s) of the attacking unit(s);

d) Add the defense strength(s) of the defending unit(s);

e) See whether any defending units are eligible for a river bonus (7.4.2) and apply that to the defender's total;

f) Compare attacker strength to defender strength to arrive at a simple ratio, always rounding down in favor of the defender.

For example: if attacker's strength is eleven and defender's strength is four, the ratio is 11:4 or 2.75:1, which rounds down to 2:1. If you are having trouble with this, look at the Combat Results Table, the columns of which correspond to simple ratios. You will later use these columns to resolve the combat.

g) See what kind of terrain is in the defender's space and then go to the Combat Results Table (it is on the map) and find the row that corresponds to the defender's terrain;

h) Go across the terrain row until you come to the column that matches your simplified ratio. If your combat odds are less than the minimum odds on the Combat Results table you may not attack;

i) If the Soviets are defending (combat or overrun) in a non-snow turn and all the defending Soviet units are in range of one or more air fleets (12.0), then shift the column one to the right (if the ratio would take you off the table, then use the last available column);

j) If the Axis is defending (combat or overrun) in a non-snow turn and all the defending Axis units are in range of one or more air fleets (12.0), then shift the column one to the left (if the ratio would take you off the table, then use the last available column);

k) See if any of the following die roll modifiers apply (all die roll modifiers are cumulative but treat a modified die roll greater than "10" as "10"):

• If it is an overrun (8.0), add one to the die roll;

• If it is a snow turn during the first Winter (snow Turns 8-11), add three to the die roll (13.0);

• If it is a snow turn during the second Winter (snow Turns 22-25) or the third Winter (snow Turns 36-39), add one to the die roll (13.0);

• If the Soviets are attacking (combat or overrun) and all defending Axis units are within three spaces of one or more Leaders (14.4), the Soviet player must add the rating of the highest-rated Leader to the die roll;

• If the Axis is attacking (combat only) with at least one German unit and all Soviet defending units are in a major city or the Sevastopol space and the Siege Artillery unit (7.6) is within two spaces of the defending space, the Axis player may add four to the die roll, but he must decide to do this before he rolls the die;

l) Roll the die and apply the modifications from Step k;

m) Cross reference the die roll with the column you found in Step h (as modified by Steps i and j) and read the result;

n) Apply the combat result (7.8.2);

o) Advance eligible units if you want to (but not if it is an overrun);

p) Move to the next combat (or overrun) or end the phase if you are done.

7.2 Combat—General Rules

7.2.1 Your units may only attack in your combat phase.

7.2.2 Units may only attack enemy units in adjacent spaces.

7.2.3 Attacking is voluntary; you never have to attack.

7.2.4 A unit can only attack once each combat phase.

7.2.5 A unit may never be attacked more than once in a combat phase.

7.2.6 A unit with an attack strength of "0" may not attack.

7.2.7 If more than one headquarters is defending in a space, only one may add its defense strength to the total of the defenders in the space.

7.2.8 If more than one supply depot is defending in a space, only one may add its defense strength to the total of the defenders in the space.

7.3 Combat Involving More Than Two Units

7.3.1 The simplest kind of combat is between two units: one unit in one space against one unit in an adjacent space. However, more than one unit can launch different attacks from the same space; one unit can attack units in more than one space; and units in more than one space can attack a unit or units in an adjacent space. The below rules explain this.

A. One unit (regardless of whether it is by itself in a space or stacked with other units) may:

- make one attack against one or more spaces;

- not divide its attack strength to make more than one attack;

B. Two or more units in the same space may:

- combine to attack another space;

- each attack a different space or spaces;

- not combine to attack more than one space.

C. Two or more units in different spaces may:

- combine to attack the same space;

- not combine to attack more than one space.

D. Two or more defending units in a space must be attacked together.

E. More than one attack may be launched from a space within the above restrictions.

F. If defending units in different spaces occupy more than one type of terrain, use the terrain line on the Combat Results Table that most favors the defender.

G. Non-German Axis units may participate in attacks with German units but may not participate in attacks with non-German units of other nationalities (for example, Italian and German units can attack together, but Italian and Hungarian units may not).

7.4 How Terrain and Weather Affect Combat

7.4.1 Non-River Terrain

With the exception of rivers (see below) terrain affects combat through the terrain lines embedded in the Combat Results Table. Simply use the terrain line on the Combat Results Table that reflects the terrain in the defending unit's space. If there are defending units in different spaces that have different terrain, use the terrain line most favorable to the defender.

7.4.2 Rivers

If all attacking units are attacking across minor rivers, add two to the total defense strength unless the total defense strength is one, in which case add one instead.

If all attacking units are attacking across major rivers or a combination of major and minor rivers, double the total defense strength. Note the Kerch Straits are considered to be a major river for this purpose.

7.4.3   The Fortress of Sevastopol

Only Soviet units benefit from the fortress of Sevastopol and only when they are defending. Sevastopol provides defending Soviet units the same benefit as would a major city. Sevastopol is destroyed permanently if an Axis unit enters it (a marker is provided as a reminder). Treat Sevastopol as a minor city for combat and movement purposes after it is destroyed.

7.4.4   Urban Areas

Urban areas take a heavy toll on attacking motorized forces.

When more than half the number of steps (see 7.9 about combat steps) attacking a major city or the undestroyed fortress of Sevastopol are motorized, the attacking player must roll one die in turn for each attacking motorized unit after the combat is resolved and the combat results have been applied, but before any advances.

If the motorized unit being rolled for did not retreat or take a step loss, it loses a step on a die roll of one.

If the motorized unit being rolled for did retreat or take a step loss, it loses a step on a die roll of one, two or three.

7.4.5   Snow

During snow turns the Soviet player may attack with non-motorized units across the two lakes that have a red arrow (these lakes are Ladoga and Seliger). The attack is treated as if it were across a minor river. Units may never retreat or advance across the red arrow lakes.

During the first Winter (snow Turns 8-11) automatically add three to all combat die rolls and overrun die rolls. And yes, this does mean that an overrun in the first Winter adds four to the die roll (plus one for overrunning and plus three for the weather).

During the second Winter (snow Turns 22-25) and the third Winter (snow Turns 36-39), automatically add one to all combat die rolls and overrun die rolls.

Air fleets do not affect combats and overruns during snow turns (12.2.7).

7.5   Air Power and Combat

7.5.1 Axis units benefit in combat from air power, which comes from the air fleets. Each air fleet has a range of four printed on its counter. The range is the number of spaces from the air unit at which it may influence a combat.

7.5.2 If the Soviets are defending in a combat or overrun and all defending Soviet units are in range of one or more air fleets, shift the combat odds column one to the right.

7.5.3 If the Axis is defending in a combat or overrun and all defending Axis units are in range of one or more air fleets, shift the combat odds column one to the left.

7.5.4 Air fleets do not affect combats and overruns during snow turns.

7.6   Siege Artillery and Combat

7.6.1 The Axis player has one Siege Artillery unit that may only move along railroads. It represents huge guns that can devastate urban areas.

7.6.2 When the Axis is attacking (not overrunning) with at least one German unit against a major city (or the undestroyed fortress of Sevastopol) that is within two spaces of the Siege Artillery unit, the Axis player may add four to the combat die roll (he must decide whether to do this before he rolls the die). The Siege Artillery unit may only be used in one combat per combat phase.

7.6.3 If the Siege Artillery unit began an Axis combat phase next to a Soviet unit, its modifier may not be used that phase unless it is stacked with an Axis unit that is attacking the major city (or the undestroyed fortress of Sevastopol).

7.7   Leaders and Combat

7.7.1 Soviet units benefit from Leaders when attacking (but not when defending). Leaders represent concentrations of artillery, rockets and aircraft.

7.7.2 If the Soviets are attacking or overrunning and all defending Axis units are within three spaces of one or more Leaders, the Soviet player must add the rating of the highest-rated Leader to the combat die roll.

7.8   The Combat Results Table

7.8.1 Some combat results include numbers that apply to one or both sides. Generally you may satisfy a combat result with "step losses", with "retreats" or with a combination of step losses and retreats. Step losses and retreats are explained in their own rules sections below (7.9 and 7.10 et seq.). A possible result of retreat is an enemy advance, also explained below (7.15). Combat results only apply to attacking and defending units.

7.8.2 Here is an explanation of the results on the Combat Results Table.

AE: all attacking units are eliminated (removed from play—but see 7.9.6 and 15.7 for the fate of some eliminated units).

DE: all defending units are eliminated (removed from play—but see 7.9.6 and 15.7 for the fate of some eliminated units).

A#: The attacker must either:

  a) retreat each unit this number of spaces; or

  b) take this number of combat step losses from among his units; or

  c) equal this number through a combination of a) and b).

D#: The defender must either:

  a) retreat each unit this number of spaces; or

  b) take this number of combat step losses from among his units; or

  c) equal this number through a combination of a) and b).

#/#: These results, which appear outlined in red, are mandatory combat step losses. The number on the left of the slash applies to the attacker and the number to the right of the slash applies to the defender. The defender applies his step losses first.

7.9 Unit Combat "Steps"

7.9.1 Depending on its training, equipment, and morale a combat unit can absorb varying amounts of punishment before it becomes combat ineffective. This is represented in the game by using a "combat step" mechanism (i.e., units remain in the game at decreasing levels of strength until they are finally eliminated). Units in the game have between one and four steps.

