NO RETREAT!

The Russian Front: 1941-1945



RULE BOOK

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[1.0] INTRODUCTION

No Retreat! is a two-player grand strategic level wargame depicting the struggle between the Axis powers and the Soviet Union during World War 2 from the start of Operation Barbarossa on June 22, 1941 (the invasion of Russia) to the final surrender of Germany in 1945.

Parts Inventory

- one 22 x 36" mapboard
- two 8.5" x 11" player aid sheets
- one sheet of 88, 2-sided square units
- one sheet of 56, 2-sided round markers
- one Rule book
- one Scenario booklet
- 55 Event Cards
- One 6-sided die

The following abbreviations are used in these rules:

CRT: Combat Results Table
EZOC: Enemy Zone of Control
MP: Movement Point
TEC: Terrain Effects Chart
VP: Victory Point
ZOC: Zone of Control

[2.0] GAME EQUIPMENT

[2.1] Game Map and Scale

The game map represents that portion of European Russia where the major campaigns took place. A hexagonal grid has been superimposed to regulate movement and the position of the playing pieces. A unit must always be located in a specific hex. Explanations of the terrain features are found on the Terrain Effects Chart.

Each hex is equivalent to 100 kilometers from side to side. Each turn represents two months of real time, except the first turn (two weeks), and in 1945 (one month).

[2.2] Game Charts & Tables

Various game aids are provided for the players in order to simplify and illustrate certain game functions. These include the two Combat Results Tables, the Terrain Effects Chart, the Game Turn Track, and the Victory Point Track.

[2.3] Playing Pieces

The playing pieces represent actual military units that fought in this campaign. The numbers and symbols on them indicate their strength and type.

The "Axis" (a.k.a. "German") player controls the German Army (gray/green) and Axis Allied Rumanian/Hungarian/Italian/Finnish (blue) units. The "Soviet" (a.k.a. "Russian") player controls all Soviet (brown/red) units.

Square (High Tide, Weather and Victory Points) and round (*Blitz!*, *Shock!*, Disorganized, Unsupplied, Game Turn, Target, Counterblow, Support and Control) markers have also been provided to help players remember certain information during play.

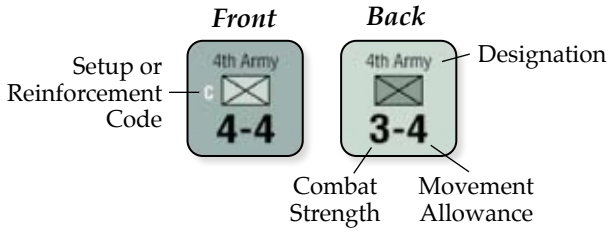
The five counters on the next-to-last row of round game pieces will be used in an upcoming Solitaire module, to be published in a forthcoming issue of C3i Magazine.

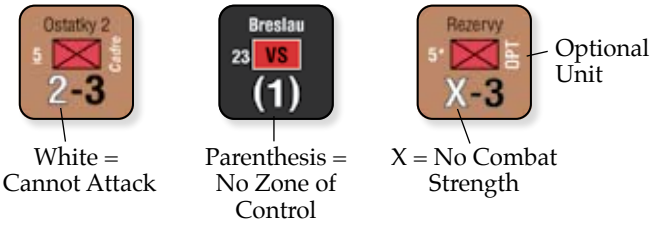
Sample Units

Units (as opposed to markers) have information printed on them as shown below, representing their capabilities.

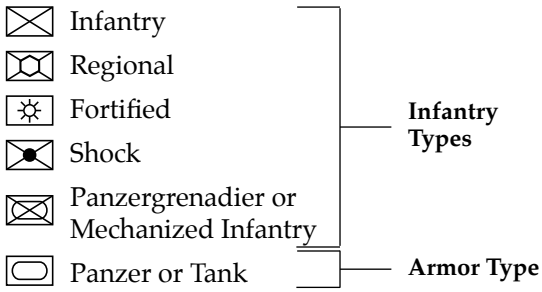
German units have *two 'steps'* each and are full-strength on their front side and reduced-strength on their reverse side.

Russian units all begin the Campaign game as *one-step* units with their red side being the 'improved' version of their brown sides. Later, most will upgrade to two-step units with their red side as full-strength and brown side as reduced-strength.





Unit Type Symbols



Combat Strength measures a unit's value in battle as expressed in Strength Points. Some units have outlined (white) Combat Strengths, indicating that they usually cannot attack (but see 10.1.2).

Movement Allowance determines how far that unit can move each turn as measured in Movement Points (MPs).

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Some units have no Movement Allowance (as a reminder that they are immobile) and their **Combat Strength is in parenthesis** as a reminder that they also have no Zone of Control (as per Rule 8.5).

Unit Size & Designation

All German and Axis units generally represent Armies of 80,000 to 120,000 men and their equipment.

Soviet Units generally represent Fronts (Army Groups) of about 130,000 to 210,000 men and their equipment. Soviet Tank units represent Armies plus an amalgamation of supplies and support equipment from various Fronts.

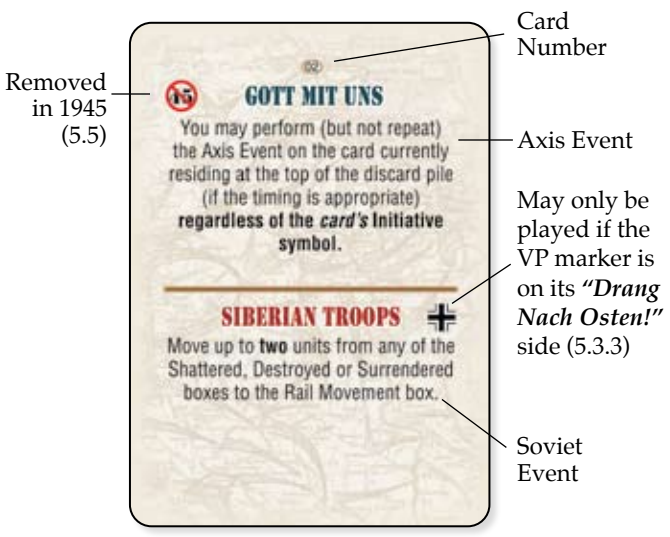
Unit Designation is the historical name of that formation (e.g., Army or Front) and used to identify it.

The Map

The map is divided into hexagons (called "hexes" for short), which define a units' positions just like the squares of a chessboard. The map also shows important terrain such as cities, marshes, forests, mountains, major rivers and so forth.

The Cards

The cards are a resource that can be used for many purposes including generating Random Events, or discarded to pay for replacements, rail moves, or launching Counterblows.



[3.0] SETTING UP THE GAME

Lay out the map between the players. The Axis player sits along the west edge and the Soviet player on the east edge. Each player takes a Combat Results Table sheet for their side (they are also on the map). Then refer to the separate Scenario booklet, choose a scenario, and follow its Setup and Special Instructions.

[4.0] SEQUENCE OF PLAY

How the Turns Work: Each Game Turn consists primarily of an Axis Player Turn followed by a Soviet Player Turn. During each player's turn, several Phases (e.g., movement and combat) are conducted in a strict sequence. All actions in one Phase must be completed before the next Phase begins. Before both players have conducted their respective Player Turns, a mutual Housekeeping Phase is conducted to organize things for the next Game Turn.

My Turn; Your Turn: The player who is currently conducting his Player Turn is called the "Phasing Player." His opponent is known as the "Non-Phasing Player."

New Game Turn Housekeeping

A. Advance Game Turn Marker: Advance the Game Turn marker on the Turn Track or, if the 28th turn was just completed (or possibly the 22nd (see 12.4), the game ends and the winner is determined.

B. New Game Turn Events Phase: Any Event listed on the Turn Track for the new Game Turn (i.e., the box the Game Turn marker was just moved into) is noted and, if applicable (e.g., a unit removal or VP Event), is also applied at this time (see 13.5 for a complete listing and explanations).

C. New Game Turn Victory Phase: If a red-lettered Turn Event is listed, the Soviets immediately score one Victory Point (1 VP).

Objective Victory is checked *every* turn and Sudden Death Victory is checked on turns denoted by a skull symbol. During this Phase of Turn 12, the Initiative shifts (12.9).

Axis Player Turn

1. Card Phase: The Phasing Player must discard down to **two cards** and then draws four more cards.

2. Supply Check Phase: Unsupplied markers are placed on both sides' units that cannot trace a valid Supply Path at this time.

3. Organization Phase: The Phasing Player brings on Reinforcements, takes Replacements, upgrades his units, and returns his Shattered units to the map.

4. Movement Phase: The Phasing Player may move his units on the map, including moving them off the map to the Rail Movement Box.

5. Combat Phase: All Voluntary, and then all *Involuntary*, Battles are declared and resolved as per the Battle Sequence in any order the Phasing Player desires.

6. Marker/Unit Removal Phase: All units still Unsupplied, various markers, and Surrendered Axis Allied Army units are removed from the map.

7. Detraining Phase: The Phasing Player may put his units in the Rail Movement Box back on the map.

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Soviet Player Turn

The Soviet player becomes the "Phasing Player" and repeats the above seven Phases, in order, that the Axis player just completed.

[5.0] THE CARDS

Cards are drawn, *one by one,* during a player's Card Phase from a Draw Pile. After their use, played cards are placed face-up in a Discard Pile. The Discard Pile is reshuffled when there is only one card left in it (that card is *not* drawn!) or when instructed to by the play of certain Events. You cannot examine the Discard Pile unless instructed to do so by an Event Card.

Appropriate Timing

Events must be played when their corresponding actions are performed according to the Sequence of Play (4.0).

EXAMPLE: You must play a card that gives you a free unit upgrade during your own Organization Phase, not during your opponent's Combat Phase.

Card play itself is *sequential;* that is, cards are resolved in the order that they were played unless they conflict, in which case the card played last takes precedence.

EXAMPLE: The Axis player wins a crucial battle and plays his "General Staff" card to add one additional (+1) hex to the Advance After Combat of all his Attacking units. The Soviet player then plays his "Rasputitsa" card. Now the Axis Advance After Combat is limited to only 1 hex.

Had these cards been played in the opposite order, the Axis would be reduced to a 1 hex Advance from the Soviet card, plus + 1 hex for the Axis card for a total of 2 hexes. Thus, both cards are applied in the order played.

If both players play a card at the same time, the player whose side has the Initiative (12.9) decides their play order; either his card first, or his opponent's.

Once is Enough: Because cards can be retrieved from the Discard Pile and reused, this rule applies: The exact same Event cannot occur twice during a single *Player* Turn.

[5.1] Discard Step

The Card Phase begins by discarding. A player can only retain **two cards** in his hand before drawing, so he must discard any excess cards in his hand at this time.

[5.2] Draw Step

After discarding (if required) during the Discard Step, a player draws **four cards** from the Draw Pile and adds them to his hand. The following conditions can affect a player's per turn Draw Rate (DR):

–1 Soviet Card *each* if the Axis controls Moscow OR the Caucasus oil field (along the southeast map edge).

–1 German Card if the Soviets control the Rumanian oil field (near Bucharest).

