

1941 RACE TO MOSCOW

In 1941: Race to Moscow, players take the roles of chiefs of staff (or quartermasters) of three massive Army Groups, formed from close to 200 divisions, aiming at three targets in the Soviet Union - Moscow, Leningrad, and Rostov. The campaign was planned to be swift and daring, with a goal to reach the objectives before winter. In reality, after the final push - Operation Typhoon - the invading troops reached the vicinity of Moscow and looked through binoculars at the Kremlin spires on one frosty December morning. And then the Soviet counteroffensive started.

Your job is to keep the logistics chain working, to make sure the Blitzkrieg moves as quickly as possible, the targets are reached on time. That means you will have to supply fuel to the tanks, ammo to the guns, food to the troops, and fodder to the horses. The player who acquires the most medals wins the game. You can also bet everything on one strike and finish the war by conquering Moscow (or Leningrad, or Rostov).

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1. INVENTORY

The game box contains:

- this manual;
- a game board;
- plastic Army miniatures: 3 blue, 4 white, and 4 brown;
- 11 Army cards: 3 black, 4 white, and 4 brown;
- 54 Pursuit cards (3 decks, 18 cards each);
- 33 Soviet cards;
- 12 OKH cards,
- 3 Front cards (1 per player);
- 3 player aid cards;
- 3 Logisicts cards (1 per player)
- plastic supply tokens: 28 fuel, 43 ammo, 24 food markers;
- plastic transport markers: 15 trucks (5 blue, 5 white, 5 brown), 26 trains (black);
- 16 bunker miniatures
- cardboard markers: 120 player markers (40 red, 40 white and 40 blue), 26 Soviet markers, 40 medal tokens, 3 HQ markers, 3 air support markers, 1 fleet marker;
- ziplock bags to store game components.

This game was produced with care for the quality and completeness of all its components. If the contents of the game box are damaged or incomplete, please contact us to receive any needed replacements.

2. CORE CONCEPTS

2.1 ARMIES & FLEET

Each player begins the game with 1 or 2 Armored Armies (Panzergruppe) and 2 or 3 Field Armies.



Armored Armies are your crucial forces able to move up to 3 areas. They are your main force, and you should always pay attention to properly supply them.



Field Armies usually move only 1 area per activation; they can also move 2 areas by forced march.



The gray player also controls the Fleet unit. The Fleet is essential to control the sea areas to cut off supply routes to enemy Baltic ports.

2.2 ARMY CARDS

Army cards show the supplies currently possessed by each Army on the board.

The Army cards (3 for the blue player, 4 for the white player, and 4 for the brown player) have identification numbers and silhouettes matching the Armies owned by each player.



Each Army card has 6 spaces to hold supply tokens. An army can not have more than 6 supplies.

The supply spaces have starting supply symbols printed on them. These are only used during game setup.

2.3. SUPPLY TOKENS



Fuel – is used for Armored Army movement and sometimes during combat;



Ammo – is used during combat and sometimes for Army movement (into fortified areas);



Food – is used during Theater Re-Organization and sometimes for Field Army movement (forced march).

2.4 TRANSPORT TOKENS



Trucks – are used to mark the jammed supply roads (road transport of up to 4 supplies). Each player has 5 trucks in their own color.



Trains – are used to mark rail traffic (rail transport of up to 6 supplies). All trains are black and are shared among players.

3. OTHER TERMS AND CONCEPTS

3.1 CARDS

During the game, you use your Army cards and your deck of Pursuit cards, which are marked with your own player color:



Blue – Army Group "Nord" (North)

White – Army Group "Mitte" (Center)

Brown – Army Group "Sud" (South)

The Soviet decks and the OKH deck* are shared between all players (OKH = Oberkommando des Heeres = the High Command of the German Army).

Pursuit Cards

Pursuit cards depict different kinds of events which may happen during the pursuit to Moscow.



You have your own deck of 18 Pursuit cards (with your player symbol on the card backs).

Each time your Army enters an area you do not control and which has no Soviet marker on it, you draw and apply the top Pursuit card from your deck.

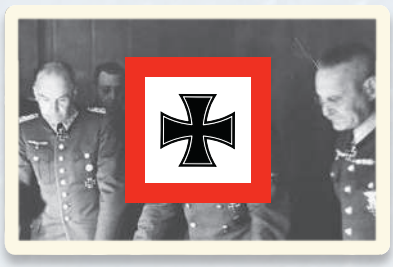
Soviet cards

These cards represent the enemy's organized defense that players are bound to encounter on their way to Moscow.



One Soviet deck is shared among all the players.

Each time your Army enters an area you do not control and which has a Soviet marker on it, you draw and apply the top Soviet card from the deck.



OKH Cards*

These cards represent additional capabilities and single-use special actions occasionally available to players.

Front cards

Front cards show Soviet Reaction priorities for each one of the three military fronts assigned to players.



3.2 THE GAME BOARD

The game is played on a point-to-point map of the Eastern Front.

The shortest route to Leningrad goes through Lithuania, Latvia, and Estonia – areas forcefully incorporated into the USSR. South of that, Belarus and Smolensk Oblast form a gateway to Moscow. Further south, there are the endless Ukrainian fertile areas that form a path towards the Caucasus oil fields.

Items depicted on the board are:

1 **Ordinary areas** – oval-shaped areas with borders in player colors (gray, white or brown). A player can enter only his own color and black areas.

2 **Double-color areas** – 2-colored oval-shaped areas. Both players of the indicated colors can enter these.

3 **Victory areas** – 3 star-shaped areas represent the automatic victory spaces (Leningrad, Moscow, Rostov). They are fortified areas.

4 **Soviet symbol** – these areas receive Soviet markers during setup, including the 3 Victory areas.

5 **Fortified areas** – if you do not control this area, you have to discard 1 ammo marker from your Army card to enter this area.

6 **Main Supply Bases** - cross shaped areas where you can place supplies during the Take Supplies action.