7.9.2 The first "step" for each unit represents the unit at its most powerful. This is the front of the unit counter (or, for Soviet armies, the front of its combat strength marker). If you cannot tell the front, it is the side with the higher combat values. If the unit has a second step, it is the flip side of the counter, with reduced values. If the unit only has one step, the flip side of its counter is blank.

7.9.3 Some particularly resilient Axis units have three and sometimes four steps of strength, for which an additional generic counter is provided. Look at the Axis Unit Conversion Chart on the map to see how many steps the different units in the game have and what counters replace particular units. Remember that the next lower step (if any) is either the flip side of the counter with reduced values or the appropriate replacement unit as depicted on Axis Unit Conversion Chart.

7.9.4 Since most non-German units either have one or two steps, taking step losses from them is easy. If, say, a Soviet unit is at full strength and it takes a step loss, just flip it (or its combat strength marker) over. If the flip side has values, it is a two step unit and is now down to its final step. If the flip side is blank, it is a one step unit and is now eliminated. This is a bit trickier with German units. For example, a full-strength 5-7-4 German infantry corps has four steps as follows: 5-7-4; 3-5-4; 2-3-5; 1-1-5. A full-strength 9-8-7 German tank corps has the following four steps: 9-8-7; 7-6-7; 4-3-8; 2-1-8. The first step loss for a full-strength German infantry corps is always the flip side of the counter (3-5-4 for infantry and 7-6-7 for tanks, for example). For the second step loss, you need to go into the German battlegroup counter pool (2-3-5 for infantry and 4-3-8 for tanks). For the third step loss, you merely need flip the battlegroup over to it's weaker side (1-1-5 for infantry and 2-1-8 for tanks).

7.9.5 If a unit receives a step loss and it only has one step left, it is eliminated. Otherwise, it is flipped over or replaced with a generic counter. But note that the counters provided are an absolute limit; they are all you get—no making your own. This means that if there is no counter available to replace a unit that took a step loss but still has steps left, then the unit is simply removed with no replacement, losing the extra step or steps.

7.9.6 Many units can return from the dead after being eliminated in combat; other unit counters can be recycled; these units include most Soviet infantry, mechanized and tank units. Rule 15.7 covers the fate of these units. Units that can never return to the game after they are eliminated are placed in the Permanently Eliminated Box for their side. They include:

- Italian, Hungarian, Finnish, and Romanian units;
- Security divisions;
- The Siege Artillery unit;
- Permanently withdrawn units (such as airbases and their air fleets, and the Italian 8th Army);
- Partisans;
- Guards cavalry units;
- Airborne units

7.9.7 Your units may sometimes lose one or more "combat steps" to satisfy all or part of a combat result. Just so it is clear: if you are going to satisfy a combat result number by taking a step or steps from a stack of units, the stack as a whole loses one step for each loss number. You do not lose one step from each unit in the stack for each loss number.

7.9.8 If there is more than one unit in a combat, and all are capable of contesting spaces, then each unit involved must receive a step loss before any unit receives two step losses. This is not the case if one of the units in the space cannot contest a space (7.9.9).

7.9.9 Units in a combat that can contest spaces must be eliminated before units that cannot contest spaces.

7.9.10 If there is a stack of attacking units in a space, some of which attacked and some of which did not attack, and the attacking units are eliminated because of an adverse combat result, then all non-attacking units in the stack are also eliminated. Just to be clear, this does not apply to an overrun combat.

7.10 Retreating From a Combat—Generally

7.10.1 Your units may sometimes, if you choose, retreat one or more spaces to satisfy all or part of a combat result.

7.10.2 To satisfy a combat result number by retreating, all the units in a space must retreat that number of spaces; if one unit retreats, all units must retreat. But you do have some discretion when a stack of units must retreat: you may retreat them all together, or all separately, or some together and some separately (i.e., they do not have to remain stacked when retreating).

7.10.3 If there is a stack of units in a space, some of which attacked and some of which did not, and the attacking units elect to retreat following an adverse combat result, the non-attacking units are eliminated. Again, just to be clear, this does not apply to an overrun combat.

7.10.4 When you retreat a unit a certain number of spaces the unit must end up in a space that is that number of spaces away from the original space—no doubling back!

7.10.5 Retreat is not movement and does not involve movement points.

7.10.6 You may retreat your units where you wish but you are constrained by certain priorities. Given a choice you must retreat according to the following priority:

a)   to an uncontested space;

b)   to a friendly-occupied, contested space;

c)   to an unoccupied, contested space (this has bad consequences, see 7.11).

Notwithstanding the above, the retreat priorities are not intended to force you to retreat a unit so as to eliminate it or take more step losses. You may ignore the retreat priorities if obeying them means eliminating your unit (or taking more step losses) and not obeying them means saving the unit (or taking fewer step losses).

Play note: Stacking is not a factor in the retreat priorities. That is, if you have a choice between retreating to a space that would not be overstacked after the retreat and one that would be overstacked, it is your choice. Of course, if your retreat creates an overstack, you will have to deal with it (see 7.12).

7.10.7 A unit is removed from the map and placed in the appropriate off map box if it can only retreat:

- off the map;

- into a space with an enemy unit;

- into or across a lake (even if it is a red arrow lake during a snow turn and the retreating unit is a Soviet non-motorized unit);

- into the sea;

- across an impassable terrain feature;

- into a contested, unoccupied space and the unit is lack of supply or out of supply (10.0).

7.11 Retreats into Enemy Contested, Unoccupied Spaces

7.11.1 If you retreat a unit into an enemy contested, unoccupied space, it must lose a step. If you retreat a stack of units into an enemy contested, unoccupied space, only one unit (of your choice) in the stack must lose a step.

7.11.2 Out of supply and lack of supply units cannot retreat into an enemy contested, unoccupied space. They are removed from the game instead (see 10.0 about supply).

7.12 Retreat and Stacking

7.12.1 If the stacking limit in a space is exceeded at the end of a retreat, the owning player may elect to retreat any unit or units from the overstacked space into an adja-

cent space (not forgetting the retreat priorities in 7.10.6). Although he may retreat any unit or units of his choice, the owning player may only retreat the minimum number of units necessary to cure the violation. All other retreat rules apply. If, after this retreat, either space violates the stacking limit, the enemy player may eliminate one unit at a time from the offending space or spaces (as under 4.0.7) until the violation is cured. If the stacking limit in a space is exceeded following a retreat, and the owning player does not elect to retreat any unit or units from the space into an adjacent space then the enemy player may eliminate one unit at a time from the offending space (as under 4.0.7) until the violation is cured.

7.12.2 Units eliminated because of stacking violations following a retreat do not count as step losses for purposes of figuring how far the winners get to advance (see 7.15 on advancing after combat).

7.13 Units With "0" Movement Allowance Cannot Retreat

Play note: What is going on here? Economic assets are the game's "0" movement allowance units and this rule forces certain combat units stacked with them to fight to the death to defend them.

7.13.1 Units with a movement allowance of "0" may never retreat. This means that they must always take step losses to satisfy combat results.

7.13.2 Units with a movement allowance of "0" never take step losses as long as they are stacked with a unit that is capable of contesting a space. (Note this is simply a specific application of rule 7.9.9 that units that can contest spaces must be eliminated before units that cannot contest spaces.)

7.13.3 If a unit with a movement allowance of "0" is stacked with a unit that can contest a space, the unit that can contest a space may not retreat from the space to satisfy a combat result.

7.14 Retreats—Oddball Cases

7.14.1 If you retreat a motorized unit across a major river it must lose one additional step. However, if you retreat a stack with more than one motorized unit across a major river you must only lose one motorized step from the stack.

7.14.2 The Siege Artillery unit may only retreat along a railroad. If it cannot it is placed in the Axis Permanently Eliminated Units Box.

7.14.3 If you retreat your defending unit into an occupied

space that your enemy subsequently attacks during the same combat phase then:

- the unit does not add its combat strength to the defense; and

- if the space suffers any adverse combat result the unit is immediately eliminated; and

- the unit's removal does not count against satisfying the combat result.

7.14.4 An out of supply or lack of supply unit may not retreat into an enemy contested space unless the space is occupied by a friendly unit that can contest spaces.

7.14.5 Retreats are considered to occur simultaneously. This means, for example, that units cannot benefit from retreating into a space that is occupied by a friendly unit that retreated from the same combat.

7.15 Advancing After Combat

7.15.1 Only "Victorious" Units May Advance After Combat—What Does it Mean to Be Victorious?

If your unit is attacking or defending in a combat, it is victorious if it remains in its space and the enemy unit must leave its space as a result of the combat (either because it was eliminated or retreated).

So if a unit on one side takes one or more step losses but remains in its space, the other side is not victorious. Note: it is certainly possible for there to be no victor in a combat. War is like that.

Note however that there are some multi-space permutations of this rule that are not so obvious. For example, say two German units from two different spaces are attacking a Soviet unit. Both sides take one mandatory step loss as a result of which one of the German units is eliminated and the Soviet unit is also eliminated. The remaining German unit is victorious and may advance. Why? Because the Soviet unit vacated its space (it was eliminated). In the same example, say instead that one of the German units was eliminated but the Soviet unit remains in its space; now the Soviet unit is victorious and may advance. In both examples, both sides each took one step loss, but the Germans were victorious in one and the Soviets in the other.

7.15.2 General rules on advancing:

- only victorious units (whether they were attacking or defending) may advance;

- advancing is voluntary;

- you must decide whether to advance before the next combat;

- the first space of the advance must be the space vacated by an eliminated unit or by a retreating unit.