[5.3] Events

The cards have text above and below a bold line. The text above the line with the Gray headline are Events playable by the Axis player only, while the Events below the line with the red headline are only playable by the Soviet player. Thus, the effect of each card is different depending upon who has it in his hand. Once played, cards are discarded.

[5.3.1] Event Effects: Events describe their exact timing and use on the cards themselves. When not specified, that Event may be performed at any time.

[5.3.2] Event Precedence: When there is a conflict between Event text and the Rules, the Event text takes precedence.

[5.3.3] Initiative Events: Events with a German cross (*Balkenkreuz*) symbol can only be played if the VP marker is on its ***"Drang Nach Osten!"*** side (German initiative).

Events with a Soviet Star symbol can only be played while the VP marker is on its ***"Na Berlin!"*** side (Soviet Initiative).

All other Events (i.e., those without either of these symbols) may be played throughout the entire game.

[5.4] Other Card Uses

Besides their use in triggering Events, cards may be spent (discarded) to pay for Replacements, additional Rail Moves, recovery from Disorganization, and to launch Counterblows during the Enemy Player's Combat Phase.

[5.5] 1945 Cards

Some cards have a **Red-barred "45"** number in the upper left corner: these will be removed from the deck in 1945, and replaced by the **Green-circled "45"** cards. The **Green-circled "45"** cards are not put in the deck before Turn 23, Jan 1945. Add those cards to the deck during the *Na Berlin! (On to Berlin!)* Setup Procedure:

On to Berlin! Setup Procedure

During the Housekeeping Phase at the start of Turn 23 (January, 1945), perform all of the following in order:

1. Out With the Old: Each player sorts through the cards in his hand and the respective Draw and Discard Piles and removes from play all of the *Red-barred "45"* cards. Set them aside, they are no longer in play.

2. In With the New: Shuffle together the now purged Draw Pile, Discard Pile and the *Green-circled "45"* cards to form a new Draw Pile.

3. As You Were: Play then continues. The Axis player will conduct a normal Card Phase at the start of his turn.

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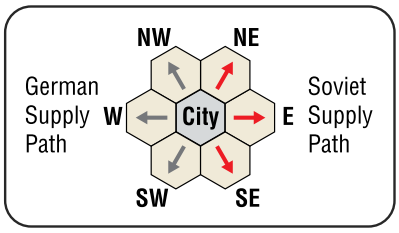
[6.0] SUPPLY

During this Phase, *both* players check the supply status of each of their on-map units. The Phasing Player's units are checked first followed by the Non-phasing Player's units. *The timing can be important as unsupplied units lose their ZOCs immediately when marked; see 6.4.*

[6.1] Overland Supply Path

A unit is in supply if it is able to trace a valid Supply Path to a friendly supplied City hex or to a friendly map edge. A Supply Path is traced *from* the unit requiring supply no more than **four hexes** in length (i.e., no more than three intervening hexes) to the Supply Source.

Cities and Supply: A City hex is "friendly" if a friendly unit was the last to enter or pass through it, or it began that scenario as a friendly supplied City hex. A City hex is supplied if it is able to trace a valid Supply Path of *unlimited length* from itself to a friendly map edge. A "friendly map edge" is the west (dark gray) edge for the Axis, and the east and south (red) edges for Russians. The path *from a city* must be in a Westerly direction only for the Axis (West, Southwest and Northwest), and an Easterly direction only for the Soviets (East, Southeast and Northeast).



DESIGN NOTE: The exclusive directions simulate each side's "Rail Net" capabilities.

Direct Supply: A unit can also trace a Supply Path of no more than **four hexes** directly from itself to a friendly map edge.

[6.2] Alternate Supply Sources

There are three types of Alternate Supply Sources: Seas, adjacent friendly units that have an Overland Supply Path, and Minor Countries. Units that use an Alternate Supply Source are in supply, but these do *not* constitute an Overland Supply Path.

Seas as a Supply Source

A unit on a *coastal hex* can use the sea as a Supply Source. Units cannot trace to a sea—they must be on the coastal hex. The following restrictions apply:

Caspian Sea: Russian units only.

Baltic Sea: Russian units may only use the Baltic Sea if Leningrad is Russian controlled and Supplied. Axis units may always use the Baltic Sea.

Black Sea: Useable by both sides. Note that the Sea of Azov is *not* a Supply Source for either side.



EXAMPLE OF SUPPLY: The German 16th Army can trace a valid Overland Supply Path four hexes back to Riga, an Axis-friendly city (6.1); this Supply Path must be traced across a Prohibited hexside at Lake Peipus, which is permitted (6.3).

The (one-step) German 18th Army can trace its Supply Path to the 16th Army (an adjacent supplied unit is an Alternate Supply Source if it can trace an Overland Supply Path, as per 6.2).

With Smolensk cut off from the Axis, the German 4th Panzer Army cannot trace a valid Supply Path (as shown by the yellow arrows) and so is tagged with an Unsupplied marker. It can't trace through the 18th Army in a 'chain' back to the 16th Army, as the 18th Army does not, itself, have an Overland Supply Path.

The Soviet Kalinin Front can trace an Overland Supply Path directly to the eastern map edge (denoted by the red border). Note that the Axis Finnish Army projects no Zone of Control to hinder that Supply Path as it is a Fortress unit.

Leningrad can also trace an Overland Supply Path: its first hex would be through Lake Ladoga (again, a Supply Path can be traced across and through Prohibited hexes, including this large Lake hex), and its second hex through the one occupied by the Kalinin Front (since friendly units negateEZOCs for the purposes of tracing a Supply Path; 6.3), and from there along the same route as the Kalinin Front traced its Supply Path.

Adjacent Units that have an Overland Supply Path

An adjacent friendly unit that can, itself, trace an Overland Supply Path (6.1), can serve as a Supply Source.

Minor Country Supply Source

The Finnish unit is always in supply in Finland and the Yugoslav units are in supply in the two Balkans areas.

[6.3] Blocking Supply Paths

A Supply Path is always blocked by enemy units.

Enemy Zones of Control (see 8.5) also block Supply Paths unless there is a friendly unit in that hex. That is, friendly units negate Enemy Zones of Control for the purposes of tracing a Supply Path.

Note that Prohibited terrain (Lake hexes and hexsides) does *not* block Supply Paths.

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[6.4] Unsupplied Markers



When a unit is found to be Unsupplied during the Supply Phase, place an Unsupplied marker on it to denote its precarious status.

[6.5] Unsupplied Effects

A unit with an Unsupplied marker is thus affected:

[6.5.1] Organization: See 7.0.A: Ineligible for The Flip Step.

[6.5.2] Movement: Its Movement Allowance is reduced to a maximum of 3 MPs.

[6.5.3] No Zone of Control: It loses its Zone of Control for all purposes.

[6.5.4] Combat: It never receives an Armor Bonus when attacking (10.6.3), cannot conduct a Multi-Hex Advance (10.8.1), awards units attacking its hex two shifts to the right on the CRT and, if eliminated is placed in the Surrendered Units Box (10.7.1).

DESIGN NOTE: There is no penalty for attacking "Out of Supply"—only for defending. Because of the structure of the Sequence of Play you get one turn to get out of the pocket your opponent created!

[6.5.5] Events: Certain Events apply only to Supplied forces. This means the unit or, if more than one unit is involved, at least one unit on the receiving side, must be in supply.

[6.5.6] Removal: Units that remain Unsupplied are eliminated during the Removal Phase (as per 11.1).

[7.0] ORGANIZATION

In this Phase, the following Steps must be performed in order:

A. Flip Step: Educate and Improve units

B. Placement Step: Reinforce, Replace and Recover units

C. Reorganization Step: Pay to remove Disorganization markers

A. The Flip Step

Important: Only units that can trace an *Overland Supply Path* (6.1) may be Improved (7.1) or Upgraded (7.2).

[7.1] Improving Reduced-Strength Units to Full-Strength

Only two-step units currently on the map on their reduced side can be Improved (flipped over) to their full-strength side. The following cost is incurred for each unit:

- **The Axis player** must discard **two cards** for each Improvement (exception: SS units, see 14.5 & 14.6).

  DESIGN NOTE: It is 'cheaper' to Replace (7.9) an eliminated German Army than to Improve one.

- **The Soviet player** must discard only **one card** for each Improvement. (Exception: Shock units, see 14.7).

  Important: this rule applies to non-Fortress units only on or after Turn 17 (see 7.3); prior to that, all other Soviet units have only one step.

[7.2] Free Soviet Upgrades "Education"



Starting on Turn 6, the Soviet player can Upgrade **one unit** for free (i.e., no card cost) per Soviet Organization Phase. An upgraded Soviet unit is flipped to its stronger, red-colored side.

[7.2.1] Free Soviet Unit "Experience:" Starting on Turn 13, the Soviet player can Upgrade **two units** for free per Soviet Organization Phase.

[7.2.2] Upgraded, but Brittle: Even after Upgrading, those stronger (red) Russian units still have only one step until Turn 17 (see 7.3, below).

Thus, as Upgraded one-step units, when they are eliminated, they are placed in the Destroyed or Unsupplied boxes on their red (one-step) side *and will return, when replaced, on that same side.* However, they are considered two-step counters for removal to the Surrendered Holding Box (see rules 10.7.1 and 11.1).

[7.3] Strong and Robust:

Starting on Turn 17, Soviet units cease to be "brittle" (one-step units as per 7.2.2) and become "robust" (two-step) units with a (red) full-strength side and a (brown) reduced-strength side.

[7.3.1] No more Upgrades: Starting on Turn 18, Soviet units cease to have free upgrades.

This simulates the Late War Soviet Manpower problems.

DESIGN NOTE: Thus, on Turn 17, Russians begin to function much like Axis multi-step units. As per Rule 7.9.2, however, this means a brittle (red) one-step red unit that is eliminated on Turn 16 would be replaced on its one-step brown side on Turn 17. Raising it back to full-strength can be done on the following turn's Flip Step.

[7.4] One-Step Units



Most Axis Allied armies and all Cadre units have only one step (see 14.2 and 14.9).

[7.5] Fortress Conversion

It is also during his friendly Flip Step that the Soviet player may convert (flip) his two-step Fortified infantry units into mobile one-step Regional infantry units regardless of their supply status, at a cost of **one card** discard. There is no reward or penalty for this reversion.

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B. The Placement Step

[7.6] Unit Placement

Reinforcement, Replacement, and Recovering units are brought onto the map and placed at no MP cost. *No units* can be placed in Enemy Zones of Control (8.5), *except for Soviet units placed in Cities*, as follows:

- **Axis units** are placed in Cities in Greater Germany, not in EZOCs, and can trace an Overland Supply Path (6.1).

  In addition, **Recovering (shattered) Axis units** may also be placed in any Axis controlled City in the USSR not in EZOCs, which can trace a Supply Path, or on any west map edge hex in Greater Germany not in an Enemy Zone of Control.
- **Soviet units** are placed in any Soviet controlled City that can trace a Supply Path (see 6.1) *even in EZOCs*, or on any east or south map edge hex in Russia *not* in an Enemy Zone of Control.
- In addition, **Recovering (shattered) Soviet units** may also be placed in any Soviet controlled City inside Greater Germany that can trace a Supply Path, and *not* in EZOCs.

