

WAR IN THE EAST

The Russo-German Conflict, 1941-45

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WAR IN THE EAST

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[1.0] INTRODUCTION

War In the East is a simulation on a corps/division level of the Russo-German war of 1941-1945. Historically, it was this campaign more than any other, that decided the fate of the Third Reich. The game covers the entire war from the Axis invasion of Russia to the final destruction of the Axis armies four years later. There are special rules to reflect the varying weather conditions that were so crucial in this campaign and those special conditions that existed in the far north. The Axis Player has a fixed reinforcement rate, but the Russian Player must decide what type of units he wants to produce by allocating his resources. These production decisions are critical in the game, as they were in the war. In addition to the Campaign Game, which simulates the entire war, there are four scenarios which simulate the situation at key times during the campaign. As the Campaign Game is necessarily **very** long and complicated, it is suggested that the Players first play one of the Scenarios in order to familiarize themselves with the game system and mechanics, and to avoid the complexities of the Russian production system.

[2.0] GENERAL COURSE OF PLAY

War In the East is basically a two-player game. Each Player moves his units and executes attacks on Enemy units in turn, attempting to fulfill the conditions of victory. To move from one hex to another, each unit expends a portion of its Movement Allowance. Combat is resolved by comparing the total Combat Strength Points of adjacent opposing units and expressing the comparison as a simplified probability ratio (odds). A die is rolled and the outcome indicated on the Combat Results Table is applied to the units involved.

[3.0] GAME EQUIPMENT

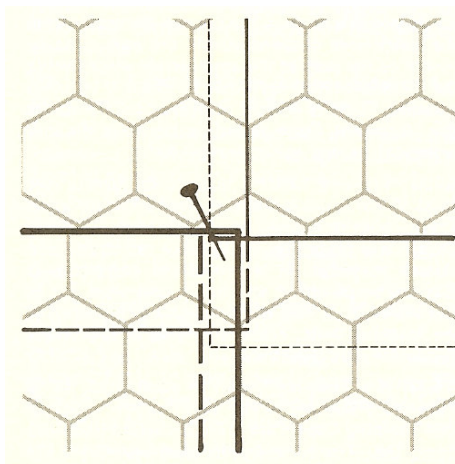
[3.1] THE GAME MAP

[3.11] The game map shows all of European Russia, Poland, and adjacent areas, over which the war in the east was waged. A field of hexagons has been superimposed upon the game map to regularize positioning of the unit markers. Each hex on the game map is given a four-digit number; the first two digits of the number describe the row (running east to west) and the last two digits describe the zig-zag north to south column in which the hex lies. In

addition, each hex-number when stated in the text is preceded by an understood two-letter code which identifies the map section which the hex is in. **Example:** The city of Helsinki, Finland, hex NW 3722 (read "thirty-seven-twenty-two") is in the same row as the city of Turku, hex NW 3727. Helsinki is in the same column as the city of Oulu, Finland, hex NW 1922.

[3.12] The game map comes in four 22"x 28" map sections. These are identified as Map Sections "NW" (North-West), "SW" (South-West), "NE" (North-East), and "SE" (South-East). On each map section is a compass rose which should be oriented so that North is the same direction for all map sections. Each map section should be placed so that its position relative to every other map section corresponds to the compass points. If the map sections are properly arranged, the tinted edge of the hex field should form a border around the entire map.

[3.13] The Map Sections "SE" and "SW" should overlap sections "NE" and "NW" respectively; the northernmost hex row on the southern map sections (row "01") corresponds to and overlaps the southernmost hex row on the northern map sections (row "51"). Thus, for example, hex NE 5031 will be adjacent to hex SE 0131. These map sections should be clipped together with a single clip at the outer map edges. Then, the western map sections ("NW" and "SW") should be placed overlapping the Eastern map sections ("NE" and "SE") so that new hexes (alternating hexes in the hex column "34") are formed where eastern and western map sections meet. Thus, for example hex NW 5001 will be **adjacent** to hex NE 5034. A single clip should be used at the northern and southern map edges to hold the map sections together. At the center of the completely assembled map, where all four map sections overlap, a blank unit marker and map tack are used to hold the map sections together. The blank unit marker is placed underneath the four map sections directly below hex SW 0101; the map tack is pushed into the northern corner of hex SW 0101, through the four map sheets and into the blank unit marker (to avoid making a hole in your table).



[3.2] THE PLAYING PIECES

Five identical, colored sets of playing pieces are supplied. These are divided into two basic types; units and markers. The units represent ground combat units. The markers represent other necessary information (such as what portion of a rail line is Friendly, etc). Markers do not possess the basic attributes given to units.

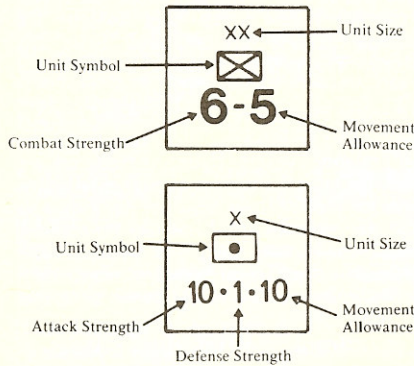
Many of the units (and a few of the markers) are printed on both sides. Usually, one side will indicate the basic unit and the flip side will indicate some sort of changed status of that unit. Both sides of each unit are shown in the Summary of Unit Types (see 3.22). The units are distinguished by type, strength and mobility as represented by various symbols and numbers on the counter (playing piece).

It is strongly suggested that the Players sort the units and markers by type and color and keep them segregated as this greatly facilitates setting up and playing the game. **Axis units** are grey-green, **Russian units** are brown.

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[3.21] SAMPLE UNITS



[3.22] SUMMARY OF UNIT TYPES

Mechanized combat units

= Armor

= Mechanized Infantry

Non-mechanized combat units

= Infantry = Artillery

= Security Forces (Inf.) = Anti-Tank

= Cavalry = Partisan

Non-combat units

= Arms Center

= Training Center

= Railroad Repair

Organizational Size Symbols

XXX = Corps

XX = Division

X = Brigade

KG = Kampfgruppe of larger unit

BG = Battlegroup of larger unit

[3.23] MARKERS

Air Interdiction Air Point

Rail Junction Railhead

Entrained CUT Rail Hex Cut

CUT Rail Line Cut

[3.24] DEFINITION OF TERMS

Attack Strength is the basic offensive power of a unit quantified in Attack Strength Points.

Defense Strength is the basic defensive power of a unit quantified in Defense Strength Points.

Combat Strength is a term used to describe both the offensive and defensive power of a unit

when both the Attack Strength and Defense Strength of the unit are equal and are represented by a single number.

Movement Allowance is the maximum movement ability of a unit quantified in Movement Points. The Movement Allowance does not apply to rail or sea movement.

[3.3] GAME CHARTS AND TABLES

Various visual aids are provided for the Players to simplify and illustrate certain game functions. These are the:

Turn Record/Reinforcement Chart
Combat Results Tables Nos. 1,2,3,4

Terrain Effects Chart

Air Combat Results Table

Training Center Production Tracks

Production Cost Summary

Air Power Chart

Each of these is fully explained where presented or in the appropriate rules section.

[3.4] GAME EQUIPMENT INVENTORY

A complete game of **War In the East** should include the following parts:

Four Game Map Sections

Two Scenario/Turn Record/

Reinforcement Sheets

One set of Game Rules

Five identical sheets of die-cut counters (2,000 pieces)

Two Russian Production Charts

One Production Cost Chart

One Combat Results Chart

Two Air Power Charts

Two Game Boxes

One Die

[3.5] GAME SCALE

Each Game-Turn represents one week real time. Each hex is equivalent to approximately 33 kilometers; (20 miles) in distance.

[4.0] SEQUENCE OF PLAY

[4.1] THE GAME-TURN

War In The East is played in turns called Game-Turns. Each Game-Turn is composed of a **Joint Air War Turn** and two **Player-Turns**. Each Joint Air War Turn is composed of two **Phases**.

Each Player-Turn is also composed of Phases; six for the Axis Player and seven for the Russian Player. The Player whose Player-Turn is in progress is called the **Phasing Player**. Each Game-Turn proceeds as follows:

[4.2] SEQUENCE OUTLINE

A. JOINT AIR WAR TURN

1. Air Commitment Phase: Both Players commit their available air points as desired.

2. Air Combat Phase: Both Players execute

combat between opposing air points.

B. FIRST PLAYER-TURN

(Axis Player-Turn)

1. Reinforcement Phase: Any reinforcements due are placed on the map. Replacement procedure is performed.

2. Initial Movement Phase: The Phasing Player may move any or all of his units in any direction up to the limit of their Movement Allowance and within the restrictions outlined in the Movement and Supply rules.

3. Rail and Sea Movement Phase: The Phasing Player may move units (which did not move during the Initial Movement Phase) by either Rail or Sea Movement in accordance with the Rail and Sea Movement rules.

4. Combat Phase: The Phasing Player executes attacks on Enemy units at his option: combat is resolved as outlined in the Combat rules. **Note:** At the end of each Russian Combat Phase (only), the Russian Player may roll the die for the creation of Russian Fortified Units (see 25.0).

5. Mechanized Movement Phase: The Phasing Player may move (again) all of his Mechanized and Cavalry units in any direction up to their Movement Allowance within the restrictions outlined in the Movement and Supply rules.

6. Air Interdiction Phase: The Phasing Player removes any Enemy Air Interdiction markers and places his own as permitted.

C. SECOND PLAYER-TURN

(Russian Player-Turn)

Repeat Phase I through 6 for the Russian Player, who becomes the Phasing Player and moves his own units. Note that Russian Anti-tank and Artillery units may only move in the Mechanized Movement Phase (although they are not mechanized). The Russian Player also completes an additional Phase:

7. Production Phase: The Russian Player places those units which have completed the production process at the designated Training Center and totals and allocates his resources (expressed in terms of Arms and Personnel Points) for that Player-Turn. He then initiates new production.

D. GAME-TURN INDICATION

The Game-Turn Marker is advanced on the Turn Record/Reinforcement Chart signaling the start of a new Game-Turn.

[4.3] GAME LENGTH

Repeat steps A through D for the number of Game-Turns indicated in the scenario. At the end of the last Game-Turn, the game is over, and the Players' performances are evaluated in terms of the Victory Conditions.

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[5.0] MOVEMENT

GENERAL RULE:

There are three Movement Phases in each Player-Turn. During the Initial Movement Phase the Phasing Player may move any, all, or none of his units. During the Rail and Sea Movement Phase the Phasing Player may move certain units in accordance with the Rail and Sea Movement rules (see Rail Movement, 6.0; Sea Movement, 7.0). During the Mechanized Movement Phase the Phasing Player may move his Mechanized units (only) regardless of whether or not these units were moved during the Initial Movement Phase. During both the Initial and Mechanized Movement Phases (only), units are moved according to the normal Movement rules (5.0). A unit expends a portion of its total Movement Allowance to enter each hex. The cost to enter each hex is dependent upon a variety of factors including the terrain in the hex, seasonal weather effects, and the presence of Enemy Zones of Control and/or Enemy Air Interdiction Markers in the hex. During the Initial Movement Phase, the Phasing Player may move as many or as few of his units as he wishes. Each unit may be moved as many hexes as desired within the limit of the unit's Movement Allowance. During the Mechanized Movement Phase, the Phasing Player may move (again) as many or as few of his Mechanized units (only), as he desires up to the limit of their Movement Allowance. A Mechanized unit may be moved in both the Initial and Mechanized Movement Phases at the Phasing Player's option. Unused Movement Points may not be accumulated from Phase to Phase or transferred from unit to unit.

PROCEDURE:

Move each unit individually tracing the path of its movement through a path of contiguous hexes on the hexagonal grid. Once a unit has been moved and the Player's hand withdrawn, the unit may not move again, nor its path retraced and/or changed during that Game-Turn (exception, see 5.7).

CASES:

[5.1] HOW TO MOVE UNITS

[5.11] During the Initial Movement Phase and Mechanized Movement Phase (only) the Phasing Player's units are moved; all, some, or none of his units may be moved. No Enemy movement, and no combat, may occur during a Movement Phase. However, Overrun Attacks may occur (see Overrun, rule 5.7).

[5.12] Movement is calculated in terms of Movement Points. Basically each unit expends one Movement Point of its total Movement Allowance for each hex it enters.

[5.13] A unit's Movement Allowance is

variable. It may be altered by seasonal weather effects, the Weather line, and/or the supply state of the unit at the beginning of a Movement Phase. Similarly, the movement cost to enter a given hex may be altered by the terrain in the hex, weather and/or the presence of Enemy Zones of Control, Enemy occupation, or Enemy Air Interdiction markers in the hex. All effects, which may alter a unit's Movement Allowance, are always cumulative. Similarly, all effects, which change the movement cost to enter a given hex, are also cumulative. Finally, whenever a unit's Movement Allowance is halved any fractions are dropped.

Example: Entering an Enemy-controlled, clear terrain hex would require the expenditure of three Movement Points: one Movement Point to enter the clear terrain hex and two additional Movement Points for entering an Enemy Zone of Control.

[5.14] During any Initial or Mechanized Movement Phase (in which a particular unit is allowed movement) a unit may always move one hex regardless of the number of Movement Points it has to expend, except to move directly from one Enemy controlled hex to another Enemy controlled hex and except to Overrun. (**Clarification**) A unit may **not** use the capability of always moving one hex when participating in an overrun.