7.15.3 How Many Spaces May a Victorious Unit Advance?

The general rule (subject to a number of exceptions below) is that the maximum length of advance for victorious units is three. This is without regard to the combat result. Got that? If your units are victorious in a combat as defined in 7.15.1 they may advance up to three spaces, whether the combat result is A1, D1, A2, D2 and so on.

There are a number of important limits on the maximum advance of three spaces, including: the number of step losses taken by the enemy, the type of unit advancing, the presence of contested spaces, terrain, and stacking (all discussed below).

7.15.4 Enemy Step Losses Limit Advances

For all combat results other than "AE" and "DE", the maximum length of advance, which is three, is reduced by one for each step loss taken by the non-victorious side. So if the losing side takes no step losses, the victorious units may all advance three spaces. If the losing side takes one step loss, the victorious units may all advance two spaces. If the losing side takes two step losses, the victorious units may all advance one space. And if the losing side takes three step losses there can be no advance.

If the combat result is "AE" or "DE" it does not matter how many steps the are lost by the non-victorious side: the maximum advance remains at three.

7.15.5 Unit Type Limits the Length of Advance

With important limits and exceptions (all listed below), the maximum possible advance for a victorious:

- German tank unit is three spaces;

- Soviet motorized unit is two spaces;

- unit that can contest spaces (and is not a German tank or Soviet motorized unit) is one space;

- unit that cannot contest spaces is zero. Got that? Units that cannot contest spaces may never

advance. Important exception: German battlegroups with a printed attack strength of one may advance a maximum of one space.

What does this mean?

If the maximum possible advance after a combat is three, then victorious German tank units can advance three spaces, victorious Soviet motorized units can advance two spaces and, for example, infantry units can advance one space.

If the maximum possible advance after a combat is two, then victorious German tank units and victorious Soviet motorized units can advance two spaces and, for example, infantry units can advance one space.

If the maximum possible advance after a combat is one, then all victorious units (except units that cannot contest spaces) can advance one space.

Experienced wargamers take note: this is not like most wargames. If a Soviet unit retreats one space on a D1 or A1 result, victorious German tank units can advance up to three spaces! The combat result does not effect the length of advance—only step losses affect the length of advance. Of course those combat results that call for mandatory step loss will always reduce the maximum length of advance, because step losses will always be taken as a result.

7.15.6 Contested Spaces Limit Advances

Your unit must stop its advance when it enters a contested space; however, if the first space of the advance is a contested space, your unit may ignore that contested space and continue the advance from there (assuming, of course, that your unit may advance more than one space). Your unit must of course stop at the next contested space.

7.15.7 Terrain May Limit Advances

- you may never advance a unit into or across terrain that would be impassible to the unit (including red arrow lakes for all units at all times);

- you may advance a unit across a major river only if it is crossing the river into the first space of the advance;

- you may advance a unit into a swamp space only if that is the first space of the advance.

7.15.8   Stacking May Limit Advances

You may not violate stacking limits at the end of the advance.

7.15.9 Step losses taken because of retreats through enemy-contested spaces, retreat overstacks, or impassible terrain, or any reason other than the choice to take step losses as a result of the combat, or mandatory step losses, do not count for purposes of figuring out the length of advance. So if a one-step unit receives, say, a "D3" combat result and is eliminated because it has nowhere to retreat, the maximum possible advance for a given victorious unit is not affected. (You can always take a step in this case to reduce the advance.).

8.0 Overrun

8.0.1 Overrun is a special hybrid of combat and movement that may occur during the Soviet Movement Phase, the Axis Movement Phase or the Axis German Tank Movement Phase. Although overruns occur during a unit's movement, and although you resolve overruns using most of the combat rules and the Combat Results Table, overrun is neither movement nor combat: it is overrun.

8.0.2   General overrun rules:

- only units that are eligible to move during the phase may conduct overruns;

- a unit can conduct as many overruns as its movement allowance permits;

- a defending unit can be overrun more than once in the same phase;

- units that are lack of supply or out of supply may not conduct an overrun (see 10.0 on supply).

8.0.3   Here's how to conduct an overrun:

a)   pick a friendly unit to conduct an overrun;

b)   pick an enemy unit to overrun;

c)   if your unit is not next to the enemy unit, you must move it there by normal movement;

d)   once your unit is next to the enemy unit, announce the overrun;

e)   begin the overrun by subtracting three from your unit's remaining movement allowance (Soviet units only pay two movement points during snow turns) but if your unit does not have the necessary three (or two if a Soviet unit in a snow turn)

movement points left, it cannot perform the overrun;

f)   now resolve combat between your overrunning unit and the defenders, except add one to the die roll for the overrun;

g)   if it is the first Winter (snow Turns 8-11) add another three to your overrun die roll;

h)   if it is the second Winter (snow Turns 22-25) or the third Winter (snow Turns 36-39), add another one to your overrun die roll.

i)   if it is a Soviet unit overrunning (but not defending against an overrun) and one or more Leaders are within range, add the leadership modifier of the Leader with the highest leadership modifier to the combat roll.

j)   if it is an Axis unit either overrunning or defending against an overrun and it is within range of one or more air fleets, shift the combat odds to either the right or the left in the Axis player's favor.

8.0.4 After you have fully applied the combat results (that includes retreats, but not advances), resolve the overrun:

a)   if there is at least one defending unit left in the space, the overrun is over and the attacking unit is finished for this phase, even it has movement points left;

b)   if the defenders have vacated the space, place the attacking unit in the empty space, whether the attacker took a step loss or not (at no additional cost to its movement allowance); the attacking unit may now continue to move (and overrun) if it has movement points left to do so (the overrunning unit may not, however, advance after combat

as it would in a regular combat during the combat phase. Got that? Instead of advancing after combat, the attacking unit is placed in the defender's space and then may continue its move if it has movement points left).

8.0.5 You may conduct an overrun with a stack of units if:

* the units begin the phase stacked together;

* the units are all of the same type, i.e., either all motorized or all non-motorized;

* the stack does not violate stacking limits in the space from which it conducts the overrun (clear? this rule includes both the overrunning units and any units not involved in the overrun that happen to be in the space from which the overrun is conducted).

8.0.6 If you as the attacker retreat a unit following an unsuccessful overrun and the retreat causes an overstack and you decide to retreat a different unit to satisfy stacking, you may not move that different unit during that movement phase (assuming it hasn't already moved, in which case, no matter).

8.0.7 Terrain affects overruns. Overruns cannot be conducted across the following terrain features:

* major river

* minor river

* sea

* lake (except for non-motorized Soviet units during snows turns across red arrows).

8.0.8 Overruns cannot be conducted into the following terrain:

* swamp (remember that swamps are considered forests during snow turns (13.0.3))

* mountain

* major city

* the undestroyed fortress of Sevastopol (7.4.3)

8.0.9 Weather affects overruns:

* during snow turns Soviet units pay only two movement points to conduct an overrun;

* during the first Winter (snow Turns 8-11) add three to all overrun die rolls (in addition to the one always added to an overrun);

* during the second Winter (snow Turns 22-25) and the third Winter (snow Turns 36-39), add one to all overrun die rolls (in addition to the one always added to an overrun).

Play notes: When you conduct an overrun your unit is not considered to be moving from a contested space and therefore it does not pay the normal movement cost for leaving a contested space. Nor does it run afoul of the rule against moving from one contested space to another contested space. It does not matter that the unit conducts the overrun from a space that is contested by multiple enemy units. You correctly noticed that the unit conducting an overrun never pays the terrain cost of the defender's space. Finally, a German unit that suffers a step loss while conducting an overrun does gain an extra movement point if the step loss converts it to a battlegroup.

9.0 Controlling Major Cities & Ports

9.0.1 Which side "controls" a space with a major city or port matters for winning the game (18.0) and also for certain supply rules (10.2.3 and 10.4.4).

9.0.2 On Turn 1 the Axis controls all major cities and ports in:

* Germany;

* Finland;

* Poland;

* Hungary; and

* Rumania;

and the Soviets control all other major cities and ports.

9.0.3 You keep control of a major city or port until an enemy unit that is capable of contesting a space (5.0) enters the major city or port. Marker chits are provided to keep

track of this. And yes, two German battlegroups each with a printed attack strength of one that are stacked together do confer control for this rule.

9.0.4 Partisan units and air fleets do not confer control, even if they are in a space with a major city or port.

10.0 Supply

10.0.1 The supply rules abstractly reflect an army's need for food, ammunition, fuel, clothing, parts, medicine and other necessities for moving and fighting. Inadequate supplies hurt a unit's ability to perform.

10.0.2 There are four supply states in the game: "in supply"; "lack of supply", "emergency supply" and "out of supply". Another supply condition—"isolated"—exists but its effects are resolved immediately. Units are usually in supply. Chits are provided to keep track of units that are lack of supply, emergency supply and out of supply (no chit is needed for "isolated" because its effects are immediately resolved).

10.0.3 If a unit is in supply it functions normally. If a unit is lack of supply, emergency supply or out of supply it suffers some penalty (described below). If a unit is isolated, it may suffer a step loss (also described below).

10.0.4 You determine the supply state for each of your units during the Supply Phase. If the unit is lack of supply, emergency supply or out of supply, put the appropriate chit on it as a reminder. That chit stays on the unit (and the unit keeps that supply state) until the next Supply Phase when you check its supply state again and make any change necessary—no matter what happens in between. (Exception: 15.2.5.)