[7.7] Recovery of Shattered Units



All friendly units in the Shattered Units Box are returned to the map for free. Place Disorganized markers on them to denote that they cannot attack (as per 10.1.1).

Note that a Recovering unit returns to the map on the *same strength-side* that it was removed on. Thus, a full-strength two-step unit Recovers as a two-step unit.

[7.8] Receiving Reinforcements

Players receive units as Reinforcements on their indicated Game Turn (i.e., their Reinforcement Number). Place Reinforcements as per 7.6, above.

[7.9] Replacement of Destroyed and Surrendered Units

To take a unit from the **Destroyed Unit Box** and return it to the map (as per 7.6), the owning player must pay (discard) **one card** from his hand for each Replacement so taken. Exception: Soviet Shock Armies who cost **two cards.**

From the **Surrendered Units Box,** the owning player must discard **two cards** from his hand for each Replacement .

When placing a unit on the map from either of these boxes, place a **Disorganized** marker on the unit to denote that it cannot voluntarily attack in that player's ensuing Combat Phase.

DESIGN NOTE: Unsupplied unit losses usually cost more to replace and also count as VPs for the other player (12.7).

[7.9.1] Axis Replacement Restriction: Except for the play of certain Event cards, the Axis player cannot replace destroyed or surrendered units prior to Turn 5 (as per the Turn Track).

DESIGN NOTE: Prepared only for a quick Blitzkrieg victory in Russia, the Axis had to retool their efforts for a longer fight.

[7.9.2] Reduced-Strength: Two-step units always return to the map on their reduced-strength side when brought back as Replacements.

C. The Reorganization Step

[7.10] Reorganization

Disorganized markers will be removed from newly placed units for free later in the turn during the Marker Removal Phase (11.2). If the player wishes to make Disorganized units combat-ready immediately, he discards **one card** at this time for each Disorganized marker so removed.

[8.0] MOVEMENT

Procedure

A player may move none, some or all of his non-fort (i.e., "mobile") units through any combination of hexes up to the limit of their printed Movement Allowance, paying the appropriate Movement Point (MP) cost to enter each hex. Units move one at a time, hex by hex, in any direction or combination of directions that the player desires. A unit may continue moving until it has either expended all of its MPs, moves in an enemy ZOC, or the player simply desires to stop moving it.

A player may not move any of the opposing player's units. No enemy movement is allowed during your turn except as a result of combat or through the play of certain Event cards.

[8.1] A Unit's Movement Allowance

A unit cannot exceed its Movement Allowance during its Movement Phase except as permitted by an Event card. Units may not transfer MPs between units or carry them over between Game Turns.

[8.2] Weather Effects on Movement

On Mud Game Turns (see the Turn Track) all units with a Movement Allowance greater than 3 have their Movement Allowance reduced to 3.

On Snow Game Turns, all units with a Movement Allowance greater than 4 have their Movement Allowance reduced to 4.

[8.3] Terrain Effects on Movement

The basic cost to enter a Clear hex is 1 MP. The cost to enter other hexes can be higher, as listed on the Terrain Effects Chart (TEC). Unlike in many other wargames, it costs no extra MPs to cross river hexsides.

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EXAMPLE OF MOVEMENT: It is the Axis Movement Phase of Turn 4 (a Snow Game Turn reducing the MA of all units to 4). During the preceding Supply Check Phase, it was discovered that all of the units shown were in supply.

Despite the bad weather, the Axis player decides to conduct an attack against the Kalinin Front unit and try to eliminate it while it is surrounded (by Axis units and ZOCs).

Counting his units' Combat Strengths, the Axis player determines that if he can reposition the 16th, 9th, and 4th Panzer Armies, he'll be able to muster a potential 15 to 4 (3:1) attack.

A) First he moves the 9th Army through the Forest hexes. The movement arrows and circled numbers indicate how many MPs were spent to move that far. Remember, it costs +1 MP to leave an EZOC (8.5.2).

B) This allows the 4th Panzer Army to move into that same hex because now there is a friendly unit in it; so the 4th Panzer Army deftly moves directly from one EZOC to another (8.5.3). It must stop immediately upon entering that hex (because it entered an EZOC), and expends 3 MPs to get there (1 to leave the EZOC plus 2 to enter the adjacent Forest hex). Notice that moving his units in the proper sequence was important!

C) The Axis player moves the 16th Army next and has a couple of options. It could move forward onto the one-step 18th Army for one Movement Point (the Fort has no ZOC remember), but there its position could become tenuous, because there's always the danger that the Soviet player could flip the Fortified unit to its Regional side—this would suddenly give it a Zone of Control and would thus enable it to cut off supply to that hex. So the Axis player takes the path through the Marsh (for 2 MPs) and into the Forest instead. The one-step Axis 18th Army is just going to have to fend for itself. Notice how most of the Axis movement is made around EZOC hexes and not through them.

When a unit does not have sufficient MPs left to pay the cost to enter a given hex, it cannot do so. Exception: A unit that has a Movement Allowance greater than zero can always move one hex regardless of terrain or other costs. Rules regarding Enemy Zones of Control (8.5.3) and Prohibited hexes and hexsides still apply.

[8.4] Stacking Effects on Movement

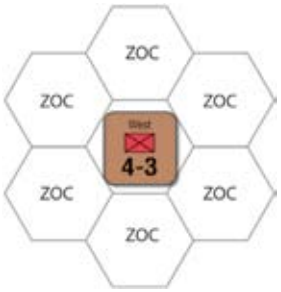
Friendly units can never enter hexes containing enemy units. Within the confines of other movement rules (e.g., terrain costs, ZOCs), friendly units may freely enter and pass through hexes containing other friendly units. When more than one friendly unit remains in a hex at the *end* of any Phase, Step or Battle, it is called "stacking."

[8.4.1] Stacking Limits: The **Axis** may stack up to **two units** per hex; the **Soviets** can have only **one unit** per hex until 1945.

[8.4.2] Units Only: Only units count for stacking, *not* informational markers.

[8.4.3] Overstacking Penalty: At the end of any Phase or Battle, the owning player must put any excess units of his choice from that hex into the Shattered Units Box until it conforms to the stacking limit (8.4.1), Unsupplied units are put in the Destroyed Units Box.

[8.5] Zones of Control (ZOCs)



The six hexes on the map adjacent to a unit are called that unit's Zone of Control (abbreviated "ZOC"). Markers, Unsupplied units and units with parenthesized strengths *never* possess a ZOC.

DESIGN NOTE: This Zone of Control represents that area outside the hex a unit physically occupies that it can control by virtue of its size, mobility, and projection of firepower.

The ZOCs of *friendly* units in no way hinder other friendly units, but they do restrict enemy units. A hex adjacent to an enemy unit is called an "enemy controlled hex" or a hex in an "Enemy Zone of Control" (or "EZOC").

ZOCs do not extend across Sea/Lake hexsides.

[8.5.1] Stops Movement: A unit must cease its movement for that turn the moment it enters an EZOC, regardless of how many MPs it might have remaining.

[8.5.2] Exit an EZOC: If a unit begins the Movement Phase of its turn adjacent to an enemy unit (i.e., in an EZOC), it may exit that hex at a cost of **one additional Movement Point** (+1 MP) and continue moving.

[8.5.3] No Infiltration: Units cannot move directly from one hex in an EZOC to another, *unless the hex being entered*

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is also occupied by a friendly unit (where it must still stop as per 8.5.1). Otherwise, a unit must first leave an EZOC by way of an uncontrolled hex and then continue moving.

[8.5.4] Negating EZOCs: In addition to allowing some limited infiltration movement (8.5.3), the presence of a friendly unit negates an enemy-controlled hex for the purposes of tracing a Supply Path (6.3) or when Retreating (10.7.5).

[8.6] Finland

German, Finnish and Soviet units can enter Finland. There are no hexes in Finland, so consider the entire country as one huge hex that's adjacent to many hexes in Russia. Normal stacking rules apply inside Finland, and normal Zone of Control rules apply to and from. Thus, Russian units in the four hexes adjacent to Finland can all join together to attack it.

See the movement examples in the Reference Booklet illustrating much of Rule 8.

[8.7] Yugoslavia

Only German and Yugoslavian units can enter the Western or Southern Balkans, but no earlier than the Game Turn *after* the Soviets capture the Romanian Oil Fields hex (13.5).

There are no hexes in these areas, so consider each of the Balkans areas as one huge "Open" hex that is adjacent to many hexes in Greater Germany (akin to Finland, as per 8.6). Normal stacking rules apply inside each of these areas, and normal Zone of Control rules apply.

[9.0] RAIL MOVEMENT

During his regular Movement Phase, the player can "Entrain" his mobile (i.e., non-fort) units and place them in the Rail Movement Box. He can "Detrain" them (i.e., relocate back to the map) during a friendly Rail Movement Phase.

[9.1] Entraining

One friendly supplied unit per Movement Phase may be simply picked up for free and placed in the Rail Movement Box ("Entrained") in lieu of any other movement that turn (if in a surrounded port consider this a "Sea Evacuation").

[9.1.1] Additional Rail Movement: A player can also Entrain additional friendly supplied units during his Movement Phase at a cost of discarding **one card** for each.

[9.1.2] Rail Capacity: Each player can have a maximum of **three units** in the Rail Movement Box.

[9.1.3] Rail Disruption: During Turns 1 and 2, The Axis cannot do any Rail Moves, and no additional Rail Movement capacity may be purchased by the Soviets.

DESIGN NOTE: For the Axis, this reflects the trouble they had in converting Russian rail lines to European standard gauge and advancing over Russia's poor roads. For the Soviets, this represents the huge amount of transport capacity siphoned off evacuating workers and factories to Siberia, in addition to the initial chaos caused by the enemy's invasion.

[9.2] Detraining

During the player's Detraining Phase (at the end of his turn), he may bring none, any or all of his units in the Rail Movement Box back onto the map. (Units in the Rail Movement Box can remain there indefinitely.)

When "Detrained," each unit is placed in either:

- a friendly City hex that can trace a Overland Supply Path (even in an Enemy ZOC), or
- any hex that is *not* in an EZOC and can trace an Overland Supply Path of *three hexes* maximum (i.e., no more than two intervening hexes) to a friendly Supplied City or friendly map edge. You may *not* trace to a City hex that was just captured this player-turn or use an Alternate Supply Source.

[10.0] COMBAT

During a friendly Combat Phase, each unit may participate in an attack against an adjacent hex that is occupied by enemy forces. When a player initiates an attack between adjacent units, it results in a battle (i.e., completing all of the Steps in the Battle Procedure). Throw the die, and consult the appropriate player's CRT to resolve battles.

The player who is initiating an attack is called the "attacker" and his opponent is called the "defender" in that battle (regardless of the overall situation).

Combat Phase Preparation

A Combat Phase begins with the Phasing, and then the Non-phasing Player declaring all of the hexes that will be attacked, followed by each battle's resolution.

