

PGG WBC 2009 RULE INTERPRETATIONS

Determining Sides and Victory Conditions: This year the players will bid to play the Germans by bidding the number of victory points they believe they can take as the Germans. The players should roll a die to determine who bids first, and then start the bidding after rolling to determine whether the 16th and 19th armies can move.

Rule Interpretations:

1. The absolute retreat priority is:
 - a) Empty hex
 - b) Friendly occupied hex out of enemy ZOC
 - c) Friendly occupied hex in enemy ZOC
 - d) Death.

Retreats must be done so as to put the maximum possible number of units into empty hexes. A stack of units retreating *do not have to be split up* and can end up in the same hex after retreat, and subject to that the maximum number into friendly/out of ZOC hexes, and subject to that, the maximum number into friendly/in ZOC hexes.

Clarifications:

How to retreat units: a) Retreating units can never "switch places": *no retreating unit can ever go into or through hexes initially occupied by other units retreating from the same combat.* b) In the event of a D1/A1 result with a single defender who is eliminated, *attacking units may not be retreated into the defender's former hex.*

Note: **For a single combat retreats are to be considered simultaneous, therefore if there is a retreat available to all units at the time of retreat then no units may be eliminated by retreating units from the same combat.** In other words, *the attacker may not retreat units in such a way as to cut off a unit's retreat path by any retreating units **from the same combat**.* If any questions arise on this matter, the GM will demonstrate so that all participants understand the intent of this rule. *You **may** retreat units in a **prior** combat so that units in another combat would then be cut off if forced to retreat.*

2. Subject to rule 1 above, the opponent will choose which units retreat in which order which will determine what unit will die due to non-available retreat route. In other words, *the opponent will retreat the enemy units with rule 1 in mind.*

3. If a unit is retreated onto a leader who is attacked later that phase, the leader's defense strength is used and any adverse result (not including engaged) will kill the previously retreated unit before any combat losses or retreats. That retreated unit will not count for combat losses. If a unit is retreated onto an untried unit who is attacked later that phase and turns out to be a zero defense strength then the retreated unit(s) are automatically eliminated and the attacker can then advance up to two hexes.

4. If a unit is overrun and disrupted, then later that phase another unit is overrun and retreated onto it, then later that phase the stack is overrun, the defense strength of the first unit is used, and any adverse result (not including engaged) kills the second unit. If a unit is retreated onto another unit or units as a result of an overrun during the initial movement phase, the units defend normally during the following combat phase.

5. The Soviet leader evacuation rule is not in effect.
6. The German player does not have to move over old rail breaks to reutilize them, he simply removes them and places the rail break in the new hex. The German player must have just moved into or is currently moving a unit through that hex, where the new rail break is to be used. No more than six rail breaks can be on the map at one time.
7. If during an overrun the hex to be overrun is cleared of enemy units and there is an adverse result for the over running units (i.e. split result or an engaged result), and the over running player wishes to take losses instead of retreating, he must remain in the hex from which the overrun came from. The units must then end their turn and their movement phase.
8. German supply is 20 hexes to a road that leads to hex 0120 and is unblocked by enemy ZOC's (German units negating ZOC), or 20 movement points to any western edge hex, note the 20 movement points does not include moving off the map. When using movement points to determine supply, use the unit type for movement purposes. (i.e. Panzer and Motorized units get the road movement rate, and it costs two extra MP's for all German units to cross rivers).
9. German divisions are doubled for divisional integrity before being halved for supply or overrun. Example: an intact motorized division overruns or fights out of supply as a 6, overruns out of supply as a 3.
- 10. Divisional Integrity.** The only units that may stack with a 2 regiment Motorized unit and not break it's divisional integrity is either of the independent regiments GD and Lehr.
11. A stack of units which has conducted a successful overrun may split up after the overrun and move separately, with any remaining movement points. However, movement for all of these units must be concluded before any other unit is moved.
12. Multiple Soviet leaders can be on the same hex, subject to the four unit stacking limit, and can add to the attack of the same unit or units, as long as the attack factors due to leaders do not exceed the factors due to combat units. Soviet leaders can overrun in conjunction with one or more non-leader units under the same conditions set forth in Rule 10.36, except like all overrunning units their combat value is halved (rounded down).
13. Soviet lines of communication from leaders to units, like lines of supply, may be traced into *but not through* swamp.
14. All original Soviet rifle divisions must be used before any destroyed divisions enter the game as reinforcements. On the turn that the last of the original rifle divisions arrive as reinforcements, the Soviet player selects any other reinforcements from units destroyed on previous turns other than the immediately preceding turn (no rifle division may return as a reinforcement on the first turn after it is destroyed). Subsequently all destroyed rifle divisions are available as reinforcements beginning two turns after their destruction (a division destroyed on turn 9 is available on turn 11).
15. Air interdiction markers add one to the movement point cost of overrunning units in the hex where the marker is placed.