10.0.5 There are some supply rules that apply to all units in the game. But units of different nationalities also have their own special supply rules. We cover the common rules first and then the special national rules.

10.0.6 The supply rules apply to all units in the game except Partisans.

10.1 Determining Supply Generally—The "Line of Communication"

10.1.1 In general, a unit is in supply if there is a chain of consecutive spaces from the unit to a permanent supply source; permanent supply sources are printed on the map and shown on the Terrain Effects Chart (note that the chain is traced to the marked space on the map that is the permanent supply source; the chain is not traced

off the map as in other games). The chain of consecutive spaces is called a "line of communication." There are different rules, covered below, for different nationalities on how long a line of communication can be (i.e., some lines of communication can be of unlimited length, while others are limited to a specified number of spaces; if no number of spaces is specified, the line of communications can be of unlimited length). Also, headquarters units and supply depots can sometimes be used to extend a line of communication. Finally, in some special cases a city may have to have a line of communication.

10.1.2 Generally, a line of communication:

a) is always traced from the unit to the supply source;

b) may not include a space that contains a non-partisan enemy unit;

c) may not include a space contested by an enemy unit unless that space contains a friendly unit that can contest spaces;

d) may not cross a major river unless it does so along a railroad;

e) may not cross a lake or the sea unless a) it is a Soviet line of supply during a snow turn and the lake includes a red arrow (3.3.5 and 7.4.5); or b) it is the otherwise impassible causeway between the Crimea and Ukraine (between spaces 1724 and 1824);

f) may in some special cases have to follow a railroad (i.e., a "railroad line of communication"); a "railroad line of communication" is simply a line of communication that must follow entirely along spaces that are connected by railroad.

10.1.3 When you trace a line of communication the number of spaces in the line is sometimes important. Usually, each space counts once; however:

a) swamp spaces count as two spaces;

b) Arctic spaces count as two spaces;

c) a space that is connected by railroad to the previous space in the line of communication counts as one-half space, regardless of the terrain in the space;

d) a space with a Partisan unit counts as double (for the Axis only, of course) what it would ordinarily cost without the Partisan unit. So if the Axis player were tracing along a railroad, the space with the railroad would count as one space instead of one-half space. The same space would count as two spaces instead of one if the railroad were not involved. Swamp spaces would count as four, and so on.

10.2 Determining Supply, Emergency Supply and Lack of Supply for German, Italian and Hungarian Units

Supply for German, Italian and Hungarian units involves both permanent Axis supply sources, which are printed on the map, and moveable supply depots, which have their own chits.

10.2.1 Supply depots:

- are always themselves considered in supply, even if they cannot trace a line of communication to a permanent supply source;

- are motorized units;

- can be voluntarily removed from the map by the Axis player during his supply phase;

- return to the game as reinforcements four turns after they are removed, for whatever reason.

Play note: Voluntary Axis supply hoarding. At the beginning of the game, the Axis player has numerous supply depots—more than he needs to supply his armies, which are, after all, close to their permanent supply sources. As the Axis armies advance further into Mother Russia, the Axis player will find that his slow-moving depots are outpaced by his combat units. The Axis player can alleviate this problem somewhat by "hoarding", i.e., removing from the map, some supply depots for use as reinforcements in the future—this is because reinforcements can often be placed where they are most needed. This will give the Axis player extra operational flexibility. Although this hoarding technique is admittedly an abstract game mechanic, it is an essential tool in the Axis arsenal.

10.2.2 Normal Supply for German, Italian and Hungarian Units

German, Italian and Hungarian units are in supply if they have a line of communication of no more than four spaces to a permanent Axis supply source.

German, Italian and Hungarian units are also in supply if they have a line of communication of no more than four spaces to a supply depot that:

a) has a line of communication of no more than four spaces to a permanent Axis supply source; or

b) is part of a "supply chain" of supply depots leading back to a permanent Axis supply source; each supply depot leading back along the supply chain must have a line of communication of no more than four spaces to the next supply depot along the supply chain or (if it is the last supply depot in the supply chain) to a permanent Axis supply source.

10.2.3 German Sea Supply

German units are also in supply if:

- they have a line of communication of no more than two spaces to any Black Sea port; and

- the Axis player controls both Odessa and Sevastopol; and

- both Odessa and Sevastopol have a line of communication by railroad to a permanent Axis supply source.

However, airbases may not be supplied this way.

10.2.4 German, Italian and Hungarian Emergency Supply

German, Italian and Hungarian non-airbase units are in emergency supply if they have a line of communication of no more than four spaces to a supply depot that has been converted into an emergency supply source. The Axis player can convert a supply depot into an emergency supply source by flipping it over to its emergency side at the beginning of the Supply Phase. It is now an emergency supply source and supplies every German, Italian, and Hungarian non-airbase unit with a four space line of communication to it. At the end of the Supply Phase, the Axis player removes emergency supply sources from the map—they return as reinforcements four turns later.

You may not use an emergency supply source as part of a supply chain.

10.2.5   German Units Only—Lack of Supply

An out of supply German unit (only!) that is in range of an air fleet is lack of supply instead of out of supply.

10.3 Determining Supply for Finnish and Romanian Units

10.3.1 A Finnish non-headquarters unit is in supply if it has a line of communication of no more than four spaces to either a) Helsinki or any permanent Axis supply source, or b) a Finnish headquarters unit that is itself in supply. A Finnish headquarters unit is in supply if it is on a railroad space and it has a line of communication by railroad to Helsinki or any permanent Axis supply source. But if the Soviets occupy Helsinki at the beginning of a Supply Phase, all Finnish units are out of supply and considered isolated (except for headquarters) regardless of any other circumstances until Helsinki is Axis controlled. Finnish headquarters can be out of supply, but they are never isolated.

10.3.2 A Romanian non-headquarters unit is in supply if it has a line of communication of no more than four spaces to either a) Bucharest or any permanent Axis supply source, or b) a Romanian headquarters unit that is itself in supply. A Romanian headquarters unit is in supply if it is on a railroad space and it has a line of communication by railroad to Bucharest or any permanent Axis supply source. But if the Soviets occupy Bucharest at the beginning of a Supply Phase, all Romanian units are out of supply and considered isolated (except for headquarters) regardless of any other circumstances until Bucharest is Axis controlled. Romanian headquarters can be out of supply, but they are never isolated.

10.4 Determining Supply and Lack of Supply for Soviet Units

Different Soviet units trace supply differently. Supply for most Soviet units involves both permanent Soviet supply sources, which are printed on the map, and Soviet headquarters units. Moscow and Baku are permanent Soviet supply sources; however, they forever lose their status as permanent supply sources if they are entered by an Axis unit that is capable of contesting spaces. (Note that Baku only appears in certain scenarios. Ignore any Baku rules in scenarios in which it does not appear.)

10.4.1   Supply for Economic Assets

Economic assets are always in supply (see 14.0 on economic assets).

10.4.2   Supply for Soviet Headquarters

A Soviet headquarters unit is in supply if it is on a railroad space and it has a line of communication by railroad to a permanent Soviet supply source. (Remember that Moscow and Baku forever lose their status as permanent supply sources if it they are entered by an Axis unit that is capable of contesting spaces.) Soviet headquarters can be out of supply or lack of supply, but they are never isolated.

10.4.3   Supply for Other Soviet Units

All other Soviet units are in supply if they have a line of communication of no more than six spaces to either a permanent Soviet supply source or an in supply Soviet headquarters unit. (Remember that Moscow and Baku forever lose their status as permanent supply sources if it they are entered by an Axis unit that is capable of contesting spaces.)

10.4.4   Soviet Sea Supply

Soviet units are also in supply if they have a line of communication of no more than two spaces to any Black Sea port and the Soviet player controls either Novorossiisk or Tuapse with a railroad line of communication from Novorossiisk or Tuapse to a Soviet permanent supply source. However, Soviet headquarters units and Leaders may not be supplied this way.

Also, if the Axis player controls Sevastopol during the Supply Phase Soviet units may not use Odessa for supply under this rule.

10.4.5   Soviet Units—Lack of Supply

In addition, an otherwise out of supply Soviet unit that is in the same space with a factory economic asset is lack of supply instead of out of supply.

10.5 Determining Isolation for All Units

Soviet, Finnish or Romanian headquarters are never isolated. Any other unit is isolated if it is lack of supply or out of supply; and

•   it has no line of communication to a supply source;

or

•   its line of communication to what could otherwise have been its supply source is more than twice the maximum allowable distance.

10.6 What it Means to Be Out of Supply

10.6.1 Out of supply units:

• halve their allowance of movement points (round up);

• halve their defensive combat strength (round up);

• halve their offensive combat strength (round up);

• may not overrun (see 8.0 on overrun);

• may not conduct strategic movement (3.5);

• may not retreat into an enemy contested space unless a friendly unit is there that can contest spaces;

• may not breakdown or buildup (17.0);

• may not perform Guards army or Shock army conversion (15.5).

10.6.2 If an airbase is out of supply or lack of supply, re-move it from the map. It comes back as a reinforcement in four turns (12.1.4).

10.6.3 If a Leader (including Zhukov) is out of supply it is removed and placed back into the pool of Leaders.

10.6.4 If a headquarters is out of supply it is removed from the map. Roll a die. On a roll of one, two or three the headquarters comes back as a reinforcement next turn. On roll of four, five or six the headquarters comes back as a reinforcement the turn after next.