[5.15] No regular combat may take place during the Initial or Mechanized Movement Phases. An Overrun may take place during the Initial and/or Mechanized Movement Phases. An Overrun is not considered regular combat; it is considered a function of movement (see Overrun, 5.7).

[5.16] Units may freely enter or move through hexes containing other Friendly units, regardless of stacking restrictions. There is no additional Movement Point penalty for stacking or unstacking with other Friendly units.

[5.2] MOVEMENT POINTS AND PROHIBITIONS

[5.21] A unit may never enter a hex unless it has sufficient Movement Points to pay all the appropriate movement costs implied by terrain effects, Zones of Control, Enemy occupation, weather effects, and/or the presence of Enemy Air Interdiction markers in the hex (exception, 5.14).

[5.22] A unit may never enter an Enemy occupied hex except to execute an Overrun (exception, see Partisans, 28.0).

[5.23] A unit may not **end** any Movement Phase in violation of the Stacking rules (see Stacking, 9.0).

[5.24] A unit may move through Enemy controlled or Enemy interdicted hexes by paying all the required Movement Points to do

so.

[5.25] Axis units may, in certain cases, be prevented from moving by the Axis Continuous Line Rule and the Axis No Retreat Rule (see 22.0 and 23.0).

[5.26] Units which move during a Friendly Rail and Sea Movement Phase may not have moved during the Initial Movement Phase of the same Player-Turn, nor may they be moved during the Mechanized Movement Phase of the same Player-Turn.

[5.27] A unit may never enter an all-sea hex or cross an all-sea hexside except when using Sea Movement (see 7.0).

[5.28] Units may never exit from the mapsheet (exception, see 26.0).

[5.29] Hungarian, Rumanian, Slovakian and Italian Axis units may never move north of the SW/SE 1700 hex row running across the map from east to west and passing through Kursk. If a unit of any of these nationalities is forced to move north of this hex row (due to a combat result) it is eliminated. (**Omission**) Slovakian units are prohibited from moving north of the SW/SE 1700 hex row.

[5.3] TERRAIN EFFECTS ON MOVEMENT

The cost in Movement Points to enter a given hex will vary according to the type of terrain in the hex and the type of unit which is entering the hex (see Terrain Effects Chart, 5.8).

[5.4] WEATHER EFFECTS ON MOVEMENT

The weather, during certain Game-Turns (specified as either Snow or Mud Game-Turns on the Turn/Record), affects the Movement Allowances of various units as well as the entry costs for hexes containing certain terrain features (see Terrain Effects Chart and Weather Rules, 5.8 and 14.0).

[5.5] MECHANIZED MOVEMENT

During his Mechanized Movement Phase the Phasing Player may move his Mechanized and Cavalry units (only) up to their full Movement Allowance. This movement is additional to any movement made by Mechanized units during the Initial Movement Phase. Mechanized and/or Cavalry units which moved during the Rail and Sea Movement Phase may **not** move during the Mechanized Movement Phase. Overruns may be performed during the Mechanized Movement Phase, but no combat may take place after this phase in that Player-Turn. All normal terrain, weather, and supply effects on movement are in effect during the Mechanized Movement Phase.

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[5.6] INFANTRY FORCED MARCH GENERAL RULE:

During the Initial Movement Phase (only) the Phasing Player may attempt to force march any of his **infantry** units. All infantry units, except Finnish infantry units and German Security Division units may be force marched. Non-infantry units may never force march.

PROCEDURE:

Each infantry unit attempting to force march is moved individually up to double its normal Movement Allowance. At the end of the unit's movement the owning Player immediately rolls a die to determine the attritional effect of the force march on that unit. If a roll of any number other than "one" is made, the unit suffers no adverse effect. If a "one" is rolled the unit is immediately replaced with a *kampfgruppe*-sized unit. If a *kampfgruppe*-sized unit, or a unit that cannot be reduced to *kampfgruppe* size, rolls a "one" during its forced march attempt, it is eliminated.

CASES:

[5.61] A single, separate die roll must be made for each infantry unit which attempts to force march.

[5.62] Infantry units are subject, to all normal modifications of their Movement Allowance while forced marching. All normal modifications are first applied to the unit's printed Movement Allowance, and then the unit's adjusted Movement Allowance is doubled. For instance, an unsupplied unit would first halve its printed Movement Allowance for being unsupplied (fractions are dropped) and this adjusted Movement Allowance would then be doubled if the unit attempted to force march.

[5.63] Infantry units which attempt to force march may not take part in an Overrun.

[5.64] Infantry units which are attempting to force march may not enter Enemy controlled hexes. They may only move adjacent to an Enemy unit if that Enemy unit is not exerting a Zone of Control into the hex to be entered (e.g., an armored unit in Rough Terrain). In such a case, the forced marched units could move adjacent to an Enemy unit and attack it during the Friendly Combat Phase.

[5.7] OVERRUN MOVEMENT

GENERAL RULE:

An Overrun is a form of attack which is conducted **during** the Phasing Player's Initial and/or Mechanized Movement Phases (only). It is considered to be solely a function of movement, rather than combat. The Overrun is executed in the hex of the defending unit(s), rather than from an adjacent hex as in normal

combat. In executing an overrun, the overrunning unit(s) enter the hex of the unit(s) to be overrun. This forms an exception to rule 5.22 preventing units from entering Enemy occupied hexes.

PROCEDURE:

In executing an overrun, the Phasing Player must move his units into the hex to be overrun. All of the units which participate in the overrun must enter the hex through the same hexside, but units need **not** all have begun the Movement Phase stacked in a common hex in order to participate in an overrun. Each unit participating in the overrun is required to expend two additional Movement Points (in addition to the normal cost for entering the hex). Friendly units participating in an overrun may ignore the Zones of Control of all Enemy units in the hex which is being overrun (consider that the units being overrun have no Zones of Control during the overrunning unit's movement). The overrunning unit must pay normal entry and exit costs to enter or exit any Enemy Zones of Control exerted by Enemy units which are not involved in the overrun. In order to enter an Enemy occupied hex, the overrunning unit(s) must be able to muster a thirteen-to-one combat odds against the unit(s) being overrun solely from within the overrun hex. When the Phasing Player has moved Friendly units whose modified Attack Strength assures a thirteen-to-one combat odds against the overrun unit(s) into the hex, the Enemy unit(s) in the hex are immediately removed from the map (during the current Movement Phase). After the overrun units have been removed, those units which participated in the overrun may continue moving up to the limit of their Movement Allowance. **Note:** Overrun movement is treated as an exception to the rule requiring that each unit shall individually finish its movement before any other friendly unit is moved.

CASES:

[5.71] Enemy units within one hex must be overrun as a group, i.e., units stacked together cannot be individually overrun. The Defense Strengths of the units being overrun in a single hex must be combined and the overrunning units must achieve a thirteen-to-one (13:1) combat odds against this combined Defense Strength.

[5.72] Enemy Zones of Control do extend into hexes occupied by Enemy units. Thus, a Friendly unit entering a hex to execute an overrun expends two additional Movement Points (over and above the two additional Movement Points required to execute an overrun) if the hex to be overrun is in the Zone of Control of another uninvolved Enemy unit.

[5.73] A maximum of three Friendly units may enter an Enemy occupied hex for the purpose of executing an overrun.

[5.74] A unit may **not** participate in an Overrun against more than one Enemy occupied hex in a single Movement Phase, even if it has sufficient Movement Points to do so.

[5.75] The supply state for all units involved in an overrun (both the overrunning and the overrun units) is determined at the beginning of the Movement Phase in which the Overrun is executed. Unsupplied units participating in an Overrun suffer no diminution of Combat Strength nor do they suffer any adverse combat result.

[5.76] Overrun movement is subject to the normal restrictions placed on movement by terrain, Friendly Railhead Marker into the hex. Repair Units may only convert or repair rail hexes during the Friendly Initial Movement Phase. Repair Units may only move through rail hexes which are connected by rail hexsides. **(Clarification)** Units overrunning across a river hexside are halved. Mechanized units overrunning an anti-tank unit are halved. Unsupplied units participating in an overrun suffer no diminution of Combat Strength nor do they suffer any adverse combat result.

[5.77] Infantry units may **not** participate in an overrun in a Movement Phase in which they have attempted to force march. Russian artillery and anti-tank units may never participate in an overrun Mechanized units Overrunning anti-tank units are halved.

[5.78] Entrained units may be overrun. If an overrun is executed against an entrained unit, the unit is automatically detrained and has its Defense Strength halved retaining fractions (after normal modifications is made for terrain, supply, etc.) when computing the necessary thirteen-to-one overrun odds.

[5.79] A unit which is overrun **never** forms a *kampfgruppe* or battle-group sized unit.

[5.8] TERRAIN EFFECTS CHART

(see mapsheet)

[6.0] RAIL MOVEMENT

GENERAL RULE:

During the Rail and Sea Movement Phase (only), the Phasing Player may move certain of his units by rail movement within the restrictions of the rail movement rules. Rail movement is a special form of movement which may not be combined with any other form of movement. Rail movement encompasses the act of entraining and/or detraining units as well as the movement of entrained units between rail hexes through a connecting rail hexside. Rail movement is governed by a number of special rules. The Phasing Player is restricted to the number of Friendly units which may use rail movement during his Player-Turn by his, Rail Capacity. Units using rail movement have a

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special Rail Movement Allowance which replaces their normal Movement Allowance during the Rail and Sea Movement Phase. The Phasing Player may only use rail movement into and through "Friendly" rail hexes, thus rail movement is dependent on the status of each rail hex to be entered during a given Rail and Sea Movement Phase.

[6.1] RAIL CAPACITY

Rail Capacity is defined as the maximum number of Friendly units allowed to use any form of rail movement (including entraining and/or detraining) during a Phasing Player's Rail and Sea Movement Phase. Rail Capacity is assigned to each Player separately. Each Player's Rail Capacity remains constant **throughout** the game. The Russian Rail Capacity is **sixty** division-sized units. The Axis Rail Capacity is **ten** division-sized units.

CASES:

[6.11] A Player may never violate his Rail Capacity by having more Friendly units using rail movement than his Rail Capacity allows. At any time a Player's Rail Capacity is exceeded, the opposing Player may choose whichever of the excess units he desires to be immediately removed from the map.

[6.12] All entrained, entraining and detraining Friendly units count against a Player's Rail Capacity. Thus, a Friendly unit which detrains during the Phasing Player's Rail and Sea Movement Phase is counted against that Player's Rail Capacity for that Movement Phase.

[6.13] Each corps-sized unit using rail movement counts as three division-sized units for Rail Capacity purposes. Each Kampfgruppe-sized unit using rail movement counts as one division-sized unit for Rail Capacity purposes.

[6.14] Each Russian Training Center using rail movement counts as ten division-sized units against the Russian Rail Capacity. Each Russian Arms Center using rail movement counts as twenty division-sized units against the Russian Rail Capacity.

[6.2] RAIL MOVEMENT ALLOWANCE

The Rail Movement Allowance is a special Movement Allowance which replaces a unit's normal Movement Allowance during the Rail and Sea Movement Phase in which the unit is using any form of rail movement. A unit's Rail Movement Allowance is quantified in terms of Rail Movement Points. The Rail Movement Allowances for all units are as follows:

(A) Except as in (B) and (C) below, the Rail Movement Allowance for all units is 50 Rail Movement Points per Rail Movement Phase.

(B) The Rail Movement Allowance for all Axis units is reduced to 25 Rail Movement Points

during Snow Game-Turns (only).

(C) The Rail Movement Allowance for Russian Arms and Training Centers is **always** 10 Rail Movement Points.

[6.3] HOW TO USE RAIL MOVEMENT

[6.31] A unit may entrain, move by rail, and detrain in the same Friendly Rail-and-Sea Movement Phase.

[6.32] It costs one Rail Movement Point for each rail hex entered through a rail hexside, regardless of the other terrain in the hex. An entrained unit must expend five additional Rail Movement Points to enter an Enemy interdicted hex. Rail Movement Points may only be expended to entrain, detrain, or move through rail hexes during the Phasing Player's Rail-and-Sea Movement Phase. Unused Rail Movement Points may not be used for any form of non-rail movement, nor may they accumulated from Phase to Phase, or transferred from one unit to another.

[6.33] In order to use rail movement during Rail-and-Sea-Movement Phase, a unit must not have moved during the Initial Movement Phase of the same Player-Turn, nor may it use Sea Movement, or move during the Mechanized Movement Phase, during the Player-Turn in which it uses Rail Movement. There is no limit to the length of time a unit may remain entrained.

[6.34] An entrained unit may not enter an Enemy controlled hex even if the Enemy controlled hex is occupied by a Friendly unit. If an Enemy unit moves adjacent to an entrained unit, the entrained unit must either detrain in that hex, or leave the Enemy controlled hex (using Rail Movement) during the next Friendly Rail-and-Sea Movement Phase at a cost of five additional Rail Movement Points. **Note:** Certain units do not exert Zones Control into certain terrain; an entrained unit may move adjacent to such an Enemy unit.

[6.35] Entrained units have no Zones of Control. An Entrained unit may never attack an Enemy unit or participate in any way in an overrun.

[6.36] If an entrained unit is attacked it automatically detrains (immediately and at no cost), and its Defense Strength, after being modified for terrain, supply, and weather effects, halved, retaining fractions.