7 **Starting areas** – Areas with a flag with an army identifier. Place the corresponding army there during setup.

8 **Frontline Supply Base** – an area where you can place supplies during the Take Supplies action.

9 **Objective areas** – areas with a printed medal. You receive a medal token (if available) when you capture an objective area.

10 **Line** – connection (road) between spaces, available for a player whose color matches the color of the line. Areas are considered adjacent if they are connected by an arrow (pointing in any direction and in any color). You place trucks and trains on these arrows during the Transport Supplies action.

11 **Double line** – works like a single line, but is available for two players whose colors match the lines.



12 **Red line** – red connections between areas are unusable by players. They matter only during Soviet Reaction and Encirclement.

13 **Harbor** – an area where you can place supplies using the OKH Transportflotille card, if you control this area.

14 **Sea areas** – areas available for the Fleet unit.

15 **Logistics Chart** – this track represents each player's logistic capabilities at a given point of time. The row values mean:

① "Take" – the maximum amount of trucks and trains that you can take from those available on the transport track during the Take Transportation action;

② "Place" – the maximum amount of trucks and trains that you can place on the board from your resources during the Transport Supplies action;

③ "Possess" – the maximum number of trucks and trains that you can have in your resources;

16 **Player Order Track** – player markers on this show the player turn order.

17 **Transportation Stock** – you take available trucks and trains from this stock during the Take Transport action. During Theater Re-Organization, all trucks and trains from the board are moved to this stock.

18 **Transport Reserve** – holds surplus trains until they become available to the players after first Theater Re-Organization.

19 **Supply Stock** – holds available fuel, ammo and provisions markers.

20 **Soviet marker pool,**

21 **Soviet deck,**

22 **blue player zone and their resources,**

23 **white player zone and their resources,**

24 **brown player zone and their resources.**



3.3 MARKERS

Player markers



Player markers are used to mark areas on the board which are controlled by each player as a result of their Army movement. An area with a player marker is controlled by that player.



Player markers have railway track symbols on the back. These indicate rail coverage, letting a player use rail transport, which is more efficient than trucks.

Player markers are also used to indicate the player order on the Player Order Track as well as each player's levels on the Logistics Chart.



The starting areas (e.g. Warschau) and some areas nearby (e.g. Siedlce) have printed player markers. These areas are always controlled by the indicated player. These areas also have permanent rail coverage.



HALT markers
HALT markers mark Armies which are grounded, due to lack of food during Theater Re-Organization.



Soviet markers
Soviet markers mark areas where the defense has become stronger. They also determine the end of the game – the game ends during the turn when the Soviet marker pool is depleted.

Medals



As commanders, the players earn prestigious medals for capturing areas which have a printed medal symbol.

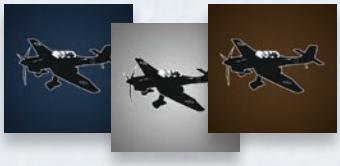


Medal tokens are two-sided. One side with the Hero of the USSR Star, represents a potential award. Once received by the player, flip it to its Iron Cross side.

Some cards in the Soviet deck also have medal symbols (Iron Cross) on them. A card with a printed medal has the same value as a medal token; if a player gains a card with a medal, the player does not also take a medal token.



***HQ markers**
A HQ marker is used to perform the Support from OKH action.



***Air support markers**
An air support marker is used to perform the Air Support action.

4. GAME SETUP

- Each player takes the role of one of the available commands: Army Group "Nord" (gray), Army Group "Mitte" (white) or Army Group "Sud" (brown).
- Players sit with the white player (AG Mitte) at the bottom (west) side of the board, with the gray player (AG Nord) on the left (north) side, and the brown player (AG Sud) on the right (south) side.
- Each of you places your Army cards in your color in front of you, all face-up.
- Place Army miniatures in their starting areas (with corresponding flags). Place the Fleet in the sea area near Danzig.
- Each of you takes your own Pursuit deck, shuffles it, and places it within reach, face down.
- You will form a discard pile beside your Pursuit deck.
- Place supplies onto each army card as printed on the cards. (3 fuel and 3 ammo for an Armored Army; 2 food, 1 fuel, and 3 ammo for a Field Army.)
- Each of you places your player markers, the 5 trucks in your color, and 3 trains near your army cards.
- All player's components are a player's resources – they are the only one who can manage them.
- Put 3 food, 3 ammo, and 3 fuel in each Main Supply Base.
- Put 1 food, 1 ammo and 1 fuel in the Supply Stock
- Put 9 trains in the Transportation stock.
- Put remaining trains onto the Transport Reserve (8 trains in a 3-player game, 6 trains in 2-player game, 4 trains in a solitaire game).
- Each player marks their current level (1) on the Logistic Chart with a player maker.

■ **Soviet cards**
Divide the Soviet cards into two separate decks – with **green** and **blue** edges. Shuffling the blue deck and place it face down near the board. Shuffle the **green** deck and place it on top of the **blue** deck, also face down.

■ **Front cards**
Gray takes the north-western front, White takes the western front, and Brown takes the south-western front.

■ **Player aid cards**
Each of you has your own player aid.

■ **Player markers**
Each of you uses one player marker to mark your current level (1 or 2) on the Logistics Chart. All players start at level 1.

■ **Soviet markers**
Place Soviet markers on the areas with the Soviet symbol (including/excluding the 3 victory areas). Then, put Soviet markers beside the board, depending on the number of players:

- 6 markers in a 3-player game
- 4 markers in a 2-player game
- 3 markers in a solitaire game

■ **Medals**
Put one Medal token (star side up) on each area with a printed medal (except Kiev, which receives 2 medals).

■ ***Air support markers**
Each player has one air support marker in his own color.

■ ***HQ markers**
Each player has one HQ marker in his own color.

■ ***OKH Cards**
Shuffle the OKH deck and reveal the top 4 cards (3 cards in a 2-player game). Place these cards and the face-down OKH deck beside the board.