10.7 What it Means to Be Emergency Supply (Axis Only)

10.7.1 Emergency supply units:

• may not conduct strategic movement (3.5);

• may not breakdown or buildup (17.0);

Play note: that's right, there are no ill-effects on combat or movement allowances for being in emergency supply.

10.8 What it Means to Be Lack of Supply

10.8.1 Lack of supply units:

• halve their allowance of movement points (round up);

• halve their offensive combat strength (round up);

• may not overrun (8.0);

• may not conduct strategic movement (3.5);

• may not breakdown or buildup (17.0);

• may not perform Guards army or Shock army conversion (15.5).

Play note: that's right, there are no ill-effects on a unit's defense strength for being lack of supply.

10.8.2 If an airbase is lack of supply, remove it from the map. It comes back as a reinforcement in four turns (12.1.4).

10.9 What it Means to Be Isolated

10.9.1 Being isolated means that, in addition to suffering all the ill effects of lack of supply or out of supply (as the case may be), your units may also suffer a bad result on the Attrition Table. Roll once on the Attrition Table for each of your isolated units during each Supply Phase. The Attrition Table is on the map and explains the die roll modifiers and the results. An isolated unit will either es-cape unscathed (for this turn) or lose one or more steps. Soviet, Finnish and Romanian headquarters are never isolated and never roll on the attrition table.

10.9.2 Do not roll on the Attrition Table on the first turn of the game.

10.9.3 The supply rules do not apply to Partisan units, so they never roll for attrition.

11.0 Partisans & Security Divisions

11.1 Partisan Units

11.1.1 Partisan units affect strategic movement (3.5) and lines of communication (10.1).

11.1.2 The Soviet player has five Partisan units that he receives as reinforcements during the game. The turn he receives a Partisan unit the Soviet player must place it on the map during the Administrative Phase.

11.1.3 The Soviet player may place a Partisan unit in any space in the Soviet Union that:

- does not have another Partisan unit;

- does not have an Axis unit;

- is more than two spaces from the nearest Security Division.

Play note: Yes, this means you can place a Partisan in a space that is contested by an Axis unit.

11.1.4 Partisan units do not have movement allowances.

11.1.5 Partisan units do not contest spaces.

11.1.6 Axis units may not attack or overrun Partisan units.

11.1.7 Partisan units do not confer control of major cities or ports (9.0).

11.1.8 If an Axis unit enters a space with a Partisan unit, or if a Security Division comes within two spaces of a Partisan unit, the Soviet player must immediately place the Partisan unit in another space that is:

- no more than five spaces away;

- in the Soviet Union;

- free of Axis units and other Partisan units;

- more than two spaces from the nearest Security Division.

If this is not possible the Partisan unit is placed in the Soviet Permanently Eliminated Units Box.

11.1.9 The supply rules do not apply to Partisan units. Partisan units never roll for attrition.

11.2 Security Divisions

11.2.1 The Axis player receives Security Divisions as reinforcements during the game (15.0).

11.2.2 Partisan units cannot be placed within two spaces of a Security Division.

11.2.3 Security divisions many never move within four spaces of a non-Partisan Soviet unit. If a Security Division begins a Movement Phase less than four spaces from a non-Partisan Soviet unit it may stay where it is, but if it moves, it must end its move more than four spaces away from the nearest non-Partisan Soviet unit.

11.2.4 Security divisions do not contest spaces (5.0).

11.2.5 Security divisions do not confer control of major cities or ports (9.0).

11.2.6 Security divisions count towards Axis Army Victory Points (18.0).

11.2.7 Security divisions that are eliminated are placed in the Axis Permanently Eliminated Units Box.

12.0 German Airpower

12.1 Airbases and Air Fleets

12.1.1 At the beginning of the game the Axis player has three airbases on the map. The airbases each have their own air fleet, represented by a separate chit. Air fleets do not begin the game on the map.

12.1.2 During the Supply Phase of non-mud turns the Axis player places his air fleets within the range of their respective airbases (each airbase has a range number). Once placed air fleets remain in that space until removed from the map during the Axis German Tank Movement Phase; they do not have a movement point allowance. And yes, you can place an air fleet in any space without regard to terrain or enemy units. And yes, this rule means that the Germans don't have any air fleets on the map during mud turns.

12.1.3 At the end of every Axis German Tank Movement Phase the Axis player removes his air fleets from the map.

12.1.4 If an airbase is out of supply or lack of supply during the Supply Phase it and its air fleet are removed and return as reinforcements four turns later. Note that airbases have a movement point allowance and may move during the Movement Phase.

12.1.5 Notwithstanding rule 15.7.1, at the end of the Axis German Tank Movement Phase of Turn 11 and again at the end of the Axis German Tank Movement Phase of Turn 31 the Axis player must permanently remove any one airbase and its air fleet from the game and place them in the Axis Permanently Eliminated Units Box.

12.2 What Air Fleets Do

12.2.1 Air fleets have a number printed on their chit; this is their range. The range is the number of consecutive spaces from the air fleet that the air fleet can affect combat and supply.

12.2.2 If the Soviets are defending (combat or overrun) in a non-snow turn and all defending Soviet units are in range of one or more air fleets, shift the combat odds column one to the right (7.5).

12.2.3 If the Axis is defending (combat or overrun) in a non-snow turn and all defending Axis units are in range of one or more air fleets, shift the combat odds column one to the left (7.5).

12.2.4 An out of supply German unit that is in range of an air fleet is lack of supply instead of out of supply (10.2.5).

12.2.5 An air fleet is the same as any other unit for purposes of restricting strategic movement.

12.2.6 Air fleets do not confer control of major cities or ports (9.0).

12.2.7 Remember that during snow turns, air fleets only affect supply, they do not affect combat or overrun.

12.2.8 Air fleets have no effect on the placement of Soviet reinforcements

13.0 Weather

13.0.1 The weather during a turn is either clear, mud or snow. Mud and snow turns are marked on the turn track. Clear weather does not effect play.

13.0.2 In a mud turn:

- the Axis player may not place air fleets on the map (12.1.2);

- the Soviet player subtracts three from his die roll for parachute landings (15.4);

- German supply depots may use strategic movement (3.5.3);

- German units can breakdown and buildup in contested spaces (17.1);

- Soviet armies can convert to Guards armies or Shock armies in contested spaces (15.5.1).

13.0.3 In a snow turn:

- air fleets do not affect combat (7.0) or overrun (8.0);

- lakes with red arrows printed on them permit Soviet non-motorized units to contest across them (5.0.5) and also certain movement (3.3.5) and combat (7.4.5) abilities;

- swamp spaces are treated as forest spaces;

- sea movement is prohibited into or out of Murmansk, Arkhangelsk, Leningrad and Konigsberg (3.6);

- the Soviet player subtracts three from his die roll for parachute landings (15.4);

- Soviet units pay only two movement points (instead of the usual three) to leave a contested space;

- Guards cavalry corps may move directly from one contested space to another; they must still pay the normal movement cost (i.e., two movement points) for leaving a contested space;

- Soviet units pay only two movement points (instead of the usual three) to overrun (8.0).

13.0.4 During the first Winter (snow Turns 8-11), add three to all combat die rolls (including overruns).

13.0.5 During the second Winter (snow Turns 22-25) and the third Winter (snow Turns 36-39), add one to all combat die rolls (including overruns).

14.0 The Soviet War Economy

The Soviet War Economy achieved incredible feats of production and the Soviets also managed to save precious factories by moving them East. The game abstracts this history with economic asset units and Leaders. The economic asset units represent Soviet production capacity and the Leaders represent that production capacity turned into military might.

14.1 Economic Asset Units

14.1.1 The Soviets have seven different kinds of economic asset units:

- factory;

- oil;

- oil pipeline;

- coal mine;

- iron;

- minerals; and

- strategic port.

14.1.2 Economic asset units;

- are always in supply;

- cannot move;

- cannot retreat;

- have a defense strength of one;

- have one combat step;

- do not contest spaces.

14.1.3 When an economic asset is eliminated the Soviet player puts it into the Eliminated Economic Assets Box.

14.2 Factory Economic Asset Unit Evacuation

14.2.1 Although economic assets cannot move, the Soviet player may evacuate up to three of his factory (only) economic asset units during the Administrative Phase of each Production Turn. Production Turns are marked on the Turn Record Track on the map.

14.2.2 The Soviet player can evacuate a factory only if:

- its space is not contested by an Axis unit (even if the factory is stacked with a Soviet unit); and

- it has a railroad line of communication to a Soviet permanent supply source (see 10.1.2(f) about railroad lines of communication).

To evacuate the factory, the Soviet player simply removes its chit from the map and puts it in the Evacuated Factories Box.

14.3 Strategic Port Economic Asset Units

During the Administrative Phase of a production turn the Soviet player must check each of his strategic port economic asset units. If a strategic port cannot trace a railroad line of communication (10.1.2(f)) to a Soviet permanent supply source (10.4) it is eliminated and placed in the Eliminated Economic Assets Box.

14.4 Leaders

14.4.1 Leaders provide die roll bonuses to Soviet units in combat equal to their leader ratings. One Leader—Zhukov—arrives automatically as a reinforcement and is listed on the reinforcement chart. All the other Leaders arrive, if they arrive, during Production Turns.