[10.1] Declaring All Battles

Before any battles are resolved, both players, as described below, must declare all targeted hexes.



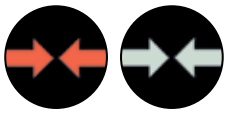
A **"Target Hex"** is one that contains forces of the Non-Phasing Player that is adjacent to one or more hexes containing forces of the Phasing Player across non-Prohibited hexsides. The attacking player will put a "Target" marker in each "Target Hex". You cannot put a Target marker on a hex that already contains a Counterblow marker.

Each player has only five Target/Counterblow markers, white/black for the Soviets and gray/black for the Axis: this is a game maximum. Thus a player cannot do more than five Attacks or Counterblows per Player-Turn (or less if the Turn's weather is Long Winter [13.1]).

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[10.1.1] Voluntary Attacks Step: The Phasing Player declares first, noting for his opponent all the Target Hexes that he will *voluntarily* attack that Phase. The following units cannot participate in *voluntary* attacks:

- units with a Disorganized marker
- units with a white Combat Strength (e.g., Fortified infantry or Cadre unit; 15.3).



[10.1.2] Counterblows Step: After the Phasing Player has declared all his voluntary attacks, the Non-Phasing Player may declare additional target hexes that *must* be attacked by the Phasing Player that Combat Phase (these are "involuntary attacks" and are called Counterblows).

- The Non-Phasing Player must **discard one card** from his hand for each target hex he so designates.
- You *cannot* put a counterblow marker on a hex containing only white-strength units.
- The Non-Phasing Player's white Combat Strength units *cannot* participate in a Counterblow, but will suffer all the Retreat results.
- Designate Counterblow target hexes with a Counterblow marker.
- Hexes containing a Target marker may not be selected for a Counterblow.
- Any of the Phasing Player's adjacent units can respond to a Counterblow, including Disorganized units and those with white Combat Strengths.
- Units in Counterblow target hexes receive *no beneficial terrain combat modifiers* (i.e., combat shifts) when attacked by the Phasing Player; but Weather combat shifts do apply.

DESIGN NOTE: Why pay to have your units attacked and forego terrain advantages? Opportunity or desperation—you may have unsupplied units trying to break out, want to draw off units from a nearby attack, or seek to punish a weak unit that ventured too close (in hopes of seeing a CA combat result).

[10.2] Order of Combat

All declared battles are resolved in any order the Phasing Player desires. Each battle must be completely resolved before the next battle begins.

Battle Preparation

[10.3] Combat Conditions

Which units are eligible for combat.

[10.3.1] Attacker's Prerogative: The Phasing Player decides which attacking units will attack which Target Hexes, in any combination he desires, as long as all declared Target Hexes are attacked.

[10.3.2] Combining Units in a Battle: Attacking units in two or more hexes may combine their Combat Strengths and conduct a single battle together. Battles may involve any number of attacking units and Target Hexes.

[10.3.3] Adjacency: For an attack to be resolved as a single battle, all of the attacking units must be adjacent to all of the Target Hexes.

[10.3.4] One Battle Per Unit: No unit may attack more than once per *friendly* Combat Phase, and no Target Hex can be the object of more than one battle per Combat Phase (not including counter-attack results; see 10.7.2)

[10.3.5] Multi-Unit Attacks: Attacking units in a single hex may attack one or more Target Hexes in a single battle. Note that if one or more such units attack, this does not obligate any of the other Phasing Player's units stacked with or adjacent to it to participate.

[10.4] Combat Strength Unity

A given unit's Combat Strength is unitary; it may not be divided among different battles during a single Phase.

Units that are stacked together need not participate in the same battle when one attacks (or Counterattacks; 10.7.2), but all units in a Target Hex must defend together.

[10.5] Steps in a Battle

Battles are conducted via the Battle Procedure. These steps must be completed for each attack in the exact order listed below:

Battle Procedure

1. Strength Step: Total the Combat Strengths of (respectively) the attacking units and the defending units.



2. Commitment Step: First, the attacker (only) may announce his commitment of **one Combat Support** (i.e., *Blitz!* or *Shock!*) marker to the battle (if he has one available). Then the attacker, followed by the defender, may each play **one Event card** that is used during a battle, before the die is rolled. Note that the defender makes his decision after the attacker, with full knowledge of the attacker's commitment decisions.

3. Initial Odds Column Step: Divide the attacker's strength by the defender's strength and express this as an odds ratio

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(attacker to defender). Round this odds ratio off downward to conform to one of the odds ratio columns found on the CRT. This will be the "Initial Odds Column."

EXAMPLE: 12 Strength Points attack 9; the ratio is 1.33 to 1, which rounds down to a simple 1:1. If the attacker could have mustered 14 vs. 9, the odds ratio would have been 3:2. This simple odds ratio determines the Initial Odds Column used on the attacker's CRT.

4. Final Odds Column Step: "Shift" the Initial Odds Column (determined above) for the effects of terrain, weather, Support markers, armor, or Event card(s) for that battle to determine the Final Odds Column used. All effects are cumulative and only the *net* shift is applied.

EXAMPLE: A 2-1 with three shifts right and one shift left would be a 4-1.

5. Attacker Rolls Step: The attacking player rolls a 6-sided die and cross-indexes its result with the Final Odds Column to obtain the Combat Result.

6. Apply Result Step. With the Combat Result known, it is now applied. This might result in repeating the above steps due to a Counterattack, a unit step loss or removal by either side, or a Retreat followed by an Advance After Combat.

[10.6] Combat Odds Shifts

When adjusting to find the Final Odds Column (per Step 4, above), the following cases apply:

[10.6.1] Terrain Effects: The shifts caused due to terrain effects are based upon the defender's hex or if all units attack across the hexsides listed on the TEC.

[10.6.2] Support Markers: When available to a player, a maximum of **one** Axis *Blitz!* or Russian *Shock!* marker may be committed to a battle when that player is the attacker (even in a counterattack situation). It provides one shift to the right.

- Support markers cannot be used to assist an attack made exclusively by Unsupplied units.
- Support markers do not remain on the map. They are returned to the Unused Markers Holding Box after their use.
- Support markers cannot be carried over from one Game Turn to another. If not used on the turn they're received, they are lost.

[10.6.3] Armor Bonus: When an attacking force includes an armor type unit and it is attacking infantry-type units (except mechanized infantry) in a Clear hex during a non-Mud Game Turn, the attacker receives one shift to the right.

- Armor attacks against other armor or mechanized infantry-type units do *not* receive this bonus.
- This bonus can only be applied once per battle regardless of how many armor type units participate in it.
- This bonus only applies when an armor-type unit is the attacker in a battle, never when it is the defender (but it *does* apply when an armor-type unit is in a counterattack situation).
- This bonus applies during Clear and Snow Game Turns only.

[10.6.4] Odds Limits: Whenever an initial (before shifting) or final (after shifting) odds ratio exceeds 6:1, it is treated as 6:1. When the ratio is less than 1:3, an Initial Odds Column is not established and becomes an **automatic CA result,** as do final odds ratios of less than 1:3.

EXAMPLE: 24 Russian Strength Points attack an Axis Allied unit worth only 2 Strength Points that is in a City hex. The initial ratio would be 24:2, or 12:1, which becomes a 6:1 (the maximum column before shifting). That is shifted one to the left for the defender's terrain and the attack would be resolved on the 5:1 column.



EXAMPLE OF COMBAT: The German 6th Army in Stalingrad is being attacked by the Russian 3rd Tank Army and 2nd Ukraine Front during a Snow Game Turn. The Russians commit a Shock! marker to the battle, and neither player commits any cards.

The Initial Ratio is 12:3, which reduces down to exactly the 4:1 odds column on the Soviet CRT. During the Final Odds Step (#4), shifts occur as follows:

The attacker committed a Combat Support marker to the battle **(1R).** *The defender's force is located in a City hex* **(1L)** *and across Objective hexsides* **(1L).**

Note, because all of the attacking units are also attacking across River hexsides, this would normally cause another (third) shift to the left. But as it is a Snow Game Turn, for combat purposes the rivers essentially 'disappear,' and so do not provide a combat shift.

The net effect will see this 4:1 odds battle shifted one column to the left, thus being rolled as a 3:1.

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[10.7] Explanation of Combat Results

Combat results are listed under each player's respective Combat Results Table on the Player Aid Sheets. Applying those results is explained in more detail below:

BATTLE RESULTS:

- = Indecisive Battle: No Effect

CA = Counterattack: The defender may launch an immediate counterattack. Re-compute the odds; no terrain modifiers (10.7.2).

CB = Counterblow: The Phasing Player places a Counterblow marker on one *of his own units hex* currently attacking. These markers are not removed during that side's Marker/Unit Removal Phase, but are instead resolved as usual during *other side's* Combat Phase in the next Player Turn (10.7.3).

DR = Defender Retreat: Defender retreats his units 2 hexes. Attacking units can Advance After Combat if the defending units retreated or the hex is completely vacated by square units after a step loss. There is No Effect if the Target Hex has a Fort unit in it (10.7.4).

DS = Defender Shattered: Defender retreats his units two hexes and, if not destroyed, place them in Shattered Units Box. Attacking units can Advance After Combat if the defending units retreated or the hex is *completely* vacated by square units after a step losses. (Treat this result as an EX if the Target Hex has a Fort unit in it).

DD = Defender Destroyed: Defender retreats his units two hexes and each defending unit loses one step. If the Target Hex has a Fort unit in it, the defending units do not retreat. Attacking units may Advance After Combat if the defending units retreated or the hex is completely vacated by square units after step losses.

EX = Exchange: Both sides lose one step. Neither side Retreats or Advances.

Player Turns could begin with some Counterblow markers already in place, meaning that either:

A) Those enemy units must be attacked if friendly units remain adjacent to them during the Combat Phase; or

B) Those adjacent friendly units will have to move away during their Movement Phase to avoid those Battles: The Counterblow then has no effect. *This can be a big decision!*

[10.7.1] Step Losses: Certain results cause a step loss to be suffered by the defender (DD) or both sides (EX). When these occur, a full-strength two-step unit is reduced (flipped over) to its reduced-strength side, or a unit with only one step is eliminated (but see rule 14.9 Cadre units). When there is a choice, the owning player determines which of his units in that battle suffers a step loss.

Most Eliminated units are placed in the Destroyed Units Box or, if the unit had an Unsupplied marker on it at the time of its elimination, it is placed in the Surrendered Units Box instead. Some one-step units are placed on the Turn Track when eliminated (for example, most Axis Allies and all Cadres [14.0]).

[10.7.2] Counterattacks: A CA result means that the defender may treat the battle outcome as "No Effect" and end it there OR conduct a Counterattack.

If the defender counterattacks, remove any Support marker and discard played cards for that battle and go back to Step 1 in the Battle Procedure; i.e., start a brand new battle repeating all of the Steps. This new battle must include the *exact same units* as in the initial battle, only this time, the counterattacking player becomes the attacker (the other player is the defender) and *no terrain shift modifiers are used* (although other terrain effects that negate armor shifts and multi-hex advance still apply).