■ Finally, determine the player turn order in any way you see fit. Put player markers on the Player Order track accordingly.

■ All players, except the first player, receive 1 medal.

EXAMPLE: Players randomly determine that the player order is white, brown, black. They put a white player marker onto space 1, a brown player marker onto space 2, and a black player marker onto space 3. Players 2 and 3 (brown and black) each take 1 Medal token.

TWO-PLAYER GAME

In a 2-player game, the areas belonging to the non-player colors (excluding double-color areas, if the non-player is white) are permanently controlled by this third non-player Army Group. Place their markers on these areas to block them. Players cannot enter or capture these areas.

SOLITAIRE GAME

In a solitaire game, the areas belonging to two non-player army groups (excluding double-color areas , if the non-player is gray or brown) are permanently controlled by these non-player Army Groups. Place their markers on these areas to block them. You cannot enter or capture these areas.

5. GAMEPLAY

We recommend playing the basic game first, to learn the core game mechanisms, before playing any regular games. In the basic game, do not use Rules 15 and 16 (which are marked with ""). Skip these Rules if you are reading this Rulebook for the first time.*

The game is played in rounds. During each round, each player does one turn, in the order shown on the Player Order track.

On each turn, you:

■ do 2 **regular** actions (possibly repeating the same one):

- move all Field Armies (see Rule 7),
- move one Armored Army (see Rule 7),
- move the fleet (see Rule 10).
- transport supplies (see Rule 11),
- take supplies from the stock (see Rule 12),
- take transport (see Rule 13),

■ may trigger Theater Re-Organization (Rule 14)

■ do an additional action when:

- using a Recon card,
- using an Axis Auxiliaries card (one per turn),
- using Air Support (see Rule 15*),
- taking an OKH card (see Rule 16*),
- using an OKH card (see Rule 16*),

■ after doing all your actions, do the Railhead Advancement Phase (see Rule 17) and the Soviet Reaction Phase (see Rule 18).

EXAMPLE: It's White's turn. He starts by taking supplies from the stock. Next, he uses his OKH Auftragstaktik card to perform an additional action – Army movement. Next, he does his second regular action: transport supplies. If White has an Axis Auxiliaries card or a Recon card in his resources, he can use either or both for additional actions. Finally, White does the Railhead Advancement Phase and a Soviet Reaction. Then it's the next player's turn.

You can do actions in any order and combination. Each action must be fully completed before any other action may be started. Exception: some additional actions resulting from OKH cards.

EXAMPLE: You cannot interrupt moving an Armored Army, e.g. after the second and before the third step of this move, to play a Recon card during your movement action.

The course of your turn may be interrupted by a Theater Re-Organization (see Rule 14), which is performed by all the players. After resolving the Theater Re-Organization, you resume your turn.

After finishing your turn, do a Soviet Reaction (see Rule 18).

Then it's the next player's turn. After the last player in the turn order, a new round starts.

6. END GAME AND VICTORY

6.1 END GAME

The game ends when one of the following conditions are met:

- a player achieves immediate victory, or
- the last marker from the Soviet marker pool was placed on the board (or removed to the game box if there was no area to place it) - play continues until the end of the round.

If the last Soviet marker was placed during the first or second player's turn then all remaining players play their last turns. They cannot place Soviet markers, however, even if they are returned to the pool as a result of combat they still can counter-attack.

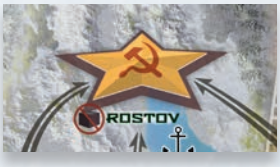
6.2 IMMEDIATE VICTORY

You win immediately if any of your Armies enters and captures one of the Soviet key cities – Москва (Moscow), Leningrad or Rostov, **and** if this Army has a continuous connection of player-controlled areas to his Main Supply Base (including both the victory and the base areas).



Москва is the only Victory area that can be captured by any player. The remaining two Victory areas are assigned to particular players.





The gray player wins by capturing Leningrad. The brown player wins by capturing Rostov.

6.3 STANDARD VICTORY

In multiplayer game, if no one wins an immediate victory, then the player with the most medals at the end of the game is the victor.

Players count their collected medals - both from medal tokens as well as medals printed on defeated armies and Soviet unit cards.

Every **3 ammo cubes on these cards which are not marked with a medal** may be exchanged for 1 medal marker.

Control of a Victory area is awarded 2 medals (in the rare case that a player captured a victory area but the capturing army has no continuous connection to the player's Main Supply Base).

In case of a tie, the tying player with more encircled Soviet cards wins the tie. If there is still a tie, it remains a tie.

6.4 SOLITAIRE GAME VICTORY

When achieving Immediate Victory, count the number of turns in which you managed to win. This is the score you may want to beat next time.

Standard Victory count can be applied if you failed to achieve the Immediate Victory.

7. ARMY MOVEMENT

In a single action, you can move all your Field Armies or one Armored Army.

A given Army can be activated to move only once during your turn, along connections in the owner's color. This restriction applies also to additional actions resulting from Axis Auxiliaries cards and OKH cards. The direction of the arrow is irrelevant – you can move in the direction indicated by the arrow or in the opposite direction.

A Field Army can move 1 area. If it did not engage in combat, it can do a forced march to move one additional area, by spending 1 food.

To move an Armored Army, you must remove one fuel marker from its card to the Supply Stock. Armored Armies can move up to 3 areas.

An Army can enter only areas marked with the owner's color.

Armies cannot enter an area occupied by another Army (whether your own or another player's), nor an area with another player's marker. (Even if the Army does not want to stop there, it cannot enter such areas.)



Double-color areas (e.g. Vilnius) can be entered by either player with a matching player color. But once one player places their marker there, the other player's armies cannot enter it.

When an Army enters an area containing supply tokens, they can be immediately moved onto that Army's card. A moving Army can also freely move supplies from its card into any areas which the Army enters or occupies. You do not have to use an Army Movement action to drop supplies into an Army's area.