[6.4] ENTRAINING AND DETRAINING

[6.41] Entraining and detraining are considered functions of rail movement. Units may only entrain and/or detrain during the Phasing Player's Rail-and-Sea-Movement Phase. The costs in Movement Points to entrain and detrain a unit are expended from the unit's Rail Movement Allowance. It costs ten (10) Rail

Movement Points to entrain or detrain a unit. This is constant for all units regardless of their Rail Movement Allowance. An entrained unit may be detrained at any time during the Phasing Player's Rail-and-Sea-Movement Phase providing it has sufficient Rail Movement Points remaining to pay the detraining cost. Entrained units should be indicated by using an Entrained marker.

[6.42] A unit may not entrain in an Enemy controlled hex (even if occupied by another Friendly unit). An entrained unit **may** detrain in an Enemy controlled hex (at the regular detraining cost). A unit may entrain or detrain in an Enemy interdicted hex at no extra cost.

[6.5] RAIL HEX AND RAIL LINE STATUS

GENERAL RULE:

Because the Axis and Russian railroads used different track gauges, it was impossible for either army to use Enemy rail lines until the track could be converted to the appropriate gauge. Once a rail line had been converted, it could again be rendered useless by Enemy units neutralizing tracks and other rail equipment. Thus, for game purposes, it is necessary to define which rail lines can be used by either Player for purposes of rail movement and supply. At any time during a game, a particular rail hex will either be a "Friendly rail hex" an "Enemy rail hex." or a "neutral rail hex". Only Friendly rail hexes may be used for Friendly rail movement and or Friendly supply purposes.

[6.51] At the beginning of the Campaign, all rail hexes to the east of the Russian border are considered Russian rail hexes which may be used for Russian rail movement and supply purposes until a particular hex is either neutralized by an Axis unit or converted to Axis gauge by an Axis repair unit. Similarly, at the beginning of the Campaign Game, all rail hexes to the west of the Russian border are considered Axis rail hexes (exception: see 6.69).

[6.52] In all non-Campaign Game scenarios, before play begins, the status of all rail hexes is determined and delineated by the use of Friendly Railhead, Rail Cut, and Rail Junction Markers within the specifications outlined in the rules of the particular scenario being played.

[6.53] In order to enter a Friendly rail hex via rail movement it must be possible to trace a line of contiguous Friendly rail hexes which are free of railcut markers, from the particular hex in question to the Friendly map edge (west for the Axis Player and East for the Russian Player). It may be traced through Enemy controlled and Enemy interdicted hexes. It must be traced through connecting rail hexsides which connect all the contiguous rail hexes in the rail line.

[6.54] Railhead Markers and Rail Junction Markers (distinguished by Nationality) are used

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in conjunction to delineate the path of Friendly rail hexes and the extent of Friendly rail line. Railhead Markers are used to indicate those Friendly rail hexes which are farthest along the rail line from the Friendly mapedge. Railhead markers should be placed with their "tail" indicating the direction of the Friendly rail line leading back toward the Friendly mapedge. Rail Junction markers are used to indicate the path of Friendly rail hexes passing through a hex where two or more rail lines intersect. The arrows on a Rail Junction marker should be placed to indicate the direction of the Friendly rail line.

[6.55] Rail Cut markers are of two types: Rail Hex Cut markers and Rail line Cut markers. Whenever one of his units enters or passes through an Enemy rail hex, the owning Player should immediately place a Rail Hex Cut marker in the hex to indicate that the rail hex has been "Neutralized." Whenever a contiguous connected series of rail hexes have been neutralized, a pair of Rail line Cut markers should be used to indicate the stretch of neutral track lying between the Rail line Cut markers. The arrows on the Rail line Cut markers should be faced toward each other to indicate the neutralized hexes. Rail line (or Rail Cut) markers may also be used to indicate the neutral rail hexes lying between opposing Railhead markers.

[6.56] When neutral rail hexes (marked by Rail Cut Markers) lay between a Friendly Railhead Marker and the Friendly mapedge, the Friendly Railhead Marker should be rotated 180 (degree symbol here) and left where it is so that it may be used again when neutralized rail hexes have been repaired. Until the neutral track is repaired by Friendly Repair Units, a Player uses the farthest Friendly hex between the Friendly mapedge and the Rail Cut Marker, as the temporary railhead.

[6.6] REPAIR UNITS

GENERAL RULE:

Repair Units are used to convert Enemy rail hexes into Friendly rail hexes and to repair Neutral rail hexes, converting them, also, into Friendly rail hexes. The Axis Player receives a number of Axis Repair Units, as specified by the scenario in play. The Russian Player must create his Repair Units by using the Russian Production process (see 15.0). The use of Repair Units is subject to special limitations and restrictions.

CASES:

[6.61] During each Initial Movement Phase a Friendly Repair Unit may enter **one** adjacent rail hex and convert or repair that rail hex for Friendly movement and supply purposes. When a Repair Unit enters a rail hex it may remove a Rail Cut Marker in the hex and it may advance a Friendly Railhead Marker into the hex. Repair

Units may only convert or repair rail hexes during the Friendly Initial Movement Phase. Repair Units may only move through rail hexes which are connected by rail hexsides.

[6.62] During the Initial Movement Phase, Repair Unit movement does not count against Friendly Rail Capacity. Repair Units move a maximum of one rail hex during the Initial Movement Phase, and they are exempt from terrain, weather, and supply effects in movement, except Axis Repair units (only), which may not move during the Axis Initial Movement Phase during Snow Game-Turns.

[6.63] Any rail hexside (a hexside crossed by a rail line symbol) which forms a part of a Friendly rail hex is considered to be a Friendly rail hexside. Thus, when converting or repairing rail hexes, a Repair Unit need not pass through all rail hexsides. It need only enter a rail hex adjacent to another Friendly rail hex, at which time the two Friendly rail hexes are considered automatically connected by the intervening rail hexside.

[6.64] Repair Units may use rail movement during Friendly Rail and Sea Movement Phase, in which case they are subject to all normal restrictions on rail movement (they must entrain, etc.) and do count against the Friendly Rail capacity (as one division each). Repair Units may not move during both the Initial Movement Phase and the Rail and Sea Movement Phase, nor may they repair any rail hexes during a Rail and Sea Movement Phase.

[6.65] Repair Units may enter Enemy controlled hexes but may never attack Enemy units or participate in Overruns. Repair Units may enter Enemy interdicted hexes at no additional cost during an Initial Movement Phase. Repair Units expend five additional Rail Movement Points to enter an interdicted hex when using rail movement.

[6.66] If a Repair Unit is attacked it may defend normally, but it may only retreat through Friendly rail hexes connected by rail hexsides; and if unable to do so, it is eliminated.

[6.67] Eliminated Axis Repair Units (only) reappear as normal Axis reinforcements during the Axis Reinforcement Phase on the eighth (8th) Game-Turn following the Turn in which they were eliminated. Russian Repair Units do not reappear as reinforcements in this manner.

[6.68] Repair Units count as one division against normal Stacking limits. Repair Units have no Zone of control, nor may they move by sea.

[6.69] The Finnish Rail network, made up of all rail lines within Finland (see 27.1), represents a special case with respect to the other non-Finnish Axis rail lines. Non-Finnish Axis units may not use rail movement on the Finnish Rail

network until this network is connected via a continuous Axis rail line to the Axis mapedge. One Finnish unit per Rail Movement Phase may use Rail Movement on the Finnish Rail Network. There are no Finnish Repair Units per se, however, the Axis Player may repair a maximum of one Finnish Rail hex per turn (his choice) in either post-1940 Finland or pre-1939 Finland by moving any Finnish combat unit through that chosen hex in the course of its normal movement.

When and if the Axis Player manages to link the Finnish Rail Network with his, the Axis mapedge, the Finnish Rail Network immediately joins in its entirety the normal Axis Network.

The **Russian** Player must treat the Finnish Railroad as part of the Axis Rail Network at all times. All of the above refers solely to rail **movement**. Axis supply emanating from the Finnish Rail Network is covered in 13.5.

[6.7] USE OF RAIL MARKERS DIAGRAM

The diagram illustrates the proper utilization of the various rail markers to help delineate the path(s) of Axis and Russian rail lines. The Axis railhead markers are used to indicate Axis rail hexes which are most distant from the Axis mapedge (west edge). Similarly, the Russian railhead markers are positioned in Russian rail hexes which are farthest from the Russian mapedge (east edge). The railhead markers are placed with their "tails" directed toward the friendly mapedge (exception: 6.56). Between a friendly railhead marker and the friendly mapedge, a friendly rail junction marker should be placed in each hex in which two or more rail lines intersect. The arrowhead of the rail junction marker should be directed along the path of rail hexes leading to a friendly rail junction marker. When two or more rail lines both of which are friendly intersect, a friendly rail junction marker should be placed in the hex of intersection to delineate one path of friendly rail hexes while a second friendly rail junction marker should be placed in a hex adjacent to the hex of intersection, and in a manner so as to describe the second path of friendly rail hexes.

The two types of rail cut markers are used to indicate rail hexes which have been passed through by enemy units and have not since been entered by a friendly repair unit. The rail hex cut marker is used to indicate a single such hex while the rail line cut markers (used in pairs) are placed to indicate a contiguous series of these "neutralized" rail hexes. The pair of rail line cut markers indicate that the hexes they occupy and the hexes between them are "neutral," i.e., friendly rail movement and supply cannot be traced through these hexes until a friendly repair unit has entered them. **Note:** It is entirely possible to use the rail markers far more economically than the manner in which they

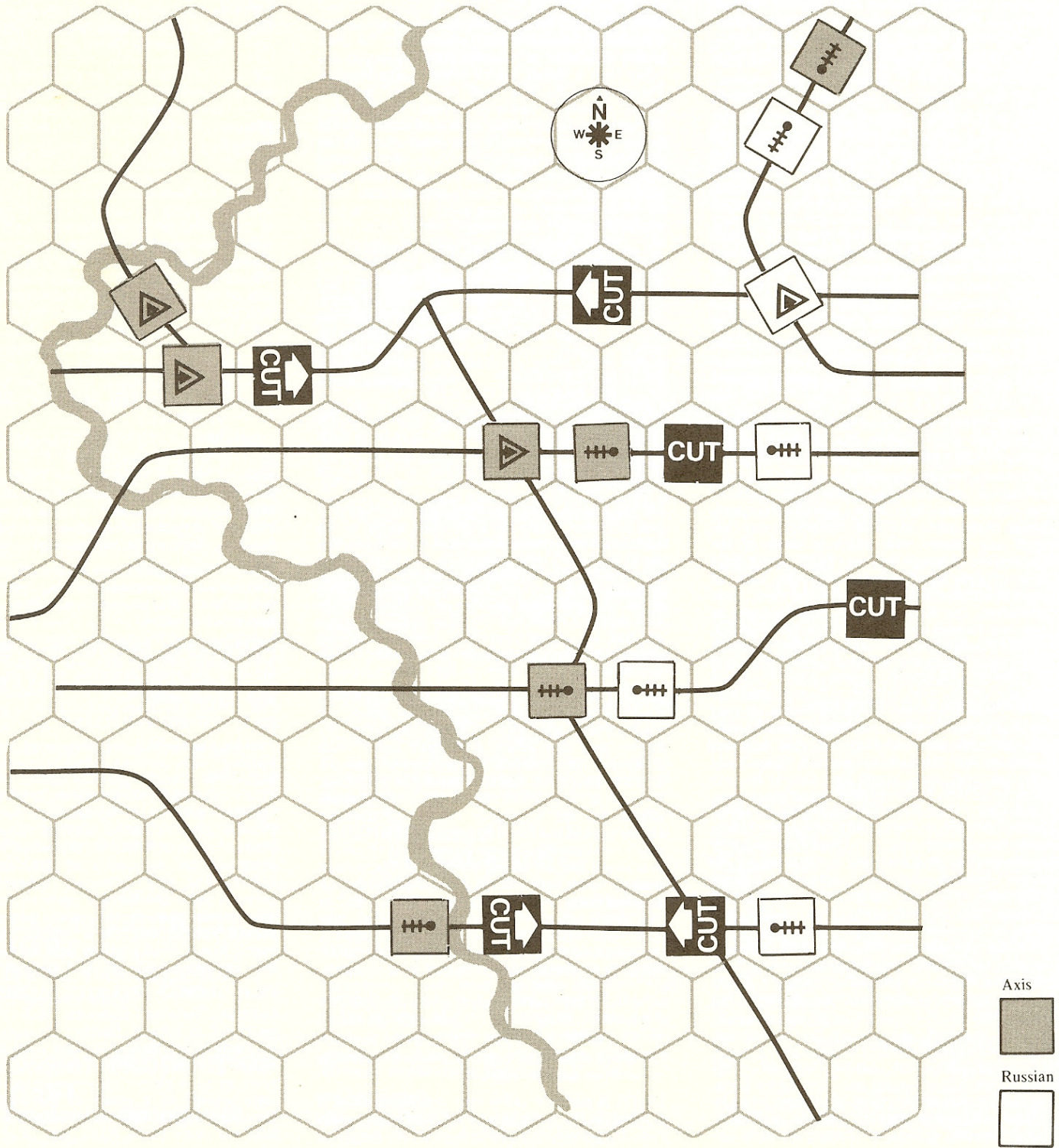
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have been used in this diagram. For instance, if all intersecting raillines passing through a hex are friendly, no rail junction marker whatsoever

need be used in that hex. In general, the rail markers should be used only when and where they are absolutely necessary to define the status

of particular rail hexes and the outline of the Russian and Axis rail networks.