- **Unengaged Units:** It could happen in such battles that only some units in a hex are being (counter)attacked, but not others. That is allowed, however only the participating units are affected by all combat results; the "unengaged" units will suffer only the Retreat results.
- A Counterattack can lead to another counterattack, and so on until some other outcome takes place. They, too, are conducted as per this rule.

[10.7.3] Counterblows (Involuntary Counterattacks): A Non-Phasing Player's Counterblow (10.1.2) requires a Phasing Player's involuntary attack in response and is similar to a regular Counterattack in that the defender (i.e., the Non-Phasing Player) receives *no terrain shift modifiers,* but:

- The Phasing Player is the attacker and the Target Hex is the one denoted by a Counterblow marker (see 10.1.2).
- Disorganized and white Combat Strength units can participate in these Counterblows, but can never Advance After Combat (10.8) if victorious.
- Remember that a Counterblow called for by the CRT (the CB result) will be resolved during the *next Player-Turn:* you flip the "Target" marker to its Counterblow side, and place it on one of the Phasing Player's attacking hexes, owner's choice; even if during a Counterattack (CA).

DESIGN NOTE: Counterblows placed by card discards are "Diversions" made by the defender, forcing the Phasing Player to attack. While those placed by a "CB" result on the Combat Table (thus resolved next turn) are partial advances made by the attacker, that will force the other player to either retreat, or deal with the threat by attacking it.

[10.7.4] Fort Units: When the Target Hex contains a Fortified infantry unit, these outcomes are changed:

- A DR becomes a No Effect,
- A DS becomes an EX, and
- Ignore the Retreat part of a DD result for all units in the Target Hex.

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[10.7.5] Retreats: When required to retreat, the defender must move his units two hexes further away from the battle (i.e., they cannot zig-zag and end up retreating only one hex further away), toward a friendly Supply Source if possible, within these restrictions:

- Units cannot retreat into hexes containing an enemy unit, across Prohibited hexsides, or off the map.
- Units cannot retreat into hexes in an EZOC *unless* there is a friendly unit in that hex. (Friendly units negate EZOCs for retreat purposes.)
- Units can pass through and end their retreat stacked with friendly units, but if an overstacking situation occurs, it must be resolved (see 8.4.3).
- Retreating expends no MPs; you just count hexes.

Remember, Forts and units stacked with them *never* retreat; they ignore the Retreat part of DR and DD results.

If a unit is prohibited from retreating, it is eliminated instead (see 10.7.1).

[10.7.6] Shattered: Units suffering a DS result must retreat before being removed to the Shattered Units Box. If they are unable to do so, they are eliminated instead (10.7.1).



Counterblow Combat Result Example

This example of play will help explain both "Counterblow" occurrences—those placed by the defender in the enemy Combat Phase, and those placed by a Combat Result.

It's Spring 1942. The German player is trying to "clean up" the frontline around Leningrad for a future assault on the city. He has attacks, one on the Volkhov Front, using the **9th, 16th** and **18th Armies;** plus another against the Northwest Front, using the **4th Army** and **3rd Panzer**. The Russian player discards a card and puts a Counterblow marker on his 1st Baltic Front, forcing the enemy to attack it with the 4th Army, thus dispersing the Axis strength (this is a diversionary attack). Note that he cannot put a Counterblow marker on the Leningrad Front, as this unit has a White Strength value (rule 10.1.2, 2nd bullet).

The attack on Volkhov is at 1:1 odds, a die roll of 4 results in a "CB". The German places a Counterblow marker on the **9th Army**—it will be resolved next turn. Against the Northwest Army the German player also has a 1:1 (it would have been 2:1 if not for the Counterblow from the 1st Baltic Front). A die roll of 1 results in a "CA". Feeling lucky, the Soviet player attacks back the 3rd Panzer Army at 1:2 (remember, defensive terrain does not count in a Counterattack). A 5 results in another "CB", so the counter is again placed on the Axis unit. Note that a Counterblow marker generated by combat is *always* placed on the Phasing Player's units.

The last attack, against the 1st Baltic Front at 1:2 odds (no defensive terrain in a Counterblow battle), rolls a 1—another "CA"! The Soviet Counterattack results in an "EX". The 4th Army is flipped and the 1st Baltic Front is placed red-side-up in the Destroyed Units Holding Box (as non-Fort Soviet units do not have two steps before Turn 17).



Above is the situation at the Start of the Soviet Player Turn. He will have to attack the 2 Axis units with the Counterblow markers if he has any friendly units adjacent to them, but the defenders will not get the defensive benefits of terrain, see rule 10.1.2 last bullet. Note that the Leningrad Fort, even if a white-strength unit, can attack the 9th Army as the German is below a "Counterblow" counter.

See a defender-generated Counterblow during the opponent Combat Phase as a diversionary/spoiling counter-attack, while a Combat Result table "CB" result as a partial advance by the Attacker, that must be dealt with by the "defender" during his own Player's turn.

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[10.8] Advance After Combat

Following the retreat/removal from the map of defending units after the application of a DR, DS, or DD combat result, if the Target Hex was completely vacated, the attacking (non-Fortified) units may Advance After Combat. This means that the attacking units may move into the defender's newly vacated hex and possibly beyond.

- An Advance After Combat expends no MPs, *nor do EZOCs affect it in any way;* you just count the hexes.
- A number of surviving attacking units up to the stacking limit (8.4.1) can always advance into and remain in a defending unit's just-vacated hex.

[10.8.1] Multi-Hex Advance: Although the first hex advanced into *must* be a Defending unit's just-vacated hex, units may further advance a second hex within the following restrictions:

- Units cannot make a multi-hex advance into hexes containing an enemy unit, across Prohibited hexsides, off the map, or during Mud.
- Units can pass through and end their multi-hex advance stacked with friendly units, but if overstacking occurs, it must be resolved (see 8.4.3).
- Multi-hex advancing units need not follow the Defending units' retreat path. After occupying the just-vacated defender's hex, multi-hex advancing units are free to go to any adjacent hex that is not otherwise prohibited.
- ***Important:*** Units must cease their Advance After Combat immediately upon entering a Mountain, Forest or Marsh hex. Crossing a River hexside does not stop an Advance After Combat (see the TEC).

EXAMPLE: If the defender's just-vacated hex is a Forest hex, then no multi-hex Advance After Combat can take place. Advancing units would have to stop their advance in that hex.

[10.8.2] Armor Advance Bonus: German Armor-type units whose Advance After Combat has not been stopped in its second hex due to terrain considerations may, *during Clear weather turns only,* continue on and advance a third hex. Soviet Armor-type units get this capability starting on Turn 11 (see rule 13.5).

[11.0] MARKER/UNIT REMOVAL PHASE

During the Housekeeping Phase Unsupplied units re-check their supply status, and surrendered units and markers are removed from the map.

[11.1] Resupply or Surrender

All units with Unsupplied markers trace supply again, first the Phasing Player's units and then the Non-Phasing Player's. Those that still cannot trace a valid Supply Path are eliminated (i.e., removed from the map) two-step counters are placed in the Surrendered Units Box, and one-step counters follow the instructions on their counter backs. Those that can now trace a Supply Path remain on the map.

[11.2] Marker Removal

Remove all Unsupplied, Disorganized (for free, unlike 7.10), *Blitz!* and *Shock!* markers from their current locations and return them to the Unused Markers Holding Box.

[11.3] Removal of Axis Allies

During the New Game Turn Events Phase of Turn 15, the Italian 8th Army is removed from play (Italy Surrenders). If a *red* Russian unit occupies the Rumanian Oil Fields (adjacent to Bucharest), both Rumanian Armies are removed from play.

[12.0] HOW TO WIN

A Campaign Game of *No Retreat!* is won through many different ways:

- capturing and holding Objective hexes (12.1), or
- by gaining VPs for a Sudden Death (12.2), Soviet Total Victory (12.3) or German Operational Victory (12.4), or
- by Killing Hitler (12.5), or
- if none occurs by the last turn, the Axis player wins.

Scenarios have their own (listed) Victory Conditions.

[12.1] Objectives Victory

Axis Objectives Victory: During any Victory Phase, when they have the Initiative (12.9), the Axis win if they control (12.7.1) and can trace supply (6.0) to **three of the five** gray German Objective hexes (e.g., Moscow). After they lose the Initiative (Turn 12), they need to control **four** German Objective hexes instead.

Russian Objectives Victory: The Russians win if they control and can trace supply (6.0) to **three of the four** red Soviet Objective hexes (e.g., Berlin).

If both occur on the same turn, the side with the Initiative wins.

[12.2] Sudden Death Victory



During the New Game Turn Victory Phase of Sudden Death turns (indicated by a skull symbol on the Turn Track), one player might immediately win. Players check the Victory Point Track and the side with the Initiative (12.9) immediately wins if it has *more VPs* than the number shown by his side's symbol for the indicated Game Turn.

EXAMPLE: It is the Victory Phase of Turn 6 and the Axis player has the Initiative. Finding the "T6" (Turn 6) notation in the "23" box on the VP Track, the Axis player would win an immediate Sudden Death Victory if he currently had 24 or more VPs.

During the Victory Phase that begins Turn 12, the Initiative

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Event is performed and the Initiative marker is flipped from its Axis *"Drang Nach Osten!"* side to its Soviet *"Na Berlin!"* side. On this turn, *both* players check for a Sudden Death Victory; the Axis before the marker is flipped and the Soviets after it is flipped and the VPs have been recalculated (see 12.7).

[12.3] Soviet Total Victory!

If the Soviet player has 34 VPs or more during any Victory Phase he wins the game automatically.

[12.4] German Operational Victory

If neither of the above ways to win has been achieved by the end of Turn 22, an Operational Victory check is made at the start of Turn 23.

Compare the box on the VP Track of the Axis *"High Tide"* marker (see 12.8) against the current box containing the *"Na Berlin!"* VP marker. The result of this comparison is now used to see if the game continues on into 1945 or not as follows:

1945 Game Continuation Procedure

If the Axis *"High Tide"* marker is in the higher value box, the Axis player wins the game outright and immediately.

If the *"Na Berlin!"* marker is in an equal or higher value box, the game continues into 1945. Follow the steps listed below:

1. Duration: The game continues into 1945 (Turns 23–28).

2. VP Marker Reset: Reset the Round Event marker to Zero (0), calculate the Square *"Na Berlin!"* new VP total, using only hexes in Greater Germany.

3. New Map Only: Only map hexes on Greater Germany are now worth points towards Sudden Death Victory

4. Reset the Event Cards: As per Case 5.5, above.

[12.5] Killing Hitler



If the Russians eliminate the Berlin Garrison unit, they have killed Hitler and won the game.

[12.6] End Game

If the Soviets do not win the game at the end of Turn 28, the Axis player wins.

[12.7] VP Scoring Schedule

Players earn VPs for control of certain hexes and by causing enemy units to surrender. Additionally, VPs can be awarded by Events. See the Player Aid Sheet for VP specifics. Note: there are no "Per Turn" cumulative VPs awarded in this game.

[12.7.1] Controlling VP Hexes: A Victory Point hex is "controlled" by a side if its units were the last to pass through or occupy it.