Entering a fortified area without a player marker requires immediately spending 1 ammo from the Army card, which is also indicated by a spent ammo symbol printed on the board.

Entering areas which a player already controls does not cause any card draws.

Immediately after entering an unoccupied area, the Army stops and you draw a card from the appropriate deck:

- your own Pursuit deck - for areas without a **Soviet marker**

or

- shared Soviet deck - for areas with a **Soviet marker** (e.g. Kaunas).

Then resolve the revealed card:

- *Soviet bombers/Mud* stops the army's movement in this area. An Armored Army may continue its movement by spending 1 more fuel from its card. A Field-Army cannot continue moving.

- An enemy unit results in combat (see Rule 8). The Armored Army may continue its movement, if it wins the battle and the owner spends 1 fuel marker from its card. A Field-Army cannot continue moving after combat.

- No other cards stop Army movement. The army can continue moving as usual (e.g. a Field-Army's forced march).

If you want to apply a card effect after resolving the Pursuit or Soviet card, you must do so before continuing this Army's movement, or (if this Army is finished moving) before starting another action.

After resolving a Pursuit card other than enemy unit, discard it to your discard pile. "No effect" cards are discarded immediately to your discard pile.

EXCEPTION: You can keep Axis Auxiliaries and Recon cards with a hand symbol to use for additional actions in ***the current turn or a later turn****. If an Axis Auxiliaries or Recon card does not have a hand symbol, it must be used during the same turn it was drawn from the deck, but after completion of the current Army movement, i.e. you cannot interrupt the Army movement action.*

After resolving the card's effect, place one of your player markers on the captured area, unless you lost a combat and have to withdraw.

All supplies used during an Army's movement are returned to the Supply Stock.

Supplies acquired due to Pursuit card effects come from the Supply Stock. The stock is limited, so you might not receive supplies if there are not enough markers in the stock.





EXAMPLE: Gray's 4 Panzegruppe starts in Riga. 1 *The Army has 3 fuel and 1 ammo markers. The player starts moving this Army, removing 1 fuel from the Army card* 2 *. The 4 Armored Army enters Jekelopils* 3 *. Gray draws the top card of his Pursuit Deck: it's Soviet Bombers. In order to continue, Gray has to remove 1 fuel marker from the moving Army's card. Gray wants to conquer Velikiye Luki before White, so he removes 1 fuel to continue moving the Army* 4 *. Player marker is placed in Jekelopils.*



Next, the 4 Panzergruppe moves to Sebezh 5 *, and the player reveals the top card of the Pursuit Deck: Captured stock. Gray places 1 ammo marker in Sebezh and immediately moves it to the Army's card* 6 *. Player marker is placed in Sebezh.*



In its very last move, the 4 Armored Army enters Velikiye Luki 7 *before White, who can also capture this city. Gray reveals the next card from his pursuit deck: Latvians.*



There is a hand symbol on this card, so the player adds it to his resources. He chooses not to play it this turn, and may play it in some later turn for an extra action. Besides marking Velikiye Luki with a player marker, Gray also takes Velikiye Luki's medal token from the board and places it in his own pool (with the iron cross side up).

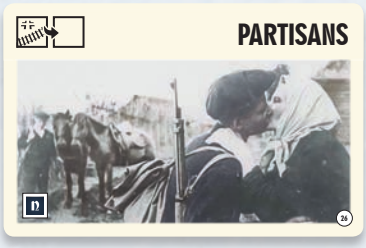
After the Army's movement is finished, there is 1 fuel marker and 1 ammo marker on the Army's card.



EXAMPLE 2: The situation begins the same as in the previous example, but the Pursuit card revealed after entering Jekelopils 3 *is Führerbefehl. Gray uses it to move the medal from Rzhev to Velikiye Luki – so now there are two medals to be acquired there by capturing it. Player marker is placed in Jekelopils.*



After entering Sebezh 5 *, the player reveals a Pursuit card: Partisans. Gray immediately flips White marker, turning the railway side down. Player marker is placed in Sebezh.*



For its third part of this movement action, the 4 Armored Army enters Velikiye Luki, and the card revealed is Silberfuchs – no effect. The player receives both medals from Velikiye Luki 7 *and places gray player marker in Velikiye Luki. After the movement is finished, there are 2 fuel markers and 1 ammo marker on the Army card.*

PURSUIT CARDS AND THEIR EFFECTS:

Unless a card has a hand symbol and you choose to keep it to use in a later turn, discard the card immediately after resolving it.

Captured stock - Place 1 ammo from the Supply Stock into the area your Army just entered.

Captured supplies - Place 1 fuel from the Supply Stock into the area your Army just entered.

Requisitions – Place 1 food from the Supply Stock into the area your Army just entered.

Axis Auxiliaries – Do one additional action.I.e. you may do 3 actions instead of the usual 2. Regardless whether you use the additional action, discard this card, unless it has a hand symbol, in which case you may instead keep this card in your player resources, for use in a later turn. Discard after use. Only one Axis Auxiliaries can be played per turn.

Recon – You can peek at the top card from a chosen deck (either your own Pursuit deck or the Soviet deck). This is an additional action which does not count as one of your regular 2 actions. There is a hand symbol on the Recon card, thus you may keep this card in hand, for use in a later turn.

Befehl von F. Halder – Move 1 medal from one single-color area to another area with the same single color and a printed medal and no player marker on it. You cannot move medals from/to area which your Army has just entered.

Führerbefehl – Move 1 medal from one double-color area to another area with the same two colors and a printed medal and no player marker on it. You cannot move medals from/to area which your Army has just entered.

Partisans – Flip an opponent's marker that shows railway track (if any) to the other side, so that area no longer has railway track. (In the solitaire game, you must flip your own marker.)

Soviet bombers / Mud – Army movement stops unless it is an Armored Army and you remove 1 fuel marker from this Army's card to let it continue moving as usual.