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[7.0] SEA MOVEMENT

GENERAL RULE:

Only infantry and anti-tank units may use sea movement. Sea movement is a special form of movement, which may be used by the Phasing Player to transfer his units from one Friendly coastal city hex to another Friendly coastal city hex during Friendly Rail and Sea Movement Phases. A unit may only be moved via Sea Movement during a Friendly Rail and Sea Movement Phase and may only do so if it has not moved during the Initial Movement Phase of the same Player-Turn. In order to use sea movement a unit must be in a Friendly coastal city hex at the beginning of the Friendly Rail and Sea Movement Phase, and it must land in a Friendly city hex. A city hex is considered "Friendly" for sea movement purposes if a Friendly unit was the last to occupy or enter the hex and the hex is not currently occupied by an Enemy unit. **Note:** At any time, all city hexes to the west of the Axis Contiguous Line may be used for Axis sea movement, and all city hexes east of the Axis Contiguous Line may be used for Russian sea movement **except** as restricted in the following cases.

CASES:

[7.1] All coastal city hexes in Finland are considered "Friendly" for Axis sea movement unless occupied by a Russian unit, or a Russian unit was the last unit to enter the hex.

[7.2] The Port of Leningrad encompasses two coastal city hexes. Axis sea movement into or out of either Leningrad hex is not permitted unless both city hexes are Friendly to the Axis Player.

[7.3] Only the Axis Player may use sea movement between **Baltic** coastal city hexes. In each Axis Rail and Sea Movement Phase, the Axis Player may transfer a maximum of one division-sized unit (or three smaller-sized units), between Friendly Baltic coastal city hexes. The Russian Player may **never** use sea movement between Friendly Baltic coastal city hexes.

[7.4] Sea movement between coastal city hexes bordering the **Black Sea** is allowed **only** to the Player who controls the **Sevastopol** city hex. In each Axis Rail and Sea Movement Phase in which Sevastopol is Friendly to the Axis Player, he may transfer a maximum of **one** division-sized unit (or three smaller units) between Friendly coastal city hexes which border on the Black Sea. Similarly, in each Russian Rail and Sea Movement Phase in which Sevastopol is Friendly to the Russian Player, he may transfer a maximum of **one** corps-sized unit (or three smaller units) between Friendly coastal city hexes bordering on the Black Sea via sea movement.

[7.5] Sea movement from the Baltic to the

Black Sea (or vice-versa) is **not** allowed, nor is it allowed between any non-Baltic or non-Black Sea coastal city hexes. A coastal city hex is a city hex, one or more hexsides of which are wholly or partially sea hexsides. The Gulf of Finland is part of the Baltic.

[7.6] Sea movement is accomplished in one Friendly Rail and Sea Movement Phase (i.e., units may never remain "at sea"). Sea movement expends **no** Movement Points. Sea movement is exempt from normal restrictions imposed on movement by terrain, supply, weather, Zones of Control, and air interdiction effects. A unit may not transfer by sea into a hex in excess of the normal stacking limit (see 9.0).

[7.7] Like rail movement, sea movement may **not** be combined with any other form of movement (including rail movement), during the same Game-Turn.

[7.8] A unit using sea movement may only leave from (embark), and land in (debark), a Friendly coastal city hex. A unit using sea movement **may** embark and/or debark in Enemy controlled hexes. A unit using sea movement may **not** attack an Enemy unit or participate in an Overrun in the Game-Turn in which sea movement is used by that unit. It may defend normally.

[7.9] (**Omission**) Only infantry and anti-tank units may use sea movement.

[8.0] ZONES OF CONTROL

GENERAL RULE:

The six hexagons immediately surrounding a hex constitute the Zone of Control of any units in that hex. Hexes upon which a unit exerts a Zone of Control are called controlled hexes, and inhibit the movement of Enemy units. All units exert a Zone of Control (except as noted in the cases below).

[8.1] UNITS WITH MODIFIED OR NO ZONES OF CONTROLS

[8.11] Russian Arms and Training Centers, Russian anti-tank, artillery, and fortified units do **not** exert a Zones of Control. Entrained units do **not** exert a Zone of Control.

[8.12] A Partisan unit exerts a Zone of Control **only** upon the hex it actually occupies. A Partisan Cadre has no Zone of Control.

[8.13] The Zones of Control of Mechanized units **never** extend into rough terrain, swamp, or woods hexes. **Note:** The Zones of Control of Cavalry units **do** extend into rough terrain, swamp, and woods hexes. No unit's Zone of Control extends across sea or unfrozen lake hexsides.

[8.14] Adjacent Friendly units **do** exert their

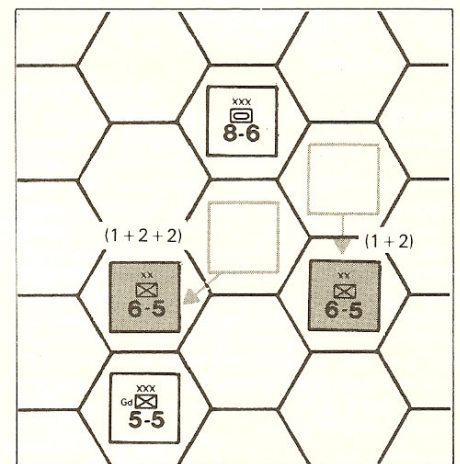
Zones of Control into each other's hexes. **Note:** This is important during the execution of an Overrun (see 5.7).

[8.15] Enemy Air Interdiction markers function in a manner which is similar to a Zone of Control. A unit must expend **two** additional Movement Points to enter a hex containing an Enemy Air Interdiction marker, but this is a temporary impediment and is **not** considered a Zone of Control. There is **no additional** movement cost to leave a hex containing an Enemy Air Interdiction Marker. Enemy Air Interdiction has no effect on a hex that is in the Zone of Control of an Enemy ground unit. (**Clarification**) The movement cost to enter an Enemy controlled hex is not increased by Enemy Air Interdiction, i.e., Enemy Air Interdiction has no effect on a hex that is Enemy controlled.

[8.2] EFFECTS OF ZONES OF CONTROL ON MOVEMENT

[8.21] All units must expend two additional Movement Points, over and above the ordinary cost to enter a given hex if it is an Enemy controlled hex. All units must expend two additional Movement Points to leave an Enemy controlled hex. Therefore, units may move directly from one Enemy controlled hex to another, at the cost of four additional Movement Points. Friendly units do **not** negate Enemy Zones of Control for Movement purposes. The presence of more than one Zone of Control in a hex has no additional effect on the cost in Movement Points to enter the hex. The presence of an Enemy Zone of Control in a hex is not negated by a Friendly Zone of Control which extends into the same hex.

ZONE OF CONTROL MOVEMENT EXAMPLE



The numbers in parentheses represent Movement Point expenditures made by the moving unit.

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[8.21] Units which are participating in an overrun may ignore the Zones of Control of all Enemy units in the hex being overrun (see 5.7).

[8.23] Units using rail movement are restricted from entering or entraining in Enemy controlled hexes (even if occupied by a Friendly unit)(see 6.0).

[9.0] STACKING

GENERAL RULE:

Each Player is restricted as to the number of units he may have in any one hex at the end of any Phase. The maximum number of any type of Russian units which may occupy a single hex at the end of any Phase is **three** units. The maximum number of any type of Axis units which may occupy a single hex at the end of any Phase is **four** units. All units count against a Player's Stacking limit **except** as specified in the following cases.

[9.1] UNITS WHICH DO NOT COUNT AGAINST STACKING LIMITS

[9.11] Partisan units and Partisan Cadres do **not** count against the Stacking limit.

[9.12] Game Markers (of all types) never count against the Stacking limit.

[9.2] STACKING INHIBITIONS AND PROHIBITIONS

[9.21] There is no limit to the number of units which may enter or move through a hex during a Game-Turn as long as the Stacking limits are strictly observed at the **end** of **each** Phase. Units may never occupy a hex at the end of any Phase in violation of the Stacking limits. At the end of any Phase, any units in violation of the Stacking limits may be immediately removed from play by the Enemy Player (exception, see 11.62).

[9.22] The relative size of units (divisions, corps, etc.) has no bearing on stacking.

[9.23] The maximum number of Axis units which may enter an Enemy occupied hex to execute an overrun is **three** despite the Axis normal Stacking limit of four units.

[9.24] The Russian Player may never stack any combat unit with a Training Center. An Arms Center may be stacked with a Training Center. Combat units may stack with an Arms Center.

[9.25] Units of different types and units of allied nationalities may stack together freely.

[9.26] There is no additional movement cost to stack or unstack Friendly units. Entrained units may stack.

[10.0] COMBAT

GENERAL RULE:

Ground combat may occur between adjacent opposing ground combat units at the Phasing Player's discretion. The Player whose Combat Phase is in progress is the Phasing Player. The Phasing Player is the Attacker, the non-Phasing Player the Defender, regardless of their overall strategic position.

PROCEDURE:

Total the Combat Strengths of all the attacking units involved in a specific attack and compare it to the total Combat Strength of all units in the hex under attack. State the comparison as a probability ratio: Attacker's Strength to Defender's Strength. Round off the ratio in favor of the Defender to conform to the simplified odds found on the Combat Results Table, roll the die and read the result on the appropriate line under the odds. Apply the result immediately, before resolving any other attacks being made during that Combat Phase.

CASES:

[10.1] WHICH UNITS MAY ATTACK

[10.11] During the Combat Phase of his Player-Turn, the Phasing Player may attack any and all Enemy units adjacent to Friendly units. Only those Friendly units directly adjacent to a given Enemy unit may participate in an attack upon that unit (exception, see 10.4).

[10.12] Attacking is completely voluntary; units are never compelled to attack, and not every unit adjacent to an Enemy unit need participate in any given attack. Friendly units in a stack that are not participating in a given attack are never affected by the results of the attack.

[10.13] An Enemy-occupied hex may be attacked by as many units as can be brought to bear in the six adjacent hexes, adding in the Attack Strength(s) of any Russian artillery unit(s) which participate in the Attack from non-adjacent hexes (see 10.4).

[10.14] No unit may attack more than once per Combat Phase, and no Enemy unit may be attacked more than once per Combat Phase.

[10.15] A unit which participated in an overrun during a Friendly Movement Phase **may** participate in an attack during the Friendly Combat Phase of the same Player-Turn. Overruns are considered a function of movement, not of combat.

[10.16] A unit which used either rail or sea movement during the Rail and Sea Movement Phase may not attack an Enemy unit during the Combat Phase of the same Player-Turn.

[10.17] German Security Divisions (6-3) may only attack Russian Partisan units and Partisan Cadres.

[10.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[10.21] All units defending in a given hex must be involved in the combat, and they must all be attacked as a single strength. The defender may not voluntarily withhold any units in a hex under attack. The attacker must attack all the units as a whole, i.e., the Strengths of all the units in the hex are totaled, and this total Strength is attacked (exception, see 11.62). Different units in a given hex may not, therefore, be attacked separately.

[10.22] Units in a hex that contains an attacking unit need not participate in that same attack or any attack. Thus when one unit in a stack is attacking a given hex, another could attack a different hex or not attack at all.

[10.23] If a unit (or units) is adjacent to more than one Enemy-occupied hex, it could attack all of them in a single combat. Thus units in a single hex can attack more than one other hex. The only requirement is that all attacking units must be adjacent to all defending units (exception, see 10.4). However, Friendly units in different hexes may not attack enemy units in different hexes in a single combat unless all opposing units are mutually adjacent.

[10.3] KAMPFGRUPPEN-BATTELGROUPS

GENERAL RULE:

Certain combat units have core elements called either *kampfgruppen* (Axis units) or *battlegroups* (Russian units). The terms are identical in meaning and they are used interchangeably in the rules, unless otherwise noted. Units that have *battlegroups* have a smaller strength unit of the same type printed on the back of the counter. The notation "BG" or "KG" is on this smaller unit. Units that do not have such units on their reverse side do not form *battlegroups*. Units that have *battlegroups* are as follows:

Axis: 6-5; 6-3; 4-5; 8-8; 10-8

Russian: 4-4; 2-3; 5-5; 8-6; 9-6; 10-1-10.

CASES:

[10.31] A unit is turned into a *battlegroup* (by flipping it over) when it is eliminated by combat (overruns are **not** considered combat; an overrun unit will be totally removed from the map).

[10.32] At the moment that a unit is reduced to its *battlegroup*, the *battlegroup* has the option to retreat one hex. In some cases this will save the unit from being overrun on the Enemy

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Mechanized Movement Phase.

[10.33] Battlegroups have the capacity to be built back up to full Strength. German kampfguppen are built back up according to German Replacement rules (see 20.0). Finnish kampfguppen may not be rebuilt. Russian battlegroups are rebuilt at Russian Training Centers according to the Russian Production rules (see 15.0). Once rebuilt, the counter is again flipped over to reveal the full strength unit.

[10.34] A battlegroup is in all ways considered a normal unit. It may fight, move, etc. If a battlegroup is attacked and eliminated, it is removed from the map, it does not form a still smaller unit.

[10.35] When an infantry battlegroup attempts to force march and a die roll of "one" is made, the battlegroup is eliminated (see 5.6).

[10.36] A battlegroup-sized unit counts as one unit for Rail Capacity and Stacking purposes. A battlegroup is equivalent to one third of an Axis division-sized unit (or one third of a Russian corps-sized unit) for sea movement purposes.