14.4.2 Production Turns are marked on the Turn Record Track. Each Production Turn has a "production number" which is also printed on the Turn Record Track.

14.4.3 The Soviet player gets a Leader during the Administrative Phase of a Production Turn if the number of economic asset units in the Destroyed Economic Assets Box is less than the production number for that turn. If the number of destroyed economic assets is equal to or higher than the production number, then the Soviet player receives no Leader.

14.4.4 If the Soviet player does get a Leader he first designates the space where he will put the Leader. The space must be one where the Leader would be in supply and the space cannot be contested by an Axis unit. The Soviet player then randomly draws the Leader from the pool of all remaining Leaders.

14.4.5 The Soviet player may never have more than ten Leaders on the map at once. The Soviet player loses any additional Leaders he would otherwise get if there are already ten Leaders on the map.

14.4.6 If the Axis is defending (combat or overrun) and all defending Axis units are within three spaces of one or more Leaders, the Soviet player must add the rating of the highest-rated Leader to the die roll.

15.0 Reinforcements & Recycling

15.1 What are Reinforcements?

Some reinforcements are units that start the game out of play and arrive according to the scenario reinforcement schedule. Other reinforcements are units that are temporarily removed from play for later return.

15.2 How Reinforcements Arrive

15.2.1 During your Reinforcement Phase you may place your reinforcements for that turn or you may delay them until a future turn of your choice. However, the Soviet player receives combat strength markers as reinforcements during the Supply Phase and he may not delay them. Nor can the Soviet player delay the arrival of Partisan units.

15.2.2 Headquarters units, airborne units, combat strength markers, Partisans, and Guards and Shock armies arrive as reinforcements under their own special rules. For all other units that arrive as reinforcements, you may place them in any space you wish, but:

- the reinforcement must be in supply in that space;

- if you are the Axis player, the space must have at least three intervening spaces between it and the nearest Soviet unit;

- if you are the Soviet player:

    i. the space must contain or be next to a space with a Soviet headquarters unit (which may have been placed as a reinforcement the same turn; note the HQ does not need to itself be in supply);

ii. the space must not contain an Axis unit;

iii. the space must not be contested by an Axis unit (even if occupied by a Soviet unit);

15.2.3 For reinforcements that are headquarters units, you may place them in any space you wish, but:

- the space must have at least four intervening spaces between it and the nearest enemy unit;

- if you are the Soviet player, the headquarters unit must be placed on a railroad; it must have a line of communication by railroad to a permanent Soviet supply source; and it must be placed within the Soviet Union;

- if you are the Axis player, the headquarters unit must be placed on a railroad; it must have a line of communication by railroad to its national capital.

15.2.4 Stacking is not enforced during or at the end of the Reinforcement Phase. Overstacking of your reinforcements does not need to be remedied until the end of your Movement Phase.

15.2.5 Calculate supply for reinforcements at the moment you place them. You do this as if it were the Supply Phase (10.0) all over again, which means that you temporarily recalculate supply for purposes of placing the reinforcement. Do not add or remove any supply markers—simply calculate supply for that particular reinforcement at the moment you place it on the map without regard to existing supply markers. Play note: This is an exception to Rule 10.0.4, which states that a unit keeps its supply state for the entire turn no matter what. New Rule 15.2.5 prevents you from moving an in supply HQ into a space from which it is out of supply and then, during the Reinforcement Phase, using that HQ as a supply source for reinforcements.

15.2.6 German supply depots arriving as reinforcements must be able to trace supply pursuant to Rules 15.2.2 and 15.2.5 without regard to Rule 10.2.1 (which states that supply depots are always in supply whether or not that can trace a line of communications).

15.2.7 The Axis player may not use German supply depots arriving as reinforcements to supply other German, Italian and Hungarian units that subsequently arrive as reinforcements during the same Reinforcement Phase. Play note: Rules 15.2.6 and 15.2.7 prevent the Axis player from "chaining" reinforcement supply depots with combat units behind Soviet lines

15.3 Combat Strength Markers

15.3.1 The Soviet player sometimes receives combat strength markers as reinforcements. He receives them during the Supply Phase and when he does he must take them—he may not delay their arrival.

15.3.2 When the Soviet player receives a combat strength marker as a reinforcement he places it into the appropriate cup for its combat class (6.2.1).

15.4 Airborne Units

15.4.1 When the Soviet player receives an airborne unit as a reinforcement, he places it into the Paradrop Waiting Box.

15.4.2 At the beginning of any subsequent Soviet Movement Phase, before the Soviet player has moved any of his units, he may take an airborne unit from the Paradrop Waiting Box and place it in any space that:

- is within six spaces of an in supply Soviet headquarters;

- does not contain an Axis unit; and

- is in the Soviet Union.

15.4.3 After the Soviet player places an airborne corps he rolls a die: he adds one to the die roll if he placed the airborne unit in an Axis-contested space; he subtracts three from the die roll if it is a mud or snow turn. If the result is one or two nothing happens and the airborne corps enters play in that space. If the result is three through six the airborne unit is placed in the Soviet Permanently Eliminated Units Box.

15.4.4 The Soviet player may leave an airborne corps in the Paradrop Waiting Box for as long as he likes but he may only place one airborne unit per turn. Note that airborne units may not enter the game as regular reinforcements; they can only enter by this procedure.

15.4.5 Airborne units eliminated for any reason are placed in the Soviet Permanently Eliminated Units Box.

15.4.6 Airborne units may not be used to buildup armies (17.4) nor may they be incorporated into armies (17.5).

15.5 Guards And Shock Armies

The Guards and Shock armies the Soviet player receives as reinforcements do not represent new troops. Rather, they represent better equipment and training given to veteran troops that are taken out of the line. In the game, the Soviet

player pulls his units away from the front and replaces them with the more powerful Guards and Shock armies.

15.5.1 When the Soviet player receives a Guards army or a Shock army as a reinforcement, he places it in the Awaiting Promotion Box. The Soviet player may replace an infantry army unit that is in play with a Guards army or Shock army from the Awaiting Promotion Box at the beginning of the Administrative Phase if the army to be replaced is:

- in supply; and

- is not in an enemy contested space (unless it is a mud turn, in which case it is permitted).

15.5.2 To replace an existing infantry army with a Guards army or Shock army from the Awaiting Promotion Box, simply remove the existing infantry army from play, place it in the Promoted Army Box, and replace it with the Guards army or Shock army. If the removed infantry army has a combat strength marker replace it with a full-strength class "B" combat strength marker (that's right, full strength, even if the existing chit is at reduced strength).

15.6 Guards Cavalry Corps

The Soviet player receives Guards cavalry corps units as reinforcements during the game.

15.6.1 Guards cavalry corps do not contest spaces.

15.6.2 Guards cavalry corps have zero stacking points, but Guards cavalry corps may not stack together.

15.6.3 Guards cavalry corps are non-motorized units.

15.6.4 During snow turns Guards cavalry corps may move directly from one contested space to another; they must still pay the normal movement cost for leaving a contested space (i.e., two movement points).

15.6.5 Guards cavalry corps eliminated for any reason are placed in the Soviet Permanently Eliminated Units Box.

15.6.6 Guards cavalry corps may not be used to buildup armies (17.4) nor may they be incorporated into armies (17.5).

15.7 Returning From the Dead

Some units can return to the game after being removed from play.

15.7.1 German Airbases

German airbases and their air fleets return as reinforcements four turns after being removed. (Exception: 12.1.5.)

15.7.2 Supply Depots

Supply depots return as reinforcements four turns after being removed.

15.7.3 Headquarters

When a headquarters is removed from play for whatever reason, roll a die. On a roll of one, two or three the headquarters comes back as a reinforcement next turn. On roll of four, five or six the headquarters comes back as a reinforcement the turn after next.

15.7.4 Soviet Infantry and Mechanized Corps

When a Soviet infantry or mechanized corps is eliminated, place it in the Force Pool Box for later use (as explained elsewhere (17.3)).

15.7.5 Soviet Infantry Armies

When an in supply Soviet infantry army is eliminated, the Soviet player rolls a die. On a roll of one the army is placed in the Soviet Permanently Eliminated Units Box and the Soviet player may take an infantry corps from the Force Pool Box as a reinforcement in two turns (if the Force Pool Box lacks the corps, the reinforcement is lost). On a roll of two through six the army returns to the game as a reinforcement in twice the number of turns rolled on the die.

When a lack of supply or out of supply Soviet infantry army is eliminated, the Soviet player rolls a die. On a roll of one or two the army is placed in the Soviet Permanently Eliminated Units Box and the Soviet player may take an infantry corps from the Force Pool Box as a reinforcement in two turns (if the Force Pool Box lacks the infantry corps, the reinforcement is lost). On a roll of three through six the army returns to the game as a reinforcement in twice the number of turns rolled on the die.

15.7.6 Soviet Tank Armies

When an in supply Soviet tank army is eliminated, the Soviet player rolls a die. On a roll of one the tank army is placed in the Soviet Permanently Eliminated Units Box and the Soviet player may take a mechanized corps from the Force Pool Box as a reinforcement in two turns (if the Force Pool Box lacks the corps, the reinforcement is lost). On a roll of two through six the tank army returns to

the game as a reinforcement in twice the number of turns rolled on the die.

When a lack of supply or out of supply Soviet tank army is eliminated, the Soviet player rolls a die. On a roll of one or two the tank army is placed in the Soviet Permanently Eliminated Units Box and the Soviet player may take a mechanized corps from the Force Pool Box as a reinforcement in two turns (if the Force Pool Box lacks the mechanized corps, the reinforcement is lost). On a roll of three through six the tank army returns to the game as a reinforcement in twice the number of turns rolled on the die.