Enemy Reserve Army - Fight a combat. To win against an enemy Army from your Pursuit deck, you must spend 1 ammo marker from the fighting Army's card.

Other cards - All other pursuit cards have no effect.

8. COMBAT

Combat means spending as much ammo and fuel from the Army card as shown on the enemy unit card that was revealed upon entering an area.

SOVIET CARDS AND THEIR EFFECTS

Enemy Army – A combat is fought. To win combat, you must spend 2 ammo from the fighting Army's card.

Enemy Shock Army – A combat is fought. To win combat, you must spend 3 ammo from the fighting Army's card.

Enemy Armored Corps – A combat is fought. To win combat, you must spend 2 ammo and 1 fuel from the fighting Army's card.

Enemy elite Armored Corps – A combat is fought. To win combat, you must spend 3 ammo and 1 fuel from the fighting Army's card.

If the Army has and spends the necessary supplies, they return to the Supply Stock, you take the defeated enemy card and adds it to your resources.

EXAMPLE: 1 Panzergruppe is in Briansk 1 *. There are 2 fuel and 4 ammo on the Army card. Additionally, there is one ammo marker in Briansk. For his action, Brown starts moving the Army, moving 1 fuel from the Army card to the Supply Stock and simultaneously taking the 1 ammo marker from the area. First the Army moves into Kaluga* 2 *, spending 1 ammo, since Kaluga is a fortified area. The player draws the top card of his Pursuit Deck, revealing the Soviet 40th Army.*



The player spends 1 more ammo from his Army card to wins this combat. He adds the defeated Soviet card to his resources and puts a brown player marker into Kaluga.



Kaluga has a medal, which the player collects and adds to his resources.

After winning a combat in an area with a Soviet marker, remove the Soviet marker to the Soviet marker pool beside the board.

If an Armored Army wins a battle and has not yet moved 3 spaces, it can continue its movement, if the owner spends 1 fuel from this Army's card.

If the Army does not have enough supplies on its card to defeat the enemy, it must spend as much of the battle supply cost as possible and then withdraw back to the area from which it entered the combat. Put the victorious Soviet unit's card back into its card deck and shuffle it.

EXAMPLE: continuing the previous example. The 1 Panzergruppe has moved 1 area so far, so it may continue its movement. To keep moving after a battle, the player must spend another 1 fuel marker from its Army card. The 1 Panzergruppe enters Moscow 3 .



However, Moscow is a fortified area, and thus costs 1 ammo to enter. Next, the top card of the Soviet deck is revealed, since there was a Soviet marker in Moscow.

The card revealed is 16 Mech Corps. The player spends 2 ammo markers from the Army card, but unfortunately does not have 1 fuel which is also needed to win this combat. So the 1 Armored Army has lost the combat and retreats to Kaluga 2 . There are now no supplies on the Army's card. The enemy unit that was not defeated is shuffled back into the Soviet deck.

9. ENCIRCLEMENT

Uncontrolled areas (and groups of areas) become encircled if they cannot trace a continuous chain of uncontrolled areas to a Victory Area (i.e. if all paths to a Victory Area have a player marker along the way, thus blocking the Soviet communication).

A Soviet chain of communication can be also traced by sea areas if there is a Harbor.



EXAMPLE: 4 Panzergruppe has just captured Riga 1 . Soviet markers in Siaulai 2 and Liepai 3 are not encircled, since Liepaja has a harbor and an unblocked sea connection to Leningrad.

Each encircled area become controlled by the player whose color corresponds with the color of that area – place one of that player's markers onto the encircled area. An encircled double-color area becomes controlled by the player who just placed a marker causing the encirclement.

Encircled Soviet markers are removed from the board to the pool. For each surrounded Soviet marker, 1 Soviet card is removed from the deck and added (without revealing it) to the resources of the player currently taking a turn.

Encirclement is executed immediately whenever placing a player marker causes encirclement.

ENCIRCLEMENT EXAMPLE: Brown is moving his 11 Army, which, after its victorious combat captures Mogilev Podolskiy 1 and Brown places his marker there.

Next, 1 Panzergruppe, after a successful combat, captured Brody 2 .



1 Panzergruppe continues its movement through Proskurov 3 . Then, the player removes the Soviet markers from Lvov, Stanislavov, and Czenovitsy and replaces them with his player markers, because these areas have been cut off from all of the Victory Areas. Also, the three top cards



from the Soviet deck are removed (without being revealed) and added to Brown's resources. Brown also receives the medal for capturing Lvov .

10. FLEET MOVEMENT

The gray player can move the fleet between sea areas only once per turn.

This limit applies even if doing and additional action with a Pursuit cards and the special action from an OKH card.

The fleet moves 1 area per turn, to an adjacent sea area.

The fleet blocks the Soviet chain of communication through the fleet's current sea area (thus helping encircle areas).

EXAMPLE: The fleet moves 1 area and blocks the Liepaja harbor 1. Soviet markers in Liepaja 1 and Siauliai 2 are now encircled and are immediately removed from the board. Gray places his markers in Liepaja 1, Siauliai 2, and Ventspils 3.



11. TRANSPORT SUPPLIES

Trucks and trains can be placed on lines connecting two areas that you control. This way, you can perform a single supply transport between these areas.

Transport of supplies is performed only at the moment when the truck or train is placed on the board. You cannot transport supplies with trucks nor trains which are already on the board, due to being placed in previous actions or turns.

Each placed truck can transport up to 4 supply tokens one way from area to area.

Each placed train can transport up to 6 supply tokens one way from area to area.

Transport of supplies is one-way only (from one area to another and not both ways between these areas).

The direction of the arrow is irrelevant – you can transport supplies in the direction indicated by the arrow or in the opposite direction.



EXAMPLE: There are 3 ammo, 3 fuel, and 3 food pieces in Danzig 1. Gray does the Transport Supplies action. He is at Level 1 on the Logistics Chart, thus he can place up to 3 transport token only. First Gray places a train 2 between Danzig and Königsberg, and uses it to move 3 ammo and 3 fuel from Danzig 1 to Königsberg 3.