[10.4] RUSSIAN ARTILLERY UNITS

Russian artillery (10-1-10) units (only), form an exception to the Ground Combat rules which require an attacking unit to be adjacent to the unit it is attacking. Russian artillery units (only), may attack Enemy units that are either adjacent to the artillery unit or separated from the artillery unit by no more than one intervening hex. The use of Russian artillery units is restricted by the following cases.

CASES:

[10.41] A Russian artillery unit may only attack an Enemy unit (or units) if another Russian non-artillery unit is attacking the same Enemy unit(s) during the same Combat Phase. In addition, at least one non-artillery unit must be adjacent to both the defending unit and the supporting Russian artillery unit; it need not attack. Furthermore, in order for the Russian artillery unit to participate in the attack, the non-artillery attacking unit(s) must have a printed (unmodified) total Attack Strength which is equal to or greater than the printed (unmodified) Defense Strength(s) of the unit(s) being attacked. Russian artillery units **may** only participate in an attack if all of these conditions can be met. The number of artillery units which may participate in an attack is restricted only by these requirements.

[10.42] When a Russian artillery unit is participating in an attack, it is **never** affected by the combat results of that attack. Any result received is applied to the supporting non-artillery Russian units. This is true even when the artillery unit is adjacent to the unit being

attacked.

[10.43] Russian artillery units suffer combat results in the normal manner when the artillery unit(s) themselves are attacked.

[10.44] Russian artillery units may **never** enter Enemy controlled hexes unless the hex is occupied by a Friendly unit. Russian artillery units may leave Enemy Zones of Control in the same manner as any other unit. Russian artillery units may never voluntarily move out of supply.

[10.45] Russian artillery units may never execute or participate in an overrun. Artillery units may only move in the **Mechanized** Movement Phase (or in the Rail Movement Phase). Artillery units pay mechanized movement costs.

[10.46] The Attack Strength of a Russian artillery unit may not be, applied against more than one Enemy occupied hex in a single Combat Phase. Russian artillery units have no special range capability when they themselves are being attacked. The Attack Strength of an Artillery unit is not halved in cross-river attacks.

[10.47] Russian artillery units do **not** exert a Zone of Control.

[10.48] In all other respects, Russian artillery units are normal units and subject to all other rules governing normal units.

[10.5] RUSSIAN ANTI-TANK UNITS

Russian anti-tank (0-1-10) units affect the Combat Strength(s) of Enemy **Mechanized** units which attack a hex containing an anti-tank unit. Any and all Axis **Mechanized** units participating in an attack against a hex containing a Russian anti-tank unit have their Attack Strengths halved. This adjustment is made **after** all other modification of Combat Strengths for this particular combat are made. Only Axis **Mechanized** units are halved when attacking a hex containing a Russian anti-tank unit.

[10.51] There is no additional effect if Axis **Mechanized** units attack a hex containing more than one Russian anti-tank unit.

[10.52] Russian anti-tank units do **not** exert a Zone of Control. Russian anti-tank units have an Attack Strength of "zero." i.e., they may never attack Enemy units, or participate in an overrun. Anti-tank units may only move in the **Mechanized** Movement Phase (or in the Rail and Sea Movement Phase). Anti-tank units pay mechanized movement costs and may not voluntarily move out of supply.

[10.53] When a Russian anti-tank unit is stacked with other units which attack an Axis **Mechanized** unit, the presence of the anti-tank unit never affects the Combat Strength of the

defending **Mechanized** unit.

[10.54] Russian anti-tank units **do** count towards stacking limits.

[10.55] In all other respects, anti-tank units are considered normal units.

[11.0] **COMBAT RESOLUTION**
(see separate sheet)

[12.0] AIR POWER

GENERAL RULE:

The use of Axis and Russian air power is governed by the Air Power rules which are completely independent of the rules describing the use and restrictions for ground units. No actual air units are used to represent the opposing air forces. Instead, a single type of marker, the Air Point Marker, is used by each Player to represent, on his Air Power Chart, the three different types of missions that Air Power may be used for: Air Superiority, Air-Ground Support, and Air Interdiction. Each Air Point Marker represents one Air Point. During any Game-Turn, each Player will have a certain number of available Air Points, which he will commit to either Air Superiority, Air-Ground Support, or Air Interdiction missions. A second type of marker (the Air Interdiction Marker) is used to plot the position of Air Interdiction missions on the map.

[12.1] HOW TO USE THE AIR POWER CHARTS

[12.11] Each Player's Air Power Chart is composed of three boxes, entitled Available Air Points, Air Superiority, and Air-Ground Support, respectively. Before play begins, each Player places a number of his Air Point markers equal to his initially available Air Points (as specified in the Scenario instructions), in the Available Air Points Box of his Air Power Chart. During the game, the number of Available Air Points each Player possesses will change to reflect his air combat losses and his replacement of these losses.

[12.12] During the Air Commitment Phase of each Joint Air War Turn, both Players simultaneously remove as many Air Point Markers from their respective Available Air Points Boxes as they desire, and redistribute these markers, in whatever manner they wish, between their Air Superiority Boxes and their Air-Ground Support Boxes. Those Air Points placed in the Air Superiority Box are committed to Air Superiority missions only for the immediately following Air Combat Phase. Those Air Points placed in the Air-Ground Support Box may only be committed to Air-Ground Support missions during the Friendly Ground Combat Phase of the same Game-Turn, or to Air Interdiction missions during the Friendly Air Interdiction Phase of the same

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Game-Turn. Air Points may not be committed to both Air Superiority and Air-Ground Support missions in a single Air Commitment Phase. **(Clarification)** Players need not allocate any or all of their Air Points to either air Superiority or Air-Ground Support (Exception: see 12.16). Uncommitted Air Points may not be attacked and have no effect on the Play of the game for the Game Turn in which they are uncommitted.

[12.13] At the end of each Air Combat Phase, each Player should return all of his "surviving" Air Points from his Air Superiority Box to his Available Air Points Box. Similarly, during the Friendly Ground Combat Phase, each Air Point in the Air-Ground Support Box which is used to raise the die roll of a normal ground attack should be returned to the Available Air Points Box immediately after, that ground combat is resolved. Air Points in the Air-Ground Support Box which are not used to assist a ground attack should be left in the Air-Ground Support Box.

[12.14] During the Phasing Player's Air Interdiction Phase, he may place on the map as many Interdiction markers as he has Air Points remaining in his Air-Ground Support Box. The Air Point markers are then placed back into the Available Air Points Box. The Interdiction markers are placed on the map, one per hex, in hexes the Phasing Player wishes to interdict. At the beginning of the following Enemy Air Interdiction Phase, all Friendly Interdiction markers are removed. The procedure as described in sections 12.12, 12.13, and 12.14 is then repeated.

[12.15] During Mud Game-Turns, the maximum number of Air Points that can be committed is one-half of the Air Points available for that Game-Turn, i.e., at least one half of each Player's available Air Points must be kept in his Available Air Points Box throughout a Mud Game-Turn. During all Snow Game-Turns, the Axis Player suffers this effect, while the Russian Player does not.

[12.16] In each Game-Turn in which the Russian Player has 25 or more Available Air Points, he must commit at least one-half of his total available Air Points to Air Superiority or Air-Ground Support missions.

[12.2] AIR SUPERIORITY MISSIONS - AIR COMBAT

GENERAL RULE:

During each Air Combat Phase, both Players simultaneously reveal the number of Air Points they have committed to Air Superiority missions. During each Air Combat Phase all Air Points committed to Air Superiority missions must participate in Air Combat.

PROCEDURE:

During each Air Combat Phase, the Player who

has committed the most Air Points to Air Superiority missions becomes the "attacker" for that entire Air Combat Phase. The attacker allocates his Air Superiority Air Points into any number of attacks against the defender's Air Superiority Air Points. The attacker may allocate his attacks in any manner he wishes as long as each defending Air Superiority Air Point is attacked in a separate combat at a minimum of 1-1 odds.

Example: The attacker has six Air Points committed to Air Superiority missions while the defender has committed three Air Points. The attacker could allocate:

- 1) three attacks at 2-1 odds, or
- 2) two 1-1 attacks and one 4-1 attack, or
- 3) one 3-1 attack, one 2-1 attack, and one 1-1 attack.

For each attack he makes, the attacker rolls the die and cross-references the result with the appropriate odds column on the Air Combat Table. After each defending Air Point is attacked, the defender counterattacks one of the attacking Air Points in each attacking group, using the 1-1 odds column on the Air Combat Table, regardless of whether or not the defending Air Point was eliminated in the original attack. This procedure is repeated for as many separate attacks as were allocated by the attacker. After each attack and counter-attack, the eliminated Air Points of each Player are removed from his Air Superiority Box and placed with the unused pieces in the counter-tray.

Each Player should then count up the number of Air Points which remain in his Air Superiority Box. For each surviving Enemy Air Superiority Air Point in excess of double the number of surviving Friendly Air Superiority Air Points, one Friendly Air Point committed to Air-Ground Support missions for that Game-Turn is destroyed. These eliminated Air-Ground Support Air Points are immediately placed with the unused pieces in the counter-tray.

Example: At the end of the Air Combat Phase, the Axis Player has eleven surviving Air Superiority Air Points while the Russian Player has only five. The Russian Player would be required to remove immediately from play one Air Point from his Air-Ground Support Box, and place it in the counter-tray. **Note:** If there are no Air Points in the Air-Ground Support Box, there are no additional losses.

At the end of the Air Combat Phase, both Players should return those Air Points remaining in their Air Superiority Boxes back to their Available Air Point Boxes.

If both Players committed the same number of Air Points to Air Superiority missions, each Player attacks all of the other Player's Air Points in 1-1 attacks. There are no counterattacks in

this case.

(Clarification) If no Friendly Air Points were allocated to Air Superiority or if none survive the Air Combat Phase, then for every two Enemy Air Points remaining in the Air Superiority Box eliminate one Friendly Air Point in the Air-Ground Support Box.

[12.3] AIR-GROUND SUPPORT

GENERAL RULE:

During each Air Commitment Phase, both Players simultaneously commit Air Points to Air-Ground Support missions. Each Player does this by moving any number of Air Point markers he chooses from his Available Air Points Box to his Air-Ground Support Box. During the Air Combat Phase, those Air Points in the Air-Ground Support Boxes may be eliminated (see 12.2). Air Points committed to Air-Ground Support missions may be eliminated in no other way. During the Phasing Player's Ground Combat Phase, any Air Points in his Air-Ground Support Box may be used to raise the die roll of normal ground attacks. During the Phasing Player's Air Interdiction Phase, any Air Points committed to Air-Ground Support missions which were **not** used during his Ground Combat Phase may be committed to Air Interdiction missions.

PROCEDURE:

During his Ground Combat Phase, the Phasing Player may use any or all of his Air Points in his Air-Ground Support Box to support the normal ground attacks he executes during that Phase. For each ground attack he executes, he may apply one Air-Ground Support mission. For each Air-Ground Support mission he uses during his Ground Combat Phase, the Phasing Player should immediately remove one Air Point from his Air-Ground Support Box and place it back in his Available Air Points Box.

CASES:

[12.31] No more than one Air-Ground Support mission may be used to support each ground attack made during a Combat Phase, i.e., only one Air-Ground Support mission may be used per die roll.

[12.32] For each ground attack executed with a supporting Air-Ground Support mission, the attacker increases his die roll by "one" before referring to the appropriate (ground) Combat Results Table.

[12.33] An Air-Ground Support mission may never be applied to an attacked hex which is more than twenty hexes from a Friendly rail hex which itself is connected by an "all rail" supply line to a Friendly Supply Source (see 13.0).

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[12.34] Air-Ground Support missions cannot be used to attack any Enemy unit except in conjunction with Friendly ground units during a Friendly Combat Phase.

[12.35] Air-Ground Support missions may never be applied, in any way, to an overrun, or to aid an attack against partisan units or partisan cadres.

[12.4] AIR INTERDICTION

GENERAL RULE:

During the Phasing Player's Air Interdiction Phase, he may commit any Air Points (remaining in his Air-Ground Support Box), which were not used to support ground attacks during the Combat Phase of the same Player-Turn, to Air Interdiction missions. Air Interdiction missions are used to hinder the movement of Enemy ground units.

PROCEDURE:

During his Air Interdiction Phase, the Phasing Player removes all Air Points remaining in his Air-Ground Support Box, counts them, and returns them to his Available Air Points Box. He may then remove an equal (or smaller) number of Interdiction markers from the counter tray.

Interdiction markers are used to represent Air Points on Interdiction missions. One Interdiction marker may be placed in any land or frozen lake hex on the mapsheet. No more than one Interdiction marker may be placed in a single hex. Once placed, the Interdiction markers remain on the map until the beginning of the next Enemy Air Interdiction Phase. Before the Enemy Player begins placing his own Interdiction markers on the map, he removes all Friendly Interdiction markers.

Players will note that during the course of play, the Russian Player's Interdiction markers will remain on the map during the Joint Air War Turn. Air Interdiction markers do not affect Air-Ground Support, or any other activity during the Joint Air War Turn, in any way. Interdiction Markers are **never** used on the Air Charts.

CASES:

[12.41] A unit must expend two additional Movement Points (above and beyond the normal cost to enter the hex) to enter a hex containing an Enemy Air Interdiction Marker. An entrained unit must expend five additional Rail Movement Points to enter a rail hex containing an Enemy Air Interdiction Marker (Exception: entrained Russian Arms or Training Centers are not required to expend any additional Rail Movement Points to enter an Enemy interdicted hex). Enemy Air Interdiction of an Enemy controlled hex has no effect..