[12.7.2] Controlling Finland: the area is controlled if you have a friendly non-Cadre, non-Axis Minor (including Finnish) unit inside that country and keep it there. So that means: 1) eliminating enemy forces in it, 2) occupying that country, and 3) maintaining that occupation.

[12.7.3] Objective Hexes: Except for the 1 VP from the City or Oil Fields in them, Objective hexes are worth no extra additional VPs, but see 12.1.

[12.7.4] VP Markers: The round "Event VP" marker is used to track the net VPs earned by causing surrenders and VPs awarded by Events; *it can never be higher than 6 VPs (the excess points are lost).* The square (2-sided) VP marker: A) shows which side has the Initiative (see 12.9), and B) shows the Overall VPs for the Initiative player (determined by adding the VPs for controlling hexes to the VPs shown by the Event VP marker).

[12.7.5] Keep the VP Count Current: It is important to maintain a current VP count. A full audit should be made each Victory Phase.

Event/Surrender VPs (Turns 1-28):
+1 VP: for each Non-Initiative player's unit sent to the Surrendered Units Box.

–1 VP: for each Initiative player's unit sent to the Surrendered Units Box.

+/–1 VP: for each card played as a VP affecting Event.

+ 1 VP (Soviet only): for each Game Turn "other theater" Event. *Example: D-Day, Battle of the Bulge, etc.*

On-Map 1941-44 VPs (Turns 1-22):
+1 VP: for each Controlled City or Oil Fields hex on the whole map.

+1 VP: for Controlling Finland.

On-Map 1945 VPs (Turns 23-28) :
+1 VP: for each Controlled City or Oil Fields hex in Greater Germany (only).

[12.8] Working the VP Markers

The square VP marker always reflects the current score *of the side with the Initiative.* This is an important concept. When it's on the Axis side, it reflects only the Axis' score; when it's on the Soviet side it reflects only the Soviets' score *including the value of the round VP marker!*

EXAMPLE: On Turn 5 the Axis have the Initiative. The Soviets retake one of their lost cities (placing a Control marker on it as a reminder until the VPs are next recalculated, at which time that Control marker would be removed) and thus gain 1 VP. Since the VP marker currently reflects the Axis' score, the Drang Nach Osten! *marker is reduced by one box to reflect the city's recapture.*

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The round VP marker is used to reflect the current net score of VP-affecting Events and the loss of Surrendered units (12.7.4). The value of the round VP marker added to (or subtracted from) the VPs earned for controlling hexes should always equal the total shown on **the square VP marker.**

EXAMPLE: The Axis has the Initiative on Turn 10. Previous Event VPs included three red Game Turn Events (–1 Axis VP each) and two past Soviet Event card plays (–1 Axis VP each). The Soviets had one previously played Axis Event card that cost them 1 VP (which, because the Axis has the Initiative, is computed as +1 Axis VP). Three Russian units have surrendered (+3 Axis VPs, even though two of the units have since been replaced).

Thus, the round Event VP marker would have recorded –5 VPs awarded for Soviet Events, +1 VP awarded by Axis Events, and +3 VPs earned for Soviet surrenders: a –1 total against the Axis Initiative which would place the marker on its Soviet side in the "1" box of the VP Track.

If the Axis had 14 VPs for controlling hexes (as determined by checking the map), then, during the determination of overall VPs, you would subtract the one (–1) VP shown by the round Event marker from the VPs awarded for hex control (14 – 1), bumping the Drang Nach Osten *marker down from the 14 box to 13 box.*

Victory Points (VPs) & the VP Marker

[12.9] Initiative



The square VP marker has two sides, an Axis side (*"Drang Nach Osten!"* and a Soviet Side (*"Na Berlin!"*). The Initiative belongs to the player whose side of the square the VP marker is currently face-up.

[12.10] Shifting the Initiative

The Initiative belongs to the Axis through Turn 11. During the Victory Phase of Turn 12, the following things happen:

- Check to see if the Axis player has won a Sudden Death Victory (12.2). If not,



- Place the Axis *High Tide* marker in the box currently occupied by the Axis VP marker, then
- Remove the round Events VP marker from the VP Track as its value is reset to zero (0) at this time, then
- Flip the VP marker over to its Soviet side (where the Initiative stays for the rest of the game). Adjust it to reflect the Soviet player's current score (12.7) and then check to see if the Soviet player has won a Sudden Death Victory (12.2).

[13.0] GAME TURN EVENTS

When conducting a Game Turn's Housekeeping Phase, Turn Track Events (and other features of interest, such as the weather, Support marker availability, Sudden Death Victory check, etc.) are noted (where they have a lasting effect) or applied (if its effect is an immediate, one-time occurrence).

[13.1] Weather

To review and summarize the effects of weather:

During **Clear** Game Turns:

- There are no special effects.

During **Mud** Game Turns:

- All units have a maximum of 3 MPs.
- There are no Armor Bonus shifts (10.6.3) in combat.
- Multi-hex Advance After Combat (10.8.1) is *not* permitted (units can only advance into the defender's vacated hex).

During **Snow** Game Turns:

- All units have a maximum of 4 MPs.
- Rivers 'freeze' and have no effect (i.e., they provide no terrain combat shift).
- All Non-Finnish Axis attacks against Russian units suffer *one column shift to the left in the USSR* (two on Turn 5).
- Multi-hex Advance After Combat *is* permitted, but the Armor Advance Bonus is *not* (i.e., there is a two hex Advance After Combat limit).



Long Winter Game Turns: When there are consecutive Snow turns, the second (and possibly third) turn in a row of Snow is called a **Long Winter** turn. *Place the Long Winter marker on the map somewhere as a reminder.* Instead of Snow weather, the effects of Long Winter (below) go into effect for those Game Turns:

- There is no Armor Bonus shifts (10.6.3) in combat.
- Multi-Hex Advance After Combat (10.8.1) is *not* permitted (units can only advance into the defender's vacated hex).
- The Axis player can only use three "Target" markers (so can only do three attacks max).
- All units have a maximum of 4 MPs.
- Rivers 'freeze' and have no effect (i.e., they provide no terrain combat shift).
- All Non-Finnish Axis attacks against Russian units suffer *two column shifts to the left in the USSR.*

[13.2] Sudden Death

During the Victory Phase of each Game Turn marked with a skull symbol, check for Sudden Death Victory (12.2).

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[13.3] Support Markers

The Axis player receives a number of *Blitz!*, and the Soviet player a number of *Shock!* markers at the beginning of that turn as indicated by their symbols on the Turn Track.

EXAMPLE: At the beginning of Turn 5, the Axis player receives 0 Blitz! markers and the Soviet player receives 3 Shock! markers.

These markers represent superior training, doctrine, tactics and leadership, plus elements of surprise, air power, artillery concentrations, logistical support, and so forth.

[13.4] Game Turn Events

During these turns, a major event takes place in another theater of WW2 and the Russians score 1 VP at the beginning of that Game Turn during the Victory Phase (as per 12.5).

[13.5] Game Turn Effects

The text in the Game Turn boxes reflect these effects as listed (by Game Turn number) below:

1, 2 – Limited Rail Moves: During Turns 1 and 2, The Axis *cannot* do any Rail Moves; and The Soviet cannot purchase any extra Moves (9.1.3), but he is still allowed to make his one *free* Rail Move.

1-4 – No Axis Replacements: During Turns 1 through 4, the Axis player cannot discard cards in order to Replace or Improve units (7.1). Only certain Event cards can be used by the Axis for these purposes during the first four Game Turns.

3 – Begin Soviet Fortifying: Starting on this turn, and for the remainder of the game, Soviet (one-step) *Regional infantry units* (only) that can trace a Supply Path (6.1) can be upgraded into (two-step) Fortified infantry units (7.5). Other Soviet units can't be upgraded before Turn 6, nor become two-step units before Turn 17.

Thus you can always pay a card to upgrade them; or use one of the free improvements starting on turn 6.

5 – Begin German Replacements: The Axis player can commence discarding cards to Replace or Improve his units during his Organization Phase (7.0).

5 – Two Shift Penalty vs. Soviets: This Snow Weather Turn, the Axis player loses two shifts to the left when attacking Soviet units instead of the usual one.

6 – Begin One Free Soviet Upgrade: During his Organization Phase, the Soviet player receives one free unit upgrade ("Education") per turn (7.2).

8-9 – Germans +1 Card: During his Card Phase, the Axis player receives one extra Event card (for those turns only).

11 – Soviets get the Tank Advance Bonus: During his Player-Turn, the Soviet Tank units start getting the Armor Advance Bonus (10.8.2).

12 – *Na Berlin!*: During the Victory Phase, the Initiative shifts to the Soviets (12.7).

13 - Begin Two Free Soviet Upgrades: During his Organization Phase, the Soviet player receives a *second* free ("Experience") unit upgrade per turn (7.2.1).

15 – Remove the Italian 8th Army: Regardless of its location, this unit is immediately picked up and removed from play (see 11.3). *Italy just surrendered to the Allies!*

16 – Remove the 2nd Panzer Army: Regardless of its location, this unit is immediately picked up and removed from play. If it has been eliminated or is currently not in Supply, the Axis player loses one Card Draw this turn.

17 – Soviet Units Have Two Steps: All Soviet units (exception: the *Ostatky* and *Fortified Front* units) now have two steps (7.3).

18 – Remove the SS Panzer Army: Regardless of its location, this unit is immediately picked up and removed from play. If it has been eliminated or is currently not in Supply, the Axis player loses one Card Draw this turn.

20 – Germans only 3 Targets: Starting now, the Axis player can only use *three* Target markers per turn (instead of the regular five).

21 – Soviets get one extra Card: Starting now, the Soviet player get one extra Card Draw per Card Phase until the end of the game.

23 – Begin Soviet Stacking: The Soviet can now stack any two of their units in one hex.

23 – Reich Defenses: The Berlin Garrison and *Volkssturm* units appear on their indicated Cities as Reinforcements. The Axis player will draw only **one Event card** this turn. *Be mindful of the Stacking Limit (8.4).*

23+ – SS Panzer Return: The SS Panzer unit removed on Turn 18 can reappear as a full-strength (two step) German reinforcement unit on a 1945 Game Turn at the cost of 1 VP, payable during the Axis Organization Phase.

24 – End German Improvement: The Germans can no longer improve their units (7.1) for the rest of the game.

26 – Germans only one Target: Starting now the Axis player can only use one Target marker per turn.

28 – Remove Berlin Garrison: Remove the German "Berlin Garrison" from the game; it is not considered eliminated by the Soviets.

GG – Greater Germany Invaded: The turn after a Soviet unit crosses the borderline between Russia and Greater Germany / Rumania, the German units designated as "GG" Reinforcements appears in any city in Greater Germany. *Be mindful of the Stacking Limit (8.4).*

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The two Hungarian "GG" Reinforcement units are placed in empty, Axis-controlled hexes that can trace an Overland Supply Path and are within four hexes of Budapest.