Then Gray places a second train 4 between Königsberg 3 and Tilsit 5, and uses it to move 3 ammo and 3 fuel from Königsberg to Tilsit. Then Gray places a truck between Danzig 1 and Königsberg 3, uses it to move 3 food pieces from Danzig to Königsberg.



Players put trucks and trains onto the board from their pools. During one action you can perform a limited number of transports – no more than the number of trucks and trains in your pool and no more than the limit shown for your level in the Transport Placement row of the Logistics Chart.

You can place trucks only between areas under your control which are connected by arrows in your color. (The presence of railway tracks is irrelevant.)

You can place trains only between areas with railway tracks under your control which are connected by arrows in your color. Both areas must have a continuous connection of areas to your supply base (main or frontline).

PREVIOUS TURN EXAMPLE CONTINUED: At the beginning of the next turn, there are 3 fuel and 3 ammo in Tilsit 5. In Riga 11, however, there is the 4 Panzergruppe that has no supplies on its card. The railway



track in Kaunas 7 *was built last turn. For his first action, Gray places a train* 6 *and moves 3 fuel and 3 ammo pieces from Tilsit* 5 *to Kaunas* 7 *, and then places one truck* 8 *between Kaunas* 7 *and Panevezys* 9 *, and another one* 10 *between Panevezys* 9 *and Riga* 11 *, to move 3 fuel and 1 ammo pieces to Riga. There are 2 ammo pieces left in Kaunas.*

It is illegal to place a truck on a connection which is already occupied by another truck.

It is illegal to place a train on a connection which is already occupied by another train.

A truck on a connection does not prevent placing a train on the connection, and a train on a connection does not prevent placing a truck on the connection.

If supply tokens are placed on an area which is also occupied by Army, that Army can freely move the supplies to and from its Army card. This can be done anytime during your turn and is not an action. After moving supplies from a card onto an area you can e.g. use the Transport Supply action to move them into another area.

Supplies can be only on areas controlled by players. When a player marker is removed from an area with supplies on it, remove these supply markers to the Supply Stock.

12. TAKE SUPPLY

Supply can be placed into a player's **Main Supply Base**.

The brown player can also add supplies to his **Frontline Supply Base**. The Frontline Base can be used to take supplies only o**nce per turn**.

A Main supply base can hold up to **9 supply tokens**. All other friendly areas can hold up to **6 supply token**. Supply tokens on an Army card do not count against this area limit. If an area's supply limit is exceeded, the player who controls the area decides which excess supplies are removed to the Supply Stock.

EXAMPLE: It's Brown's turn. For his first action, he takes 6 supply tokens to his Main Supply Base. The player takes 3 ammo and 3 fuel markers from the Supply Stock and places it into the Reichshof area 1 ***. For his second action, he places 2 fuel and 1 food marker into the area of Piatra.*** 2 ***He can place supplies there since it is his Frontline Supply Base. The player takes the markers from the Supply Stock and places them in Piatra.***



The overall number of supply tokens in the game is deliberately limited – if a given type of supply is depleted, players cannot take it.

13. TAKE TRANSPORT

You take the trucks (of your color) or trains from the Transport Stock, but no more than the number shown for your level on the Logistics Chart in the "Take" row, and place them into your player area.

You cannot take so many transport tokens (trucks and trains combined) that you exceed the number you are allowed to possess (shown by your marker on the third row of the Logistics Chart).

EXAMPLE: White is at Level 1 on the Logistics Chart and has 3 trucks and 1 train in his pool. According to the "Take" row of the Logistics Chart, he can take up to 6 transport tokens from the stock, but that would exceed the number he can possess, 9. So White can only take 5 (in any combination, e.g. 2 trucks + 3 trains, or 1 truck + 4 trains).

If a Take Transport action leaves no trains in the Transport Stock immediately do a Theater Re-Organization (see Rule 14).

14. THEATER RE-ORGANIZATION

When there are no trains left in the Transport Stock, a Theater Re-Organization immediately interrupts the current player turn. Each player does this, regardless of whose turn is paused. After resolving the Theater Re-Organization, the current player's turn is resumed.

EXAMPLE: there are 2 trains left on the Transport Stock. A player does the Take Transport action. His Logistics Level allows him to take up to 6 transportation markers (a combination of trucks and trains) but this player takes only 2 trains, as there are no more of them available on the Transport Stock. This triggers a Theater Re-Organization, which pauses the current player's turn. If the player does not want to trigger a Theater Re-Organization, he must choose to take only one train (or no trains) from the Transport Stock. If the player wants more trains, they need to perform another Take Transport action after the Theater Re-Organization is completed.

During a Theater Re-Organization:

- All player shift their markers on the Logistics Chart from level 1 to level 2 (one time only);
- all players remove all trucks and trains from the board and return them to the Transport Stock;
- each Army on the board immediately spends 1 food. Every Army without food on its card or in its area is grounded (mark it with a HALT marker).

There is no further effect on already grounded Armies.

A grounded Army cannot be moved until its owner delivers food to its area. Then 1 food is automatically removed from the area along with the HALT marker. You cannot transport food through this area without spending it to feed the Army.