15.7.7 Guards Armies and Shock Armies

When an in supply Guards army or Shock army is eliminated, the Soviet player puts it into the Awaiting Promotion Box and rolls a die. On a roll of one the Soviet player must move an infantry army from the Promoted Army Box to the Soviet Permanently Eliminated Units Box; if there is no infantry army available in the Promoted Army

Box then the just eliminated Guards army or Shock army must be placed in the Soviet Permanently Eliminated Units Box instead of the Awaiting Promotion Box. On a roll of two through six roll the die again and multiply the result by two; an infantry army from the Promoted Army Box returns to the game as a reinforcement in that number of turns.

When a lack of supply or out of supply Guards army or Shock army is eliminated, the Soviet player puts it into the Awaiting Promotion Box and rolls a die. On a one or two the Soviet player must move an infantry army from the Promoted Army Box to the Soviet Permanently Eliminated Units Box; if there is no infantry army available in the Promoted Army Box then the just eliminated Guards army or Shock army must be placed in the Soviet Permanently Eliminated Units Box instead of the Awaiting Promotion Box. On a roll of three through six roll the die again and multiply the result by two; an infantry army from the Promoted Army Box returns to the game as a reinforcement in that number of turns.
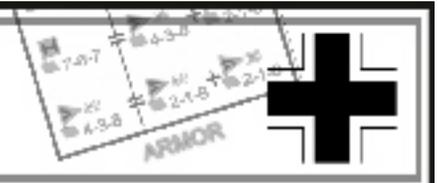

16.0 Italian Surrender

During the Administrative Phase of Turn 34, the Axis player must remove the Italian 8th Army from the game (if it has

not already been removed) and place it in the Axis Permanently Eliminated Units Box.

17.0 Unit Breakdown & Buildup

Certain large units in the game can split up into smaller units and certain smaller units can sometimes combine to form larger units or add their strength to depleted units.

17.1 Basics of Breakdown and Buildup

You breakdown or buildup your units during the Administrative Phase as follows:

- when you break a unit down into smaller units, you must put the smaller units in the same space as the unit they replaced;

- when you buildup smaller units into a bigger unit all the units must begin in the same space;

- you cannot breakdown or buildup units that are not in supply;

- a unit can only be involved in one breakdown or buildup per turn (but see 17.2.3);

- you cannot breakdown or buildup units in an enemy contested space unless it is a mud turn.

17.2 German Units That Can Breakdown and Buildup

17.2.1 In general, German corps can breakdown into German battlegroups of varying sizes. Larger German battlegroups can breakdown into smaller German battlegroups. German battlegroups can build up to larger German battlegroups and also into German corps. Look at the Axis Unit Conversion Chart to see the allowable combinations. The combinations depicted are the only ones allowable. If you don't see a specific breakdown or buildup depicted, you can't do it.

17.2.2 Within the limits of the Axis Unit Conversion Chart, German corps and battlegroups are like currency and are interchangeable. However, the number of counters provided in the game is the limit (no making your own).

17.2.3 Although a unit can only be involved in one breakdown or buildup per turn, the Axis player may breakdown one unit and use one of the resulting smaller units to buildup another unit of the same type as the broken down unit. This is an exception to Rule 17.1 that a unit can only be involved in one breakdown or buildup per turn. For example: A German 3-5-4 infantry corps and a 2-3-5 infantry battlegroup are in the same space. The 3-5-4 breaks down into 2-3-5 battlegroup and a 1-1-5 battlegroup. The two 2-3-5 battlegroups may now buildup into a 5-7-4 infantry corps.

17.2.4 The Axis player begins the game with all available battlegroups in the Breakdown & Buildup box. As he breaks down his corps, he replaces them with battlegroups from the Breakdown & Buildup box and transfers the corps to the Breakdown & Buildup box for later buildup as needed. All German corps and battlegroups are like currency and interchangeable, but remember that the countermix is an absolute limit! Also, when a German corps or battlegroup is eliminated, it is recycled to the Breakdown & Buildup box for possible later breakdown or buildup as the Axis player may need. Please note the sometimes harsh results of this rule: if a German 5-7-4 infantry corps, worth four steps, takes two step losses (which would mean replacing it with a 2-3-5 infantry battlegroup) and there are no infantry battlegroups in the Breakdown & Buildup Box, the German player would place the corps in the Breakdown & Buildup Box and that would be it—in effect he would permanently lose two infantry steps.

Note that all eliminated German Divisions are placed in the Permanently Eliminated Box, may never breakdown or buildup, and never return to the game if removed from play for any reason.

17.3 Soviet Army Breakdown

During the Administrative Phase of a Production Turn the Soviet player may breakdown an army into two corps of any type if:

- the army is in supply;

- the army is not next to an Axis unit;

- there are enough corps available in the Force Pool Box;

- the army did not incorporate (17.5) a corps in the same turn.

Simply remove the army and replace it with two corps of any type from the Force Pool Box. Put the removed army into the Force Pool Box.

17.4 Soviet Corps Can Build Into Armies (Soviet Army Buildup)

The Soviet player may build a regular army (not a Guards army or Shock army) from two corps during the Administrative Phase of a Production Turn. The army must come from the Force Pool Box. The two corps:

- must be in the same space;

- may be in a contested space (this is an exception to Rule 17.1);

- can be any type except airborne or cavalry;

- may not be out of supply.

Simply remove the two corps and replace them with an army. Put the removed corps into the Force Pool Box.

17.5 Soviet Corps Can Be Incorporated Into Reduced-Strength Armies

During the Administrative Phase the Soviet player can use a corps to buildup an in supply army that has a reduced combat strength marker. The corps:

- must be adjacent to the army (this is an exception to Rule 17.1);

- must be in supply;

- may be in a contested space (this is an exception to Rule 17.1);

- may not be an airborne or cavalry corps;

- must be a mechanized corps if the army is a tank army.

Simply remove the corps and flip the army's combat strength marker to its full-strength side. Put the removed corps into the Force Pool Box.

18.0 Victory Points

18.0.1 Red Star Rising has six scenarios, each with different set ups and victory conditions.

18.0.2 After finishing the last turn of a scenario, the players total the victory points to see who won. The scenario rules tell you who won and by how much.

18.0.3 Only the Axis player gets victory points and he can get them in three different ways: by capturing cities; by destroying economic assets; and by having his units left on the map. The scenario rules tell you which of these apply and how many points you get for them.

18.0.4 In all scenarios, to win victory points for a city the Axis player must control (9.0) it. And yes, two German battlegroups each with a printed attack strength of one that are stacked together do confer control for this rule. In addition:

- the Axis player must be able to trace a line of communication of any length from the city to a permanent Axis supply source; and

- if the city is unoccupied by any Axis unit it cannot be contested by a Soviet unit.

18.0.5 After the last phase of the last turn in a scenario, both players should conduct a Supply Phase. Following that, the Axis player gets victory points for his in supply (not emergency supply or lack of supply!) units left on the map as follows:

Each airbase	Four victory points
Each supply depot	Two victory points
Each tank step	Two victory points
Each infantry step	One victory point
Each mountain infantry step	One victory point
Each headquarters	One victory point
Each Security Division	One victory point

Play notes: Watch those steps: a full-strength, two-step

tank unit counts as four points. And remember to look at the Axis Unit Conversion Chart; for example, a full-strength German infantry corps has four steps and would be worth four points, while a full-strength German tank corps would be worth eight points! Remember also that supply depots are always in supply. And no, emergency supply does not count at the end (nice try, though).

18.1 Axis Automatic Victory—Capture Moscow or Baku

In all scenarios, if the Axis player captures Moscow the players must apply the Moscow Surrender Rule (18.1.1). In all scenarios that use the Baku map section (Scenarios 3, 4 and 6), if the Axis player captures Baku the players must apply the Baku Surrender Rule (18.1.2).

18.1.1 Moscow Surrender Rule

The first time an Axis unit enters Moscow, the Axis player rolls a die. If he rolls a one the Soviets surrender and the Axis wins the game. This is a really, really big German win. Note to Soviet player: don't let this happen.

If the die roll was two or three the Soviets don't surrender, but their citizens become somewhat disillusioned with Uncle Joe. The Soviet player must now place all previously removed black stripe combat strength markers from the At-start Strength Marker Box back into the combat strength marker cups. Note this is a one-time deal: the black stripe combat chits are discarded as usual going forward.

The Axis rolled four, five or six? Tough nuts, keep playing.

The Axis player gets to use the following modifiers to this surrender die roll; the modifiers are cumulative. If at the moment of the die roll the Axis controls (per rule 9.0):

Leningrad	subtract one from the die roll
Baku	subtract one from the die roll
Both Stalingrad and Sevastopol	subtract two from the die roll

18.1.2 Baku Surrender Rule

The first time an Axis unit enters Baku, the Axis player rolls a die. If he rolls a one the Soviets surrender and the Axis wins the game. This is also a really, really, big German win. Note to Soviet player: don't let this happen.

The Axis rolled a two through six? Tough nuts, keep playing.