[12.42] An Air Interdiction Marker may never be placed in a hex which is more than twenty hexes from a Friendly rail hex which itself is connected by an "all rail" supply line to a Friendly Supply Source (see 13.0).

[12.43] The presence of an Enemy Air Interdiction Marker in a hex never effects Friendly units in any manner other than as in case 12.41. It has no effect against retreats, entraining, detraining, or tracing a Friendly rail or supply line into or through a hex it occupies.

[12.44] Air Points which are committed to Air Interdiction missions may never be eliminated. They have no effect, whatsoever, during the Joint Air War Turn.

[12.5] CREATION AND REPLACEMENT OF AIR POINTS

GENERAL RULE:

Each Player receives a number of initially available Air Points as specified by the particular scenario being played. This number of initially available Air Points will change to reflect the loss of Air Points during each Air Combat Phase and the replacement of these losses by each Player. Each Air Point eliminated in Air Combat is immediately placed in the owning Player's counter-tray or his unused markers pile. At the beginning of each Joint Air War Turn each Player may increase his available Air Points as described in the following cases.

CASES:

[12.51] The Axis Player may **never** have more than twenty Air Points on his Air Power Chart at any time. In any Reinforcement Phase in which the Axis Player has fewer than twenty Air Points in his Available Air Points Box, he may take one or two Axis Air markers from his counter-tray as indicated on the Reinforcement Track, and place it in his Available Air Points Box. The Axis Player may never do this if he already has twenty Air Points on his Air Power Chart. He may never take more than one Air Point marker per Joint Air War Turn to build his available Air Points back to a maximum of twenty. This is the only method allowed to the Axis Player for increasing the number of his available Air Points. (**Correction**) The Axis Player may take Air Point(s) equal to the number given for that Game-Turn on the Turn Record and Reinforcement Track (i.e., either one or two), so long as the maximum limit of twenty is not exceeded.

[12.52] The Russian Player may only increase his available Air Points by using the Russian Production process (see 15.0).

[12.6] AIR COMBAT TABLE (see separate sheet)

Uncommitted Air Points may not be attacked and have no effect on the play of the game for the Game-Turn in which they are uncommitted.

[13.0] SUPPLY

GENERAL RULE:

Units may be in either a supplied or an unsupplied state for the purposes of movement and combat. A unit is considered supplied if a supply line within its Supply Range can be traced from the unit in question to a Friendly Supply Source. Unsupplied units are penalized in both movement and combat capabilities.

[13.1] JUDGING SUPPLY

[13.11] For movement purposes, the supply state is determined at the beginning of each Friendly Movement Phase, and its effects remain throughout that Phase. Thus, units which are supplied at the beginning of a Friendly Movement Phase may freely move out of supply (exception, see 28.4). Units which begin the Movement Phase unsupplied do not regain a supplied status by moving within supply range until their following Friendly Movement Phase.

[13.12] For combat purposes (both offensive and defensive) supply status is judged at the **instant** of combat. Thus a unit may have been supplied at the beginning of the current Combat Phase, but when its combat action is about to be resolved, it might be unsupplied.

[13.13] The supply state for all units involved in an overrun (both the overrunning and the overrun units) is determined at the beginning of the Movement Phase in which the overrun will be executed rather than at the instant the overrun is executed.

[13.2] SUPPLY EFFECTS

[13.21] Unsupplied units have their Combat Strengths and Movement Allowances halved. This halving is rendered before any of the other factors which can effect the unit's Movement Allowance or Combat Strength (terrain, weather, etc.) are taken into account. When halving the Combat Strength, all fractions are retained; when halving the Movement Allowance, all fractions are dropped. Thus, a unit with a Movement Allowance of five would retain only two Movement Points in a unsupplied condition (exception, see 13.32).

[13.22] An unsupplied unit may use sea movement or rail movement, without additional restrictions because of its unsupplied state.

[13.23] Units may remain out of supply indefinitely, i.e., units are never eliminated through lack of supply alone.

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[13.3] TRACING LINES

[13.31] TRACING A SUPPLY LINE

A unit is considered to be in supply if it is on or within Supply Range of, a continuous Friendly Rail Line which connects with a Supply Source. Any number of units may be supplied through the same supply line (exception, see 13.54-5). The Supply Range of a unit is the maximum number of non-rail and/or non-Friendly rail hexes that the Supply Line may be traced through before linking up with the Friendly rail line. Once the Supply Line connects with the Friendly rail line, it may only be traced on the rail line until connecting with a Supply Source (exception, see 13.52).

[13.32] TRACING A LINE OF COMMUNICATIONS

A line of communications is a path of traversable hexes leading from a given unit to its Friendly mapedge. This path may be any number of hexes in length, and need not be traced along a rail line. It is blocked in the same way that a supply line is blocked. Note that a unit may be able to trace a line of communications and still be out of supply. Units which can't trace a line of communications, however, cannot trace supply lines either. Units which cannot trace a line of communications do not have their Combat Strength halved for defensive use.

(Optional) Players have the option when using the non-historical scenarios or Campaign Games to use this rule or not. In other words, when units are defending in a pocket (i.e., no line of communications to the Player's map edge), the Player has the option of having these units defend at full strength, but forfeits the ability of these divisions to form Kampfgruppen/Battlegroups, or they may defend at half-strength and retain the ability to form Kampfgruppen/Battlegroups. The Player may make this decision on a unit by unit basis.

[13.4] BLOCKING SUPPLY LINES

A unit's supply line may never be traced through a hex occupied by an Enemy unit, nor may it be traced through a hex containing an Enemy Zone of Control unless that hex is occupied by a Friendly unit. These restrictions apply both to the rail and non-rail portion of a unit's supply line. If a unit cannot trace a supply line within these restrictions, the unit is considered unsupplied.

[13.41] The rail portion of a unit's supply line may never be traced into or through an Enemy or a Neutral rail hex, even if occupied by a Friendly unit. The rail portion of a supply line may be traced through any Friendly rail hex regardless of the terrain in the hex.

[13.42] The non-rail portion of a unit's supply

line may be traced through any type of terrain (including Enemy and neutral rail hexes).

[13.43] Enemy Zones of Control affect supply lines in a different manner from their effect on rail movement. A supply line may never be traced through an Enemy Zone of Control unless the Enemy controlled hex is occupied by a Friendly unit.

[13.44] The non-rail portion of a supply line may never be traced through an all sea hexside or through an unfrozen lake hexside. It may be traced through an unfrozen river hexside, and through frozen river and lake hexsides.

[13.5] SUPPLY SOURCES AND RANGES

The Supply Range and the Supply Source for a particular unit's supply line varies from unit to unit. The Supply Source to be used by a particular unit depends on the nationality of the unit and the position of the unit on the map. The Supply Range for a particular unit depends on the nationality of the unit, weather effects, and the position of the unit with respect to the Weatherline.

[13.51] The Supply Source for all Russian units is any Russian rail hex(es) on the easternmost row of hexes directly adjacent to the eastern map edge. The Supply Range for all Russian units is four hexes (exception, see 13.58).

[13.52] Russian units (only) have two special methods of Sea Supply. Russian Sea Supply is completely exempt from all the normal rules governing the tracing of supply lines. Russian Sea Supply is restricted as follows:

(A) Any Russian unit occupying any **coastal** hex which is within five sea hexes of either of the Leningrad coastal hexes may use Russian Sea Supply. **Note:** This method may only be used when a Russian unit was the last to occupy or pass through either Leningrad hex and no Axis unit is currently occupying either Leningrad hex, i.e., Leningrad is considered Friendly to the Russian Player.

(B) A Russian unit occupying a coastal city hex bordering on the Black Sea may be considered supplied if it is possible to trace a normal Russian supply line from the Eastern map edge to **any** coastal city hex bordering the Black Sea. **Note:** This rule is **never** applicable while Sevastopol is considered "Friendly" to the Axis Player, i.e., whenever an Axis unit was the last to occupy or pass through the Sevastopol hex and no Russian unit is currently occupying Sevastopol.

[13.53] The Supply Source for all non-Finnish Axis units is any Axis rail hex(es) on the westernmost row of hexes directly adjacent to the western map edge and south of hex SW 1033 (exception, see below). The Supply Range for all Axis units is ten hexes (exception, see

13.58 and Weather, 14.0).

[13.54] Before the Axis and Finnish rail networks are linked, **one** non-Finnish Axis unit in any hex in Finland which is south of the Weatherline, may use Helsinki as a Supply Source. Until the Axis and Finnish rail networks are linked, no more than **one** non-Finnish Axis unit may be Supplied in Finland south of the Weatherline. After the Axis and Finnish rail networks are linked, all non-Finnish Axis units in Finland **must** use an Axis rail hex on the western map edge as their Supply Source. After the rail networks are linked, an unlimited number of non-Finnish Axis units may be supplied in Finland south of the Weatherline, if they can trace a normal supply line leading to an Axis rail hex on the western map edge (the rail hex must be south of hex SW 1033).

[13.55] A maximum of five non-Finnish Axis units in any hexes in Finland which are north of the Weatherline may use Helsinki as their Supply Source. This is the maximum number of non-Finnish units which may ever be supplied north of the Weatherline in Finland, regardless of whether or not the Finnish and Axis rail networks have been linked. All five non-Finnish Axis units (north of the Weatherline in Finland) must use Helsinki as their Supply Source. They may never use any other source of supply. **Note:** Any unit using Helsinki as a Supply Source must be within its normal Supply Range of a Finnish or Axis rail hex which is connected by a series of contiguous Finnish or Axis rail hexes to Helsinki.

[13.56] On Game-Turn 80 and thereafter, all Axis units may use any Friendly coastal city hex bordering on the Baltic Sea or the Gulf of Finland as a Friendly Supply Source. This rule applies to both Finnish and non-Finnish Axis units and also supercedes rule 13.54.

[13.57] Before the Axis and Finnish rail networks are linked, the Supply Source for all Finnish units is Helsinki. After the Axis and Finnish rail networks are linked, Finnish units may use either Helsinki or any Axis rail hex on the western map edge (south of hex SW 1033) as their Supply Source. The Supply Range for all Finnish units is ten hexes (exception: 13.58).

[13.58] The Supply Range for all units (non-Finnish Axis, Finnish Axis, and Russian) which are north of the Weatherline is **always** three hexes and is never modified for any normal weather effect. The hex a unit occupies is the hex used in determining the Supply Range for a unit which is attacking across the Weatherline. **(Correction)** For a hex north of the Weatherline, the Supply Range for all units is reduced to three hexes.

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[14.0] WEATHER

GENERAL RULE:

Weather has an important influence on the play of the game. Many of the standard game rules are modified to account for the effects of changing weather conditions on Movement, Combat, Supply, Terrain, etc. Certain Game-Turns are designated as either **Mud** or **Snow** Game-Turns on the Turn Record/Reinforcement Chart. During the game, special rules are introduced during **Mud** and **Snow** Game-Turns which modify many of the standard rules which govern game-play in all Game-Turns other than Mud or Snow Game-Turns. These modifications are covered in the following rules and cases. **Note:** Finnish units are always treated the same as Russian units when determining the effects of weather (only).

CASES:

[14.1] MUD GAME-TURNS

During Mud Game-Turns (only) the following effects come about:

[14.11] All non-Finnish Axis units have both their Attack and Defense Strength(s) halved (retain fractions). All non-Finnish Axis units have their Movement Allowance reduced to "one."

[14.12] The Axis Rail Capacity is halved, i.e., the Axis Rail Capacity is reduced to **five** division-sized units.

[14.13] The Supply Range for non-Finnish Axis units (only) is reduced to **five** hexes.

[14.14] All Russian (and Finnish) units have their Movement Allowance halved (drop fractions). The Combat Strength(s) of Russian (and Finnish) units are not affected.

[14.15] Each Player may commit a maximum of one half of his total Available Air Points (see 12.22).

[14.16] Russian (1-4) units cannot be converted into Fortified units (see 25.0).

[14.17] The Axis Player **always** uses Combat Results Table #4 during Mud Game-Turns. The Russian Player **always** uses Combat Results Table #2 during Mud Game-Turns.

[14.18] Other than as specified in cases 14.11-14.17, all standard rules apply during Mud Game-Turns.

[14.2] SNOW GAME-TURNS

The following are the effects during Snow Game-Turns:

[14.21] All non-Finnish Axis **Mechanized** units

(only), have their Attack Strength(s) halved (retain fractions) and their Movement Allowance halved (drop fractions).

[14.22] The Axis Rail Capacity is halved (to **five** division-sized units). The Rail Movement Allowance for all Axis (including Finnish) units is reduced to 25 Rail Movement Points. Axis Repair units may move as in the standard rules, but they may not convert or repair any rail hex during a Snow Game-Turn.

[14.23] The Supply Range for non-Finnish Axis units (only) is reduced to **five** hexes.

[14.24] During Snow Game-Turns the Axis Player may only use half of his Available Air Points. Russian Air Points available are unaffected by snow.

[14.25] During all Snow Game-Turns, all swamp and lake hexes are treated as clear terrain for movement, combat, and supply purposes. During Snow Game-Turns, no additional Movement Points are expended to cross a river hexside. In effect, each of these terrain features has frozen over. During Snow Game-Turns, Combat Strengths of units which attack across a river hexside are not affected. **Note:** any unit occupying a lake hex at the beginning of any non-Snow Game-Turn is eliminated immediately.