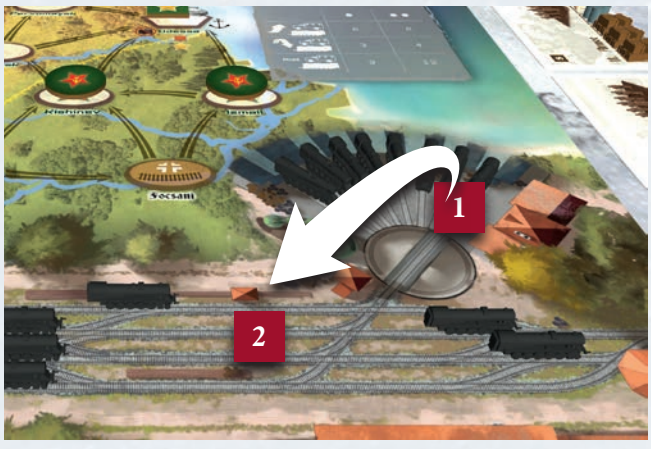
EXAMPLE: Gray has three armies on the board. 16 Army has 2 food markers, 18 Army has 1 food marker and 4 Armored Army has no food markers on its card. After the Theater Re-Organization, 16 Army has only 1 food marker left, 18 Army has no food markers and 4 Armored Army is grounded – marked with a HALT marker and unable to move until food is delivered to its area. When food is delivered to its area, 1 food will be spent and the HALT marker will be removed from 4 Armored Army.

After players reach Level 2 on the Logistics Chart, move **2 extra trains**, plus **2 extra trains per player**, e.g. 8 trains in a 3-player game, from the Transport Reserve to the Transport Stock.

- turn all HQ markers face up again.
- turn all air support markers face up again.

Then the game is resumed.

EXAMPLE: In a 3-player game, after players reached Level 2 on the Logistics Chart, 8 trains that were set in Transport Reserve [1] during setup are now placed into the Transport Stock. [2]



15*. AIR SUPPORT

You peek at the top card from a chosen deck (either his own Pursuit deck or the Soviet deck) and return it face down. Other players should not see this card. Additionally, you place your air support marker on top of this deck.

If a player whose air supporter marker is on the deck enters an area and draws a card from this deck, then the player spends one ammo less than normal for entering a fortified area or fighting a combat in that area. You cannot give your air support to other players.

An air support marker returns to its owner after a Theater Re-Organization, or after revealing the top card of the deck on which the marker was placed. In the latter case, the marker supports movement/combat only of the marker's owner.

Each player has exactly one air support marker. So after you place yours on your Pursuit deck or on the Soviet deck, you cannot repeat the air support action until the air support marker returns to your resources. This also applies to the additional action provided by the Stukageschwader card (see Rule 16).

If a deck has multiple air support markers, they all return to their owners when the top card is revealed.

Example: White begins his turn. His goal is to capture Brest. His 2 Armored Army has 3 fuel and 3 ammo, but White worries this may not be sufficient.

So White as an additional action, White does air support on the Soviet deck. White peeks at the top Soviet card – 6 Mech Corps – and returns it to the top of the deck, then puts his white (von Bock) air support marker onto the Soviet deck. Capturing Brest will now require 4 ammo markers in total: 1 for the fortification and 3 ammo (along with 1 fuel) to defeat the enemy division from the Soviet deck. This is possible only with air support reducing the necessary ammo by 1!

White in his first regular action moves his 2 Armored Army from Siedlce 1 , spending 1 fuel from its Army card. Then the Army moves to Brest 2 and removes 1 ammo from the Army card for entering a fortified area.

There are only 2 ammo left on the 2 Armored Army card. In Brest, the player reveals the top card from the Soviet



deck (since there is a Soviet marker in Brest) – 6 Mech Corps. To win this battle, the player needs 3 ammo and 1 fuel markers. The Army has the fuel but only 2 ammo, but the 3rd required ammo is covered by air support – Brest is now captured! White places his player marker in this area and the defeated Soviet card into his resources, along with his air support marker (flipped face down). The player could spend 1 fuel token to move his Armored Army one more time (e.g. to Bereza), but the player decides it is too risky to leave his Army with no supplies.



16*. ARMY GROUP HQS AND SPECIAL ACTIONS (OKH CARDS)

You can use your HQ to take one of the available OKH cards from the OKH pool. Support from OKH is not considered an action and can be performed any time during that player's turn.

After using your HQ, turn your HQ marker face down. You cannot use it again until the next Theater Re-Organization, when all HQ markers are turned face up.

After taking an OKH card from the pool, draw a new one to replace it.

You can use the OKH card during your turn to do the card's special action. Some OKH cards can be used when performing some other action.

After resolving an OKH card's effects, discard it to the game box.

OKH CARDS AND THEIR EFFECTS:

Transportflottille – Place 1 food, 1 ammo, and 1 fuel in one harbor you control.

Brandenburg – You can play this during combat to draw a different card from the Soviet deck. Place the first card back onto the bottom of the Soviet deck.

Luftbrücke – Move 1 supply token from the Supply Stock to one of your Armies.

Panzerhaubitzen – You can play this on an activated Army to add 1 ammo to its card (at any time, even during movement or combat).

Pionieren – You can play this when activating an army. This Army does not have to spend additional ammo when entering a fortified area.

Grosstransportraum – You can play this during the Transport Supply action. During this action, you can place 1 additional truck (above your logistics limit), and each truck you place can carry one additional supply.

Schnellkampfgruppe – You can play this during an Armored Army's activation to let it move 4 areas (instead of 3).

Auftragstatkik – Activate a selected Army to move.

Stukageschwader – Use Air Support (even if your marker is flipped as unavailable).

Sicherungs-Division – [Reaction] Cancels a Partisans card, after its target is declared.

Eisenbahnpioniere – Turn one of your player markers so that the railway track faces up.

Wolfsschanze – Move 1 medal onto any other area with a printed medal and with no player markers.

17. RAILHEAD ADVANCEMENT

Creating a chain of track markers allows you to use rail to transport supplies more efficiently to frontline Armies.

Flip 1 of your player markers track-side up. This marker has to be in an area adjacent to another of your areas with a track symbol.

Note that starting areas have track symbol printed on them.

EXAMPLE: Gray has captured many cities during his first move; decides to flip his marker in Kedainai 1 , planning to deliver supplies further to Riga 2 (as described in an earlier example).



18. SOVIET REACTION

Your turn always finishes with a Soviet Reaction. You place a Soviet marker on the board, or you do a Soviet counterattack.