The Axis player gets to use the following modifiers to this

surrender die roll; the modifiers are cumulative. If at the moment of the die roll the Axis controls (per rule):

Leningrad	subtract one from the die roll
Moscow	subtract one from the die roll
Both Stalingrad and Sevastopol	subtract two from the die roll

19.0 Scenarios

19.1 Scenario 1: The Introductory Scenario, "Turning Point"

19.1.1 Turning Point is three turns long. Start on the Soviet Combat Phase of Turn 22 (November 1942) and end after Turn 24 (January 1943).
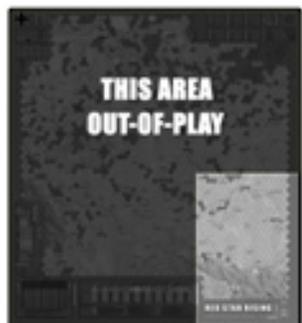
19.1.2 Turning Point only uses only a portion of the main map. The Northern boundary is the 32xx row; the Eastern boundary is the xx33 column.

19.1.3 Set up the units as shown below.

19.1.4 Special Rules

Units may not use Sea Movement.

The Axis player uses only 2233 and 2833 as permanent supply sources.

The Soviet player uses only 3238, 3241, 3246, 1150 and 0546 as permanent supply sources.

Guards and Shock armies that arrive as reinforcements are placed on the map as reinforcements under rule 15.2.2 and are not placed in the Awaiting Promotion Box and converted under rule 15.5.

There are no German counter limitations for Breakdown and Buildup.

Turn 23 is not considered a Production turn and none of

the Production rules are used for this scenario.

19.1.5 Victory Conditions

The Axis player doesn't get points for city control, just for units on the map (18.0.5).

If the Axis player scores 58 or more victory points, he wins. If he scores 51-57 victory points it is a draw. If he scores 50 or fewer victory points, the Soviet player wins.

19.2 Scenario 2: Barbarossa

19.2.1 Barbarossa is twelve turns long. Start on Turn 1 (June 1941) and end after Turn 12 (March/April 1942).
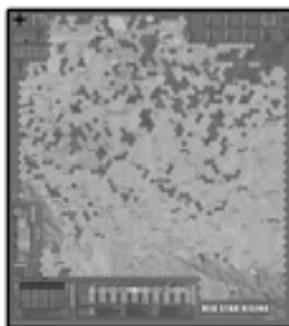
19.2.2 Barbarossa uses only the main map

19.2.3 Use the setup and reinforcements listed on the Finland Map. Do not use any units marked for Scenario 6 only.

19.2.4 Special Rules

On Turn 1 German units ignore minor rivers for movement and overruns (this is big).

Do not check for attrition on Turn 1.

Throughout the 1st turn, all units setup in Finland and Rumania cannot move, overrun, attack or breakdown into KG. They advance after combat, defend and retreat normally.

TURNING POINT Scenario Setup

19.2.5 Victory Conditions

The Axis player receives victory points for his units on the map (18.0.5) and for control (9.0) of the following cities:

City	Victory Points
Moscow (2706)	30
Stalino (5104)	20
Leningrad (1418)	20
Sevastopol (6313)	15
Rostov (5301)	15
Voronezh (3902)	15
Kharkov (4508)	15
Odessa (5718)	15

Note: The victory points listed above are different than those printed on the map.
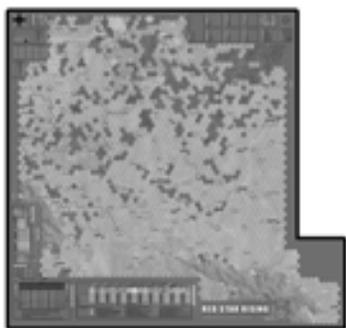
19.2.6 Victory Levels

Axis VP Total	Who Won and By How Much
289 or less	Really Big Soviet Win
290-309	Big Soviet Win
310-324	Little Soviet Win
325-335	Little German Win
336-350	Big German Win
351 or more	Really Big German Win

19.3 Scenario 3: The Road to Stalingrad

19.3.1 The Road to Stalingrad is 24 turns long. Start on Turn 1 (June 1941) and end after Turn 24 (January 1943).

19.3.2 The Road to Stalingrad only uses the main map and the Baku map

19.3.3 Use the setup and reinforcements listed on the Finland Map. Do not use any units marked for Scenario 6 only.

19.3.4   Special Rules

On Turn 1 German units ignore minor rivers for movement and overruns (this is big).

Do not check for attrition on Turn 1.

Throughout the 1st turn, all units setup in Finland and Rumania cannot move, overrun, attack or breakdown into KG. They advance after combat, defend and retreat normally.

19.3.5   Victory Conditions

The Axis player receives victory points for his units on the map (18.0.5) and for destroyed Economic Asset as follows:

Economic Asset	Victory Points
Oil Field	10
Oil Pipeline Economic Asset	8
Each other Economic Asset	5

19.3.6   Victory Levels

Axis VP Total Winner and Level

Axis VP Total	Winner and Level
220 or less	Really Big Soviet Win
221-240	Big Soviet Win
241-260	Little Soviet Win
261-280	Nobody Wins
281-300	Little German Win
301-320	Big German Win
321 or more	Really Big German Win

19.4 Scenario 4: Russia Resurgent

19.4.1 Russia Resurgent is 25 turns long. Start on Turn 16 (July II 1942) and end after Turn 40 (March/April 1944).

19.4.2 Russia Resurgent only uses the main map and the Baku map

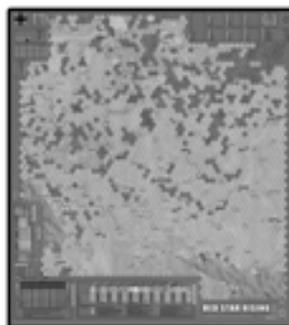**19.4.3** Use the setup and reinforcements listed on the player aid cards.

After all forces have been setup on the map as listed on the player cards, the Axis Player places 6 Security Divisions (207, 213, 221, 281, 444, 454) on the map in any hex in the Soviet Union. No Security Division may be placed within 2 spaces of a Partisan or within 4 spaces of a Soviet unit. The space must also be in supply.

Lastly, the Soviet player places the 1st, 2nd and 3rd Guards cavalry corps in the Soviet permanently eliminated box.

19.4.4 The victory conditions are the same as for Scenario 5: War for the Heartland.

19.5 Scenario 5: War for the Heartland

19.5.1 War for the Heartland is 40 turns long. Start on Turn 1 (June I 1941) and end after Turn 40 (March/April 1944).

19.5.2 War for the Heartland uses only the main map

19.5.3 Use the setup and reinforcements listed on the Finland Map. Do not use any units marked for Scenario 6 only.

19.5.4   Special Rules

On Turn 1 German units ignore minor rivers for movement and overruns (this is big).

Do not check for attrition on Turn 1.

Throughout the 1st turn, all units setup in Finland and Rumania cannot move, overrun, attack or breakdown into KG. They advance after combat, defend and retreat normally.

19.5.5 Victory Conditions

The Axis player receives victory points for his units on the map (18.0.5) and for control (9.0) of the following cities:

City	Victory Points
Warsaw (3901)	50
Moscow (4828)	50
Konigsberg (4601)	40
Bucharest (1207)	40
Ploesti (1407)	40
Leningrad (6117)	30
Sevastopol (1221)	30
Kharkov (3026)	20
Stalino (2430)	20
Voronezh (3632)	20
Rostov (2233)	15
Kiev (3116)	15
Odessa (1816)	15
Lublin (3503)	15
Riga (5308)	15
Smolensk (4520)	15
Vilnyus (4509)	10
Minsk (4212)	10
Lvov (3005)	10
Vinnitsa (2713)	10
Proskurov (2809)	10
Kishinev (2012)	10
Brest-Litovsk (3805)	10

Note: The victory points listed above are different than those printed on the map.

19.5.6 Victory Levels

Axis VP Total Who Won and By How Much

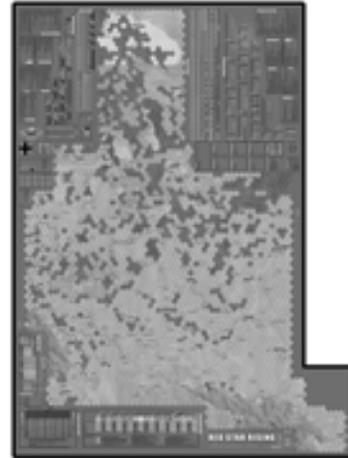|	
450 or less	Really Big Soviet Win
451-480	Big Soviet Win
481-510	Little Soviet Win
511-530	Nobody Wins
531-560	Little German Win
561-590	Big German Win
591 or more	Really Big German Win

19.6 Scenario 6: War for the Motherland

19.6.1 War for the Motherland is 40 turns long. Start on Turn 1 (June I 1941) and end after Turn 40 (March/April 1944).

19.6.2 War for the Motherland uses the Main, Finland and Baku maps.

19.6.3 Use the setup and reinforcements listed on the Finland Map.

19.6.4 Special Rules

On Turn 1 German units ignore minor rivers for movement and overruns (this is big).

Do not check for attrition on Turn 1.

Throughout the 1st turn, all units setup in Finland and Rumania cannot move, overrun, attack or breakdown into KG. They advance after combat, defend and retreat normally.

If at the start of a Mutual Supply Phase Murmansk is Axis controlled, the Axis player may use it as a permanent Axis supply source.

19.6.5 The Victory Conditions are the same as for Scenario 5: War for the Heartland.

20.0 Credits

Red Star Rising
The War in Russia
1941 1944

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