[14.26] The Axis Player **always** uses Combat Results Table #4 during Snow Game-Turns. The Russian Player **always** uses Combat Results Table #2 during Snow Game-Turns.

[14.27] Except as specified in cases 14.21-14.26, all standard rules apply during Snow Game-Turns.

[14.3] SPECIAL FIRST WINTER EFFECTS [Game-Turns 21 through 40 only]

(Historical Campaign Game only)

[14.31] During each Axis Reinforcement Phase, the Axis Player must reduce one intact (6-5) German infantry division per turn into a kampfguppe by flipping the unit over (his choice of unit). This rule represents the effects of the German High Command's failure to issue proper winter clothing and equipment to the units in Russia during the winter of 1941-42.

[14.32] During Russian Player-Turns, for each ground attack made by the Russian Player, he may choose to substitute an "Ar" result for the result called for by the Combat Results Table. The Russian Player makes this decision **after** each ground combat die roll. He need not decide before rolling the die.

[14.4] SPECIAL WEATHERLINE RULES

GENERAL RULE:

There is a line running across the map from the

east to the west map edge which is designated the Weather line. Many of the standard rules are modified for units which are north of this line. In addition, certain of the normal Weather rules are not applicable in the area north of the Weather line. The following cases introduce a number of modifications to the standard rules, for the area north of the Weatherline.

CASES:

[14.41] No Armor, Mechanized, or Cavalry units may ever enter any hex north of the Weatherline.

[14.42] All non-Finnish Axis units have their Movement Allowance reduced to "one" (hex). All Russian and Finnish units have their Movement Allowance halved (drop fractions). (**Addition**) A unit which begins the Movement Phase south of the Weatherline may move one hex north of the Weatherline during that Game-Turn, except when using rail movement.

[14.43] All Axis and Russian units have their Attack Strengths halved (retain fractions).

[14.44] All normal Terrain effects on Movement and Combat are applicable in the area north of the Weatherline (in addition to the effects on Movement and Combat imposed by cases 14.42 and 14.43). The **only** normal Weather Rules which are applicable in the area of the Weatherline are cases: 14.12, 14.15, 14.16, 14.17, 14.18, 14.22, 14.24, 14.25, 14.26, 14.27, 14.31, and 14.32.

[14.45] The Supply Range for **all** units north of the Weatherline is **always** three hexes.

[14.46] If a unit is attacking across the Weatherline, its supply is determined according to the hex it occupies, not the hex under attack.

[14.47] All swamp and lake hexes which are north of the Weatherline are considered frozen during **both** Snow **and** Mud Game-Turns (see 14.25).

[14.48] SUMMARY OF SPECIAL WEATHERLINE RULES

UNIT	EFFECT
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AXIS (except Finns)

Movement Allowance	one hex
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Attack Strength	halved*
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RUSSIAN & FINNISH

Movement Allowance	halved+
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Attack Strength	halved*
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*retain fractions +drop fractions

[15.0] RUSSIAN PRODUCTION

[To be used in the Campaign Game Only]

GENERAL RULE:

During the Campaign Game (only) the Russian Player uses the Russian Production process to control and augment the combat forces at his disposal. The Russian Production process is used to create units in addition to the starting Russian Order of Battle for the Campaign Game. There are actually three different types of Russian Production: the **construction** of new units, the **conversion** of existing units into larger-sized or other types of units, and the **rebuilding** of full-strength units from battlegroups. Three types of Russian units are necessarily involved in any type of Production: Arms Centers, Personnel Centers, and Training Centers. Arms and Personnel Centers are considered resource centers which supply the manpower and equipment for the production of combat units. Training Centers are considered the staging areas where units are either trained, reformed, or readied for combat in other ways. The process of any type of Russian production is actually monitored on the Russian Production Chart where each Russian Training Center is represented by a group of three production tracks: a Construction Track, a Conversion Track, and a Rebuilding Track (see 15.2).

Russian Production allows the Russian Player to create a variety of units through his allocation of his available resources. There are two distinct categories of Russian resources which are used for Russian production purposes: Arms resources and Personnel resources. The amount of Arms resources available for production is dependent upon the number of operational Russian Arms Centers available to the Russian Player at the beginning of each Russian Production Phase.

Similarly, the amount of Personnel resources available for production is dependent upon the number of Operational Russian Personnel Centers available to the Russian Player at the beginning of each Russian Production Phase. At the beginning of each Russian Production Phase, the Russian Player must separately total the number of Russian Arms and Personnel Centers which are currently operational. He then multiplies the total number of operational Arms Centers by the **Arms Production Multiple** given on the Turn Record/Reinforcement Chart for the current Game-Turn. The resulting number represents the number of Available Arms Points which may be used for production during the Russian Production Phase which is in progress. He then repeats this procedure, multiplying the total number of operational Personnel Centers by the Personnel Production Multiple listed opposite the current Game-Turn on the Turn Record/Reinforcement Chart to arrive at the number of Personnel Points which

may be used for production during the current Russian Production Phases. These numbers (the number of Available Arms Points and the number of Available Personnel Points) should be noted on a separate sheet of paper. These numbers will change from one Game-Turn to the next to reflect the expenditure of these points for production, and because the number of operational Arms and Personnel Centers as well as their Production Multiples are subject to change. The Russian Player, in fact, must keep a running tally on both the Available Arms Points and the Available Personnel Points by subtracting each expenditure of these points at the instant the production process is begun for a particular unit, and refiguring these totals at the beginning of each Russian Production Phase according to the number of operational Centers and correct Multiples to be used in that Game-Turns. Once the number of Available Arms and Personnel Points for a particular Russian Production Phase has been ascertained, the Russian Player may begin to allocate these points to produce a variety of Russian units as he sees fit.

[15.1] ARMS, PERSONNEL, AND TRAINING CENTERS

GENERAL RULE:

Russian Arms, Personnel, and Training Centers have a unique purpose in the game. Arms and Personnel Centers represent the Russian resources available for Russian Production. Training Centers represent the staging areas where the Russian Production process is used to construct, convert, and/or rebuild Russian combat units. Arms and Training Centers are represented by units which may be moved, according to certain restrictions, on the map. Personnel Centers are stationary population centers which are marked on the map in Russian city hexes containing a Personnel Center symbol. Personnel Centers have no purposes other than to supply Personnel Points for Russian Production. Arms and Training Centers share certain characteristics with other units. They are not considered game markers. Arms and Training Center units and Personnel Centers are used subject to the restrictions of the following cases.

CASES:

[15.11] Arms and Training Centers may **only** use rail movement and are subject to all of the Rail Movement rules (see 6.0). Personnel Centers may never be moved. Arms and Training Centers may not be used for any purpose for ten Production Phases after being moved.

[15.12] Arms, Personnel, and Training Centers never exert Zones of Control.

[15.13] Neither Arms Centers nor Training Centers have any offensive Combat Strength.

They may never participate in attacks or overruns. Arms Centers have no Defense Strength. An Enemy unit may freely enter a hex containing solely an Arms Center. The Arms Center is automatically eliminated. If an Arms Center is stacked with other Russian units, Enemy units may not enter the hex except to execute an overrun. If either by executing an overrun, or by a normal ground attack, all of the units stacked with the Arms Center are either eliminated or retreated, the Attacker may use the normal Advance after Combat rule (see 10.5) to enter the hex. The Arms Center would then be immediately eliminated. Arms Centers can never be retreated during an Enemy Combat Phase and may never advance after combat during a Russian Combat Phase. Training Centers **do** have a Defense Strength which they use normally when attacked.

[15.14] Arms Centers do **not** count against the normal stacking limits. No unit may ever end any Phase in the same hex as a Russian Training Center.

[15.15] In order for a particular Arms Center to be considered operational, at the beginning of a Russian Production Phase it must be (1) in a city hex; (2) not entrained; (3) it must be possible to trace an "all rail" Russian supply line from the hex occupied by the Arms Center to a Russian rail hex on the eastern map edge; and (4) it must not have been entrained in the previous ten Game-Turns. All four of these conditions must be met or the Arms Center may not be considered operational and it will not provide any Arms Points during that Production Phase.

[15.16] In order for a particular Personnel Center to be considered operational, at the beginning of a Russian Production Phase, it must be possible to trace a contiguous path of hexes from the Personnel Center hex to the eastern map edge. This path of hexes may not be traced through Enemy occupied hexes or Enemy controlled hexes unless occupied by a Friendly unit, or through all sea hexes, all sea hexsides, and/or unfrozen lake hexsides. Within these restrictions, the path may be as long and as devious as necessary. If it is not possible to trace such a path, the Personnel Center may not be considered operational and it may not provide any Personnel Points during that Production Phase. A Personnel Center is never operational while occupied by an enemy unit or if an Enemy unit was the last unit to pass through the Personnel Center hex. **Note:** The Personnel Center(s) in the Sevastopol hex are considered operational during any Game-Turn in which Russian Sea Movement is **possible** in the Black Sea.

[15.17] In order for a particular Training Center to be considered operational for production purposes, at the beginning of a Russian Production Phase, it must be (1) in or adjacent to a city hex which is not occupied by an Enemy

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unit or in an Enemy Zone of Control: (2) not entrained; (3) it must be possible to trace a Russian "all rail" supply line from the adjacent city hex to a Russian rail hex on the eastern map edge; and (4) it must not have been entrained in the previous ten Game-Turns. If all four of these conditions cannot be met, the Training Center may not be considered operational and no production may occur (on its Production Tracks) during that Production Phase.

[15.18] In addition to those Arms, Training, and Personnel Centers which appear on the map at the beginning of the Campaign Game, a number of other Centers are considered to be in Siberia. There is a box labeled "Siberia" on the mapsheet which gives the numbers of each of these Centers which are in Siberia at the start of the Campaign Game. The Siberian Centers may never in any way be represented on the map. The Siberian Training Centers should be represented with Training Center unit counters. At the beginning of the Campaign Game, the Russian Player should place six Training Center counters on the Russian Production Chart at the top of the Production Tracks they represent. All of these Siberian Centers are always considered operational, i.e., at the beginning of each Russian Production Phase, the Russian Player must add the Siberian Arms and Personnel Centers to his other ("on the map") Centers before calculating his available Arms and Personnel Points total. Similarly, the six Siberian Training Centers are always considered operational for all types of production. Additional Training and Arms Centers may be moved off the map into Siberia during the course of the Campaign Game, and units which are to be rebuilt may do so in the Siberian Training Centers (see 26.3).

[15.19] The Russian Player may create additional Training Centers using the construction type of Russian production. Training Centers are constructed in the same manner as any other unit (see 15.3). Personnel Centers & Arms Centers may never be created through any type of Russian Production.

[15.2] HOW TO USE THE RUSSIAN PRODUCTION CHART

GENERAL RULE:

The Russian Production Chart is a graphic system which is used to monitor every unit in any type of Russian production and to keep track of the current stage of each unit's production during each Russian Production Phase. The chart consists of 20 columns, each of which is sub-divided into three production tracks: a Construction Track, a Conversion Track, and a Rebuilding Track. Each of these groups of three tracks has a number from "1" to "20" at the top of the chart. For each Training Center, there is a corresponding group of these three tracks. It is therefore necessary for the Russian Training Center unit counters to be

numbered from "one" to "twenty" by the Player before the Campaign Game is played. Each type of track is used to monitor solely one type of production, i.e., either the construction of new units (Construction Track), the conversion of existing units to larger or other types of units (Conversion Track), and the rebuilding of full-strength units from battlegroups (Rebuilding Track). Essentially, the Russian Player may either begin the construction or rebuilding, or conversion of **one** unit per operational Training Center per Game-Turn.

PROCEDURE:

At the beginning of each Russian Production Phase, the Russian Player determines which of his Arms and Personnel Centers are currently operational. He then calculates the number of Arms and Personnel Points which are available for that Production Phase by multiplying the number of operational Arms Centers by the Arms Production Multiple for that Game-Turn, and similarly multiplying the number of operational Personnel Centers by the Personnel Production Multiple for that Game-Turn. He then adds these resulting numbers to his accumulated Arms and Personnel Points totals which he keeps a record of on a separate sheet of paper. After these additions are made, the resulting totals represent his Available Arms Points and Available Personnel Points, which he may now decide to allocate for any of the three types of Russian Production.

[15.3] TYPE OF PRODUCTION - CONSTRUCTION OF UNITS

GENERAL RULE:

In each Russian Production Phase, the Russian Player may choose to allocate available Arms and Personnel Points to construct new Russian units. To do so, he selects a unit of the exact unit type from the counter-tray. He then places this unit in any vacant top box on a Construction Track which corresponds to a Training Center that is operational during the current Production Phase. The Russian Player must then deduct the production cost 4 each unit he places in a Construction Track from his Arms Personnel Points totals. He may not create a unit if he does not have sufficient Arms and Personnel Points to pay the appropriate production cost.

Before allocating any of his Available Arms and Personnel Points, the Player must advance all of the units which are currently on Production Tracks corresponding to those Training Centers which are operational, one space downward. There is no production cost to advance a unit along a Production Track. The length of time it remains advancing along a particular Production Track will vary according to the type of unit involved in a particular production activity.