18.1 GENERAL RULES

Placing a Soviet marker

Place 1 Soviet marker on any land area which:

- is adjacent to another area with a Soviet marker and
- has no player marker or printed player symbol.

If there is no valid placement, then discard the Soviet marker to the game box.

After placing the last Soviet marker from the pool(or discarding it to the game box), the current round is played until its end, i.e. remaining players in turn order still do turns, and then the game ends (even if during their turns Soviet markers would return to the Soviet marker pool).

Counter-attack

You can remove **another player's** marker from the board back to the owner's pool (Exception: In solitaire game you must remove your own markers).

The removed marker:

- cannot be in or adjacent to an area with any, Starting Area or any Army miniature (or be underneath it);
- must be adjacent (connected by an arrow in any color) to an uncontrolled area or an area with a Soviet marker on it.



EXAMPLE: After White's move, Orsha 1 is vulnerable to a counter-attack, since it is not adjacent to any friendly army. Note that Velkiye Luki 2 cannot be counter-attacked because they are adjacent to White's 9 Army. 3 Armies protect all adjacent areas against counter-attacks, even with other players' markers. Note that 4 Army 4 protects Borisov 5 regardless of being halted due to lack of supply.

18.2 FRONT CARDS

At the end of your turn, you place a Soviet marker or do a Soviet counter-attack according to the priorities on your own Front card.

You cannot make the choice yourself, but must refer to the current doctrine of the Red Army.

In case of uncertainty, the player to your left resolves your Soviet reaction. (Nord is left of Mitte, who is left of Sud, who is left of Nord.)

19. OPTIONAL RULES

19.1 ARMY REDEPLOYMENT

A player can use his railway (but not trucks) to transport his Field Army (not an Armored Army). Each train deployed can transport a Field Army and that Army's supplies to an adjacent area, but no additional supplies.

19.2 HIGHER DIFFICULTY GAME VARIANTS

In order to play a more difficult game, the number of Soviet markers in the pool is decreased at the beginning of the game and should be:

Hard Variant:
- 3 in a 3 Axis player game
- 2 in a 2 Axis player game
- 2 in a 1 Axis player game

Veteran Variant:
- 0 in a 3 Axis player game
- 0 in a 2 Axis player game
- 1 in a 1 Axis player game.

In this mode you have to successfully encircle Soviet markers from the very beginning, otherwise one may fail miserably.

In addition, you may use the reverse side of the Front Cards marked with asterisk (*). Please note that the text on the Front Cards prevails the standard rules of the game, e.g. counterattacks are executed before placing Soviet markers.

19.3 ABWEHR VARIANT [FOR THE 2/3-PLAYER GAME]

Players freely decide where to place Soviet markers or where to make a Soviet counter-attack (within the restrictions of 18.1), instead of following the rules on their Front cards.

20. SOVIET PLAYER VARIANT

This variant is playable with 1, 2 or 3 Axis players, plus one Soviet player. The Soviet player does not take a player turn like Axis players, but makes various significant decisions as described below. The rules below replace some rules of play. All other rules apply.

20.1 SOVIET MARKERS USE

Soviet markers have two possible icons on their other side: infantry and armor. 15 markers have an infantry icon, and 11 markers have an armor icon.

When placing a Soviet marker, Soviet player freely decides whether it should be an infantry or armored marker. This information is secret to the other players.

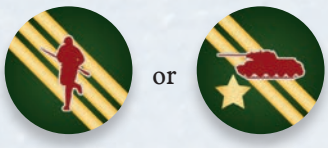
20.2 SOVIET MARKERS POOL VARIANTS

Basic Variant

- 3 Axis player game – use all Soviet markers.
- 2 Axis player game – use all Soviet markers **except** two marked with 3 stripes:



- 1 Axis player game - -use all Soviet markers **except** three marked with at least 2 stripes:



Hard Variant

- 3 Axis player game - use all Soviet markers **except** three marked at least 2 stripes:



- 2 Axis player game -use all Soviet markers **except** four marked with a star or 3 stripes:



- 1 Axis player game -use all Soviet markers **except** four marked with a star or 3 stripes



Veteran Variant

- 3 Axis player game - use all Soviet markers **except** six marked with stripes or star:



- 2 Axis player game - use all Soviet markers **except** six marked with stripes:



- 1 Axis player game - use all Soviet markers **except** five marked with stripes:



20.3 GAME SETUP BY SOVIET PLAYER

The Soviet cards are separated into two decks – infantry and armored decks. The Soviet Infantry deck is comprised of Army and Shock Army cards. The Soviet armored deck is comprised of Mech Corps cards.

The Soviet player places Soviet markers in areas with the star symbol, secretly deciding which type of marker to put in each area.

20.4 ENCOUNTER WITH SOVIET MARKERS

Whenever an Axis Army enters an area with a Soviet marker, flip the marker. If it is an Infantry marker, then draw a card from the Soviet infantry deck. If it is an armor icon, then draw a card from the Soviet armored deck.

Resolve the combat as usual.

20.5 RECON AND AIR SUPPORT

Instead of peeking at the top card of a deck, an Axis player peeks at the other side of a Soviet marker adjacent to one of his Armies, then places his air support marker on the area.

20.6 PARTISANS

The Soviet player decides which Axis player marker should be flipped due to a Partisans card.

20.7. ENCIRCLEMENT

Do not remove cards from the Soviet decks.

20.8 SOVIET REACTION

During each Axis player's Soviet Reaction, instead of the Axis player deciding or using his Front card, the Soviet player freely decides where to place a Soviet marker or where to make a Soviet counter-attack (within the restrictions of 18.1).

20.9 VICTORY AND MEDALS

All medals placed on the board during setup belong to the Soviet player. In case of standard victory determination, count the remaining medals on the board: that is the Soviet player's score.

EXAMPLE: At the end of the game, Gray has 6 medals, White has 5, and Brown has 4. 7 medals remain on the board, so the Soviet player wins with 7!



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