Oil – Ploesti Captured: The turn after the Soviets first control the Rumanian Oil Fields hex, Rumania surrenders and non-SS German Panzer units lose their Armor (10.6.3) and Advance (10.8.2) bonuses. Also, the units designated as "Oil" Reinforcements enter play and are placed by their controlling player thus:



- The German **Group E and F** units are placed in empty, Axis-controlled hexes that can trace an Overland Supply Path and are within four hexes of Bucharest and/or inside the Western Balkans area (only, not in Southern Balkans). *Be mindful of the Stacking Limit (8.4).*



- The **Soviet-Allied Rumanian** unit is placed on its (one step) reduced-strength side in an empty, Soviet-controlled hex that can trace an Overland Supply Path and is within two hexes of that Oil Fields hex.



- The two **Yugoslavian** armies are placed on their Fortress sides, separately or together, in the Western and/or Southern Balkans areas.

Note that the Axis player can position his units in such a manner that these Yugoslavian armies must arrive in an untenable stacking situation and thus be immediately eliminated; this is intentional and allowed.

Warsaw – Poland 'Liberated:' The turn after the Soviets first control Warsaw, the one step **Soviet-Allied Polish** unit is placed in an empty hex that can trace an Overland Supply Path and is within **two hexes of Warsaw.**



[14.0] SPECIAL UNITS/RULES

To review and summarize the effects of some special units and unit types:

[14.1] Regional / Fortified Units



Regional Infantry units can be upgraded in the normal way (7.1) to two-step Fortified units starting on Game Turn 3 (13.5). They can revert back to their one-step Regional Infantry side either by taking a step loss in combat or through voluntary reversion during the Soviet Organization Phase (7.5).

- Fortified units cannot voluntarily attack (10.1.1), but they can use their Combat Strength for a Counterblow (10.1.2).
- Fortified units do *not* suffer the effects of any Retreat outcomes called for in combat (even ones that suffered a step loss in that battle and are now suddenly Regional Infantry units).



- The Finnish unit has two-steps, remains Fortified at both step levels, can never move or retreat out of Finland, and is always in supply.
- The German Fortified Units are permanently removed from the game when eliminated. As stated on their reverse sides.

[14.2] Axis Allies

Except for the Finnish unit, Axis Allied units only have one step. Some units are removed from play when:

- Italy surrenders on Turn 15 (11.3).
- Rumania surrenders when a Russian unit enters the Oil Fields hex in Rumania (11.3).
- Hungarian units will fight until the end.

When eliminated by combat or supply, those one-step units are put on the Turn Track to arrive as free reinforcements, as indicated on their reverse side.

Note that this means that these units do not go into the Surrendered Units Box, nor does it score the opponent 1 VP.

[14.3] Armor-Type Units



These represent large tank formations. They are disadvantaged when moving through difficult terrain (having their own "Armor" Movement Costs on the Terrain Effects Chart), but receive the following advantages in battle:

- A one-column shift to the right when attacking (or counterattacking) most infantry-type units in a *Clear* hex during a *non-Mud* Game Turn (10.6.3).
- An additional hex of Advance After Combat on *Clear weather* turns (10.8.2).

[14.4] Mechanized Infantry



These are better-motorized formations with added anti-armor capabilities. They move as infantry-type units (i.e., paying the "Other" Movement Costs on the Terrain Effects Chart. When defending in combat, the attacker *cannot* receive the Armor Attack Bonus (10.6.3) against them.

[14.5] German SS Panzer Army



This unit represents better-equipped and elite German troops.

- This unit *always* receives the Armor Attack Bonus (10.6.3) under all circumstances and at both of its step levels. Exceptions for enemy unit types, terrain or weather do not apply.
- Whenever this unit attacks (or counterattacks), it *must*

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take the required step loss in an EX result.

- Cost **one card** to flip to its front side.

[14.6] SS Panzergrenadier Unit



This German unit has special defensive properties similar to that of the SS Panzer unit's offense.

- This unit *always* receives a one column shift to the left when *defending* (only).
- Unless attacking with the SS Panzer unit, this unit *must* take any required step loss in combat whether attacking or defending.
- Cost **one card** to flip to its front side.

[14.7] Russian Shock Units



These two units represent a concentration of assault troops and artillery.

- While this side of the unit is face-up, it *always* receives one combat shift to the right when attacking (or counterattacking) against any type of enemy unit, in any type of terrain or weather.
- Whenever this unit attacks (or counterattacks), it *must* take the required step loss in an EX result.
- Cost **two cards** to replace or to flip to its red-side.

[14.8] Yugoslav Army



The two Yugoslavian army units can only flip to or from their Fort counter side when located in one of the two Balkan areas on the map (representing the rugged and mountainous terrain where these partisans have operated from for years). They also draw their supply for those two areas.

[14.9] Cadre Units





German *Kampfgruppe* (KG) units and the Russian *Ostatky* (remnants) unit are collectively called "Cadre" units. Cadre units represent a hodge-podge mix of stopgap units and Army remnants, put together as 'scratch' formations to plug an immediate hole in the line and as a veteran core around which a regular unit can be reformed.

Cadres have only one-step and cannot initiate voluntary attacks (10.1.1), but they can participate in counterattacks and against Counterblows (10.1.2).

[14.9.1] Cadre Reinforcement Arrival: When received as Reinforcement, Cadre units are not placed on the map, but are instead added to the Cadre Units Available Box for later placement, and have their reinforcement turn of entry underlined as a reminder.

[14.9.2] On-Map Placement: Cadre units in the Cadre Units Available Box are voluntarily placed on the map by their owner in a hex where a friendly (non-Cadre) unit was just eliminated (10.7.1) to fulfill the step loss requirement of a DD or EX result. Removal of a non-Cadre unit from the map by any other means (inability to retreat, lack of supply, etc.) does *not* allow a Cadre unit to be placed in that removed unit's hex.

[14.9.3] Removal from the Map: When removed from the map for any reason (except to Entrain for Rail Movement; 9.1)—such as becoming Shattered, a Cadre unit is placed on the Turn Track to arrive on the next Game Turn as a Reinforcement. If there is already a *friendly* Cadre unit scheduled to arrive as reinforcement on the next Turn Track box, that Cadre unit is placed instead on the next Turn Track box where there is not already a Cadre unit scheduled to arrive. *That is, each player's Cadre units arrive at a rate of one per Game Turn, maximum.*

Note that this means a Cadre does *not* go into the Surrendered Units Box, nor does it score the opponent 1 VP.

[14.9.4] Replacement Location: Eliminated and Surrendered units that are Replaced as per 7.4 (only, not Reinforcement or Recovered Shattered units) may, in addition to those locations prescribed in Rule 7.1, also be placed in a hex where there is a friendly Cadre unit that can trace an overland Supply Path (6.1) to a friendly map edge. When placed in that hex, that Cadre unit is removed from the map and placed on the Turn Track as per 14.9.3.

In effect, that eliminated unit is "rebuilt" on the front lines around a surviving Cadre formation.

[14.10] Luftwaffe Ground Unit



This unit functions as a German unit except that if eliminated by combat or supply, it is put on the Turn Track to arrive as free reinforcement, as indicated on its reverse side.

[14.11] Volkssturm Units:



The one-step German Volkssturm, represents hasty fortifications and mobilization of citizens for the last-ditch defense of their Fatherland.

Special Ability: When a defending hex contains a Volkssturm unit, treat a **DR** (Defender Retreat) result as **No Effect** (as if the Volkssturm unit were Fortified Infantry). However, *after* this combat result conversion is applied, the Volkssturm unit is *permanently eliminated from the game* (even if stacked with a regular Fort unit).

DESIGN NOTE: The implication is that attacking enemy units won't be able to Advance After Combat (10.8, because the combat result was, after conversion, a "No Effect"). Also, any unit stacked with a thus-removed Volkssturm unit remains in place after that battle, unaffected by its outcome.

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[14.12] Soviet Strategic Reserve

The Soviet player can form Strategic Reserves.



[14.12.1] Procedure: At the end of any Soviet Rail Movement Phase (starting on Turn 4), the Soviet player may place the Strategic Reserve marker on top of any one Soviet unit in the Rail Movement Box (and it can be moved between units in that box from turn to turn).

[14.12.2] Effect: The unit thus indicated as "in the strategic reserve" may return to the map at the *beginning* of a future Soviet Movement Phase (as it would via Detraining; 9.2) and can move normally during that Movement Phase after Detraining.

[14.13] Play Aid Markers

Reminder Markers

These "Reminder" markers are used to help players remember certain future or ongoing game conditions:

- The **–1 /–2 Card Draw** marker can be placed on the current Game Turn on the Turn Track as a reminder that one side is drawing fewer cards that turn (e.g., the Soviets draw –1 card if Moscow is Axis controlled).



- The **No Sudden Death** marker can be placed on the next Sudden Death Game Turn on the Turn Track as a reminder that an Event card has been played to cancel a Sudden Death Victory Check.



- The **Scorched Earth** and **Defensive Works** markers appear on the map, and their use is explained, by some Event cards (see cards #07 and #41).





Control Markers

Control markers are useful in the following ways:

- To mark the ownership of key hexes along the front line, particularly where it might affect Supply Paths.



- To indicate which Objectives have changed control that turn, reminding you to adjust the Victory Point total at the end of that turn.
- You might want to keep them on the Objectives you control at all times.
- Place them on recently moved units as a reminder that they cannot be moved again that turn.

[14.14] Variable Weather

The weather during the March/April, September/ October and November/ December turns (only) might deviate from what is printed on the Turn Track.



[14.14.1] Set Up: Be sure to include cards #32–35 in the deck (as per 3.1 in this rule book). Place the three Weather markers on their *current*/next available turns on the Turn Track on their matching weather sides.

EXAMPLE: At the start of the Campaign Game, the Sept/Oct marker would be placed in the Game Turn 3 box on its MUD side, the Nov/Dec marker in the Game Turn 4 box on its SNOW side, and the Mar/April marker in the Game Turn 6 box on its MUD side.

[14.14.2] It's in God's Hands: A weather card's "Play Immediately" Event *only* occurs when that card has been revealed from the Draw Pile and cannot be negated or canceled by the play of another Event.

[14.14.3] Weather Effects: Use the appropriate weather effects for the current Game Turn based its Weather marker's status.

[15.0] OPTIONAL RULES

These Optional Rules add greater detail and realism or can be used for play-balance; at the expense of some added complexity. Players are free to use any or all of them by mutual agreement.

[15.1] Abteilung (Detachment) Units



Once per game during any Axis Reinforcement Phase on or after Turn 8, the Axis player may *permanently remove* a supplied, non-stacked, full-strength **German 4-4 Infantry Army** from the game and replace it with the two **3-3 Infantry Detachment** units in the same hex; or adjacent (not in an EZOC). The same goes for the **2-5 Mechanized Infantry Detachment,** but in this case you lose one step from any German Panzer Army. These processes are not reversible.

Historically, the German 11th Army was broken down to reinforce different parts of the front, mainly around Leningrad.

[15.2] Fortified Front units



Once per game during any Axis Reinforcement Phase on or after Turn 5, the Soviet player may *permanently removes* a supplied, non-stacked, **Russian 4-3 Infantry Front** from the game and replace it with these two **3-2 Fortified Front** units in the same hex; or adjacent (not in an EZOC). This process is not reversible.

The Soviets created many "Fortified Areas" during the war to hold some sectors of the Front.

[15.3] Local Combat Support





These markers represent extra local resources that can be assigned to specific Armies or Fronts. They start the game on one side and are flipped to their other side on Turn 11, as shown on the counters.

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[15.3.1] Which Units can Receive Support: The Phasing Player can add the Combat Support marker to any one *supplied* friendly unit at the end of his Movement Phase.

[15.3.2] Adding Combat Support to a Friendly Unit: To add combat support to a friendly unit, simply put the marker over it after its Movement Phase is done.

[15.3.3] Amount of Support Received: The Axis starts with the marker on its +2 side, so two additional Strength Points are added to that unit. The Soviets start the game with the marker on its +1 side so one additional Strength Point is added to the supported unit.

[15.3.4] Removing Support Markers: Each marker will stay and move with his assigned unit until the unit next Movement Phase, unless this unit is eliminated: then it is removed from the map and put aside.

[15.3.5] Step Losses: The Combat Support markers are not units and cannot be taken as step losses.

[15.4] No Variable Weather

When using this Optional Rule, If a player draws a Weather Event, simply ignore that event, discard the card and draw a replacement (as the red text indicates).

DESIGN NOTE: Variable Weather could sometimes have a significant impact on game play. So is not recommended for "tournament level" competitive games.

[15.5] Faster Reorganization

As an exception to 7.10, discarding a card where *your side's Event* shows the current side's Initiative symbol on it allows the removal of up to two Disorganized markers.

EXAMPLE: During an early Game Turn, the Soviet player discards his "Rasputitsa" Event card (with its Axis Initiative symbol on it) to Reorganize units during his Organization Phase. Thus he can remove up to two Disorganized markers.

[15.6] No Surrender

The Sudden Death rule (12.2) is modified as follows:

- If the side with the Initiative (12.6) has *as many* VPs as the number shown by his side's symbol for the indicated Game Turn, the other player must immediately discard **one card** at random, if available.
- If the side with the Initiative (12.6) has *one more* VP than the number shown by his side's symbol for the indicated Game Turn, the other player must immediately discard **one card** at random, if available, and draws one fewer (–1) card next turn.
- If the side with the Initiative (12.6) has *two or more* VPs than the number shown by his side's symbol for the indicated Game Turn, the other player must immediately discard **one card** at random, if available, and draws two fewer (–2) cards next turn.

A player cannot lose more than two Card Draws in this manner *(you can use the reminder markers to remember the reduced Card Draw),* and the game continues.

DESIGN NOTE: Thus the game cannot end by "Sudden Death" anymore. This will affect basic game play, but it will insure that the contest lasts longer between players of different skill levels.

[15.7] The Joker Event Card

This card will always be in a player hand, and does not count toward the six-card hand limit.

- If the side with the Initiative will start a game or scenario with its possession, his side's color-side up.
- When the owner uses the card, he flips it to the other card-side and gives it to his opponent.

DESIGN NOTE: This rule helps recycling the Event deck more rapidly, thus getting more card variety and opportunities.

[15.8] Rezervy (Reserve) Unit



This unit appears in the Destroyed Units Box during the Reinforcement Phase of Turn 5.

- It stacks for free and does not count against the regular Soviet stacking limit.
- If not stacked with a unit at the end of a Movement Phase, it is put in the Destroyed Units Box.
- It is built back like a regular Soviet unit.
- It has no combat value and cannot *voluntarily* attack, but can be used to take a combat step loss.

DESIGN NOTE: This represents large concentrations of units in an hex normally not possible to represent by using the game's stacking rules. It can be used as a play-balance tool to also help a Soviet player that has difficulty holding his Fortified Cities.

[15.9] Paratroop/Partisan Marker



This unit appears in the Soviet Rail Movement Box during the Reinforcement Phase of Turn 4.

- You can put it on the map during the Soviet Detraining Phase, on any Axis unit in the USSR that is adjacent to a supplied Soviet unit in Snow, Long Winter, or Mud turns
- When put on the map, it is flipped over to its "Shattered" side: the Axis unit will be affected by it like a regular "Shattered" marker.
- It is then removed from play in the Axis Marker Removal Phase, to arrive as a Reinforcement four turns later.

DESIGN NOTE: This rule simulate the disruption caused by the occasional airborne operations and partisan activity behind German lines.

[15.10] Solitaire Round Counters

The five counters on the next-to-last row of round game pieces will be used in an upcoming solitaire module, to be published in *C3i* Magazine.

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[16.0] COMBINED EXAMPLE OF PLAY

It is the start of the Turn 2 German Movement Phase. The Axis player plans to blast his way through the center at high odds, and then use Advance After Combat to firmly encircle Kiev (and, with luck, to have the Soviet unit there wither and die in an unsupplied state during the Soviet player's turn) and to surround Odessa and attack that unit so that it has no retreat route and kill it before the Soviet player can evacuate it on his turn via Rail Movement (well, "Sea Movement" in this case). The Axis player moves his units as shown below, setting up his two envisioned attacks:



But the Soviet player can read the map, too, and sees where this might be headed. It doesn't look good for his units around Kiev, so he plays his *"Maskirovka"* Event card to immediately bring an entrained Russian unit onto the map. He wants to place it in the hex southeast of Kiev (adjacent to both the Central and Bryansk Fronts) to keep his supply lines from becoming tenuous and lending some Counterblow fire-power if opportunity permits.

The Axis player is fortunate, however, as he is holding his *Inexperienced Soviet Officers* Event card, which, after a bit of reflection, he decides to use to cancel the Soviet player's card. The Soviet player grumbles and returns his unit to the Rail Movement Box.

With that excitement over, the Axis Combat Phase begins and the Axis player designates the Soviet Bryansk Front (A) and South Front (B) as Target Hexes.

Seeing that Kiev is not an Axis Target Hex, the Soviet player realizes that the Axis player is going to try to encircle both Kiev and Odessa, leaving his Central Front unit in Kiev to die from lack of supply. Since losing 1 VP and having to pay two cards to bail out his best unit from the Surrendered Units Box in a future turn is not desirable, the Soviet player launches a Counterblow, discarding a card to activate the Central Front in Kiev as a Target Hex. He is trying to put the Axis player on the horns of a dilemma by forcing an involuntary counterattack. He discards his *STAVKA* Event card and places a Counterblow marker on the Central Front. Resigned to his fate, the Axis player starts recalculating the possibilities around Kiev and takes another look at his own card hand. In it he finds his *Gott Mit Uns* ("God is With Us") card and then sees the *Erich von Manstein* Event atop the Discard Pile from Soviet player's recent discard (that was the Axis Event on that same *STAVKA* Event card). It's an ideal card play situation and the Axis player makes it.

"Well, hoody-hoo!," the Axis player exclaims. "I think Erich needs to double the strength of one German unit. Let me think about which..."

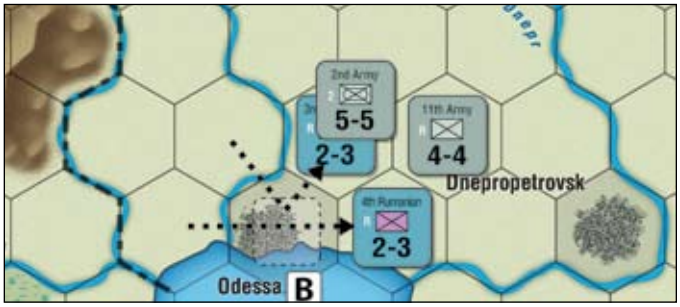
The German player decides that *von Manstein* will be used in the north at his crucial attack on Smolensk this turn and won't be appearing at our battles in the Ukraine.

According to his plan in the south, the Axis player first proceeds with his grand attack (A) in the center of the line against the Soviet Bryansk Front, the success of which (and Advance After Combat) will greatly influence the other battles nearby. His strength ratio is 15:3 (5:1). Note that there is no shift to the right for the Armor Bonus (10.6.3) as the Target Hex includes an Armor or Mechanized Infantry unit type. The Axis player rolls on the 5:1 odds column on the German Combat Results Table. A die roll of "3" yields a DS result, and the Bryansk Front is retreated two hexes and is then placed in the Shattered Units Box. The Axis player advances his units after combat as shown (with his armor taking its Advance Bonus to move an additional hex, as per 10.8.2) to isolate Kiev and maintain his Supply Path to the western map edge (i.e., the Mountain hex in Rumania). The two 4-4 Armies can trace directly to it, and the Panzer Army can trace to an Alternate Supply Source (6.2)—the supplied 4-4 Army adjacent to its own hex as illustrated below.



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This leaves the Axis player two Target Hexes to deal with. He has one *Blitz!* marker that is not urgently required for battles in the north, but he opts not to use it in his next attack, which he decides will be against the South Front in Odessa (B). With a 9:3 (i.e., 3:1) ratio, and two shifts to the left (2L), one each for the River and City terrain, you'd think the Axis player would desperately use a *Blitz!* marker at this battle; but no! He has one more Event card up his sleeve and plays it now: *Heinz Guderian*. 'Swift Heinz' turns an Axis attack into an automatic DR result, and that is exactly what the Axis player wants. With nowhere to retreat, the South Front is placed in the Destroyed Units Box, and the Axis units advance through Odessa.



This leaves the German 4-4 6th Army to make an involuntary counterattack vs. the Counterblow from the Soviet Central Front in Kiev (C). The attacker's 4:5 ratio becomes a 1:2 odds attack. Knowing that there are no shifts for terrain in a Counterattack, the Axis player could commit his available *Blitz!* marker to bump the odds up to 1:1, but again he decides not to.

Why? Because he's hoping for an indecisive result to keep the Soviet unit in place so that it will be Unsupplied (and, hopefully, removed from the map in that state) during the upcoming Soviet player's turn.



The Axis player launches his 1:2 odds attack and the die roll is a 1, yielding a CA result. The Soviet player seizes the opportunity to launch a 5:4 ratio (1:1 odds) Counterattack of his own, as shown in the next illustration.

Hoping to roll a '6,' the Soviet player throws the die and rolls a '3' for a CB (Counterblow): He would have to put an Axis-colored Counterblow marker on the German 6th Army (as it is the Phasing unit), and the Counterblow would then have to be resolved next turn, during the Soviet Combat Phase, like a "regular card-paid" Counter-



blow: Not good! Desperate, and despite his low chances for success (even a roll of '5' would help, as it would send his Central Front to the Destroyed Units Box instead of the Surrendered Units Box), the Soviet player commits his last Event card, *Heroes of the Soviet Union*, and re-rolls the die. This time he tosses a 2 for a CA result. The Axis player declines to make a Counterattack and the battle ends there.

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DEDICATION

This game is dedicated to the Soldiers of the Soviet 2nd Shock Army that fought in the Leningrad region: Even after their unit was virtually destroyed twice, against all odds and after great sacrifices they heroically drove the Nazi foe out of their homeland. Ending the war as one of the Armies that had advanced the deepest into the Third Reich.

Отступать нельзя!

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