At the end of the Russian Production Phase in

which the unit has been advanced into the box bearing a picture of its unit type, it is removed from the Construction Track and placed in a hex adjacent to the Training Center which corresponds to the Construction Track it is leaving. When placing the unit on the map, it may be placed in an Enemy controlled hex only if no other hex is available. It may not be placed in any hex which the unit could not normally enter due to terrain effects (i.e., sea hexes, unfrozen lake hexes, etc.) or in excess of the normal Stacking limit. If it would not be possible to place the unit on the map within the restrictions outlined above, the unit must be placed on the map at the appropriate place during the Russian Movement Phase in which it becomes possible. There is no cost in Movement Points for this placement. Once placed on the map, the unit is treated as any other normal unit.

[15.31] Training Centers may be in Siberia (see 26.3). When a unit is removed from a Construction Track corresponding to a Siberian Training Center, it is placed in any Russian rail hex on the eastern map edge. It is considered entrained. It may not be placed in an Enemy controlled hex in this situation. It may not be placed in violation of the Stacking limit. There is no cost in Movement Points for this placement.

[15.32] If a Training Center is eliminated, all of the units which are in the Construction Track of that Training Center are also eliminated (removed from the Track and placed back into the counter-tray). The production cost for these units is not refunded to the Russian Player. **Note:** Training Centers in Siberia cannot be eliminated.

[15.33] Training Centers may be constructed in exactly the same manner as other ground units. The Russian Player may never have more than 20 Training Centers regardless of his resources.

[15.34] The Russian Player may construct new Air Points in the same manner as any other unit, i.e., he selects an Air Point marker from the counter-tray and places it in an operational Construction Track, paying the appropriate production cost, etc. There are, however, certain restrictions on the creation of Air Points which are as follows:

A. No other type of unit (non-Air units) may be placed in a Construction Track which is presently occupied by one or more Air Point (units). More than one Air Point may be placed on a single Construction Track; however, only one Air Point may occupy any one box on the Track, and no two Air units may be adjacent to each Other on the same Track. [In effect this limits Air unit "production-starts" to one every other Game-Turn per Track.] Restriction applies to Rebuilding Track, also. **(Omission)** This rule also applies to the rebuilding of Air Points on the Rebuilding Track.

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B. At the end of each Russian Production Phase, all of the Air Points which have finished the Construction process are removed from the Construction Tracks and placed on his Airpower Chart. **(Omission)** This rule also applies to the rebuilding of Air Points on the Rebuilding Track.

C. The Russian Player is required to create one Air Point every other Game-Turn in at least one of the Siberian training Centers (assuming resources are available). He must follow the normal production procedure for each of these required Air Points as described above. Arms and Personnel Points may not be allocated for any other type of production until this requirement is met in each alternate Production Phase. Rebuilt Air Points do **not** fulfill this requirement. **(Omission)** This production of Air Points must be done on the Construction Track. The rebuilding of Air Points does not fulfill this requirement.

[15.35] EMERGENCY DIVISIONS:

There is a particular type of unit called an Emergency Division which the Russian Player may create through an accelerated production process. Emergency divisions are represented by the normal Russian (1-4) infantry division unit counters. To create an Emergency division, the Russian Player must pay a special production cost (see 15.7). He then selects a (1-4) infantry division counter from the counter-tray and places it at the top of an operational Production Track (above the first box in the Track). The Emergency division may be placed on the map (in the normal manner for units coming off a Construction Track) at the end of the **next** Russian Production Phase. **Note:** If the Russian Player does not pay the special Emergency division production cost, he may not create an Emergency division. He may instead create a normal (1-4) infantry division which has a lower production cost, but must be placed in a Production Track and requires four Game-Turns to complete the production process.

[15.4] TYPE OF PRODUCTION & CONVERSION OF UNITS

GENERAL RULE:

The second type of Russian production is called Conversion. Conversion is used to build certain larger units from a number of smaller units, or to convert a single unit into another type of unit, through the expenditure of Arms and Personnel Points. A unit which is being converted is monitored only on the Conversion Track which represents the Training Center at which the conversion is occurring. In most respects, the process of conversion is identical to the process of construction (see 15.3). There is a production cost for conversion which is also indicated on the Production Cost Chart. This cost is paid in exactly the same manner as for construction. Similarly, units which are to be converted are

placed in the top box of an operational Conversion Track and may only be advanced during Russian Production Phases in which the Training Center represented by this Track is considered operational. Units which finish being converted are placed on the map according to the same restrictions given for units which finished the construction process. In certain respects, however, Conversion differs from Construction and is restricted as explained in the following cases.

CASES:

[15.41] Only certain Russian units are capable of being converted into other units and certain types of Russian units can only be created through conversion, i.e., certain units cannot be constructed, they must be created by the conversion process. Only those units which are listed in the Conversion column of the Production Cost Chart may be created by conversion.

[15.42] There are actually two different types of conversion. The first type involves building a larger unit from a number of smaller ones (as specified on the Production Cost Chart). In this type of conversion, the smaller component units are placed onto the top box of the Conversion Track in a stack, and each Russian Production Phase in which the Training Center is involved is considered operational, the stack is advanced one box downward until it reaches the box containing the picture of the larger unit which is to be formed by the conversion process. At the end of that Production Phase, the smaller units are removed from play and the newly formed larger unit is taken from the counter-tray and introduced onto the map at the appropriate place. There is only one Russian unit which may participate in the second type of conversion. A Russian (4-4) infantry division may be converted into a (5-5) Guard infantry corps without combining with any other unit. In this type of conversion, the actual (4-4) unit is never placed on the Conversion Track. Instead, the (4-4) unit is placed in the counter-tray, and a (5-5) Guard infantry corps is taken from the counter-tray and placed in the top box of the appropriate Conversion Track. The (5-5) unit is advanced one box downward during each Production Phase in which the Training Center involved is considered operational, until it occupies the box containing a picture of itself. At the end of that Production Phase it is introduced onto the map at the appropriate place.

[15.43] At the beginning of a Russian Production Phase, in order for a unit to be able to enter the top box of a Conversion Track, it must be in a hex which is directly adjacent to an operational Training Center. When several smaller units are to be converted into a single larger unit, all of the component units must be adjacent to the Training Center in which the conversion will take place. The adjacent hex in

which the units to be converted arrive from must be a land (or frozen lake) hex. If the units are adjacent to an operational Training Center at the beginning of the Russian Production Phase, they may be removed from the map and placed in the top box of the Conversion Track which represents the Training Center to which they were adjacent.

[15.44] The Russian Player will notice that each Training Center's Construction and Conversion Tracks share the same top box, i.e., both tracks are branches with the same starting point. Because of this, initiation of either construction or conversion is possible at each operational Training Center in a single Production Phase, but **not** both. The Russian Player may choose to either begin constructing a unit or begin converting a unit (or units) in a particular Training Center during a given Production Phase, but he may not do both at one Training Center in one Production Phase.

[15.45] A unit leaving a Construction Track may be placed above the top box of the Conversion Track of the exact same Training Center. That unit must be placed into the Conversion Track during the current Production Phase, or it must immediately be placed on the map at the appropriate place.

[15.46] When a Training Center is eliminated, all of the units which currently are on the Conversion Track representing that Training Center are automatically eliminated. The conversion production cost expended for these units is **not** refunded to the Russian Player.

[15.47] At the beginning of any Russian Movement Phase before their conversion is completed, any stack of units on any Conversion Track may be removed from the Production Chart and placed onto the map (in the appropriate place) at no cost in Movement Points. These units are not considered converted, but the production cost expended by the Russian Player is permanently lost. If any of these units are put back onto any Conversion Track, they must be placed in the top box and be paid for (production cost) all over again. The Russian Player may only place these units on the map at the beginning of a Russian Movement Phase in which they could move without violating the Movement rules. When placed on the map, the units may begin moving normally during that Phase. Their Supply State is determined immediately in the hex in which they are placed. They may not be placed in violation of the normal Stacking limit. They may be placed in Enemy controlled hexes. The units may not be removed from the Conversion Track during a Game-Turn in which the Training Center represented by the Conversion Track they occupy is entrained. They may be placed onto the map during a Game-Turn in which that Training Center is considered non-operation for any other reason.

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[15.48] Units which have finished a conversion process are placed on the map in accordance with the restrictions given for placing units leaving Construction Tracks on the map (see 15.3). Units may be converted at Siberian Training Centers. Units which finish conversion at a Siberian Training Center enter the map on any rail hex on the eastern edge of the map. They do **not** enter entrained (see 15.31 and 26.3).

[15.5] TYPE OF PRODUCTION - REBUILDING UNITS

GENERAL RULE:

The third type of Russian production is Rebuilding which is monitored solely on the Rebuilding Track representing the Training Center at which the rebuilding process is taking place. There are only two types of units which can be rebuilt: battlegroups and eliminated Air Points. The procedure for rebuilding a unit is very similar to the procedure used to convert a unit (or group of units) into another type of unit. There is a rebuilding production cost which is summarized in the rebuilding section of the Production Cost Chart. Each Production Phase, one battlegroup unit may be placed in the top box of the Rebuilding Track of the operational Training Center which the unit was adjacent to at the beginning of the Phase. After the rebuilding production cost is paid, the battlegroup unit is flipped over so that the full-strength unit is placed face-up on the Rebuilding Track. At the end of the Production Phase in which the unit has reached the Rebuilding Track box containing its picture, it is removed from the track and placed on the map in exactly the same manner as a unit which has finished a process of conversion.

CASES:

[15.51] No more than one unit may ever occupy a single box on a Rebuilding Track. Each Production Phase in which the represented Training Center is operational, all of the units currently on the Rebuilding Track are advanced one box downward, and one unit may be placed in the top box to begin its rebuilding process. The number or type of units on either of the other two tracks representing the same Training Center has absolutely no effect on rebuilding units on the Rebuilding Track. However, Players will note that the first box of the Production Track is common to all three sub-tracks. Since only one unit may be placed in this box on a given Production Phase, only one type of "production-start" can be initiated at a given Training Center per Production Phase.

[15.52] Any Russian Air Point which is eliminated in any form of Air Combat may be rebuilt in the same manner as a Russian battlegroup is rebuilt. Every other Production Phase, one Air Point (Air marker) may be started on a given Rebuilding Track

representing an operational Training Center. As in the construction of Russian Air Points, any Rebuilding Track which is currently being used to rebuild any number of Air Points may **not** be used to rebuild battlegroups until the Track is completely free of rebuilding Air Points. No two Air units may be adjacent to one another on the same Track. There is a production cost listed in the rebuilding section of the Production Cost Chart which indicates the cost to rebuild an Air Point. At the end of each Production Phase, any Air Points which have reached the Rebuilding Track box(es) containing a picture of an Air marker are considered to have finished the rebuilding process. These Air Points are placed in the Available Air Points Box.

[15.53] If a Training Center is eliminated, all of the units which are presently on the Rebuilding Track associated with that Training Center are also automatically eliminated and the production cost paid to rebuild these units is **not** refunded to the Russian Player.

[15.54] Battlegroups and eliminated Air Points may be rebuilt in Siberian Training Centers. When a battlegroup finishes the rebuilding process at a Siberian Training Center, it is placed on any Russian rail hex on the eastern map edge (see 15.31 and 26.3). Air Points which have been rebuilt in Siberian Training Centers are placed into the Air Points Available Box. There are additional rules pertaining to units in Siberia (see 26.3).

[15.6] SIBERIAN HOLDING AREA (see NE Map Section)

[15.7] PRODUCTION COST CHART (see separate sheet)

[15.8] ARMS CENTER DISRUPTION

When playing the Historical Campaign Game, all on-map Russian Arms Centers cease all production as soon as a cumulative total of 100 Russian ground combat units of any type have been eliminated. Arms Centers in Siberia are not affected.

[16.0] COMBINING BATTLEGROUP UNITS

Axis battlegroups (kampfgruppen) may be combined to form a single full-strength unit. Similarly, Russian battlegroups may be combined to form a single full-strength Russian unit.

PROCEDURE:

In order to combine to form a full-strength unit, at the beginning of the Friendly Player-Turn **three** identical battlegroup (or kampffgruppe) sized units must be stacked in the same hex. At the end of the Friendly Reinforcement Phase, two of the battlegroup-sized units are removed from the map place them in the counter-tray)

and the third unit is flipped over to reveal a full-strength unit.

CASES:

[16.01] Only battlegroup-sized units may be combined in this manner. The three battlegroup-sized units which are to be combined must be identical in terms of strength and unit type.

[16.02] The full-strength unit which is formed by combining three battlegroup-sized units may neither move nor attack Enemy units during the Player-Turn in which it was formed.

[16.03] Unsupplied battlegroup-sized units may combine to form a full-strength unit, i.e., the Supply State of the combining battlegroups has no effect on their ability to form a single full-strength unit in this manner.

[16.04] When the full-strength unit formed by combining battlegroups is revealed to be a German Security Division (6-3) unit, the Axis Player should immediately remove that unit and replace it with a normal German (6.5) infantry division unit.

[16.05] Entrained battlegroup-sized units may never be combined in this manner.

[16.06] Finnish battlegroups may be combined **only** with identical Finnish battlegroups. Axis units which are neither German nor Finnish do not form battlegroups and hence cannot be combined in this manner.

[17.0] SPLITTING UNITS

GENERAL RULE:

Certain Russian units (only) may be split into several smaller units at the Russian Player's option. Those Russian units which are listed in the Conversion section of the Production Cost Chart may be split into their component units (also indicated on the Production Cost Chart). Splitting a unit is not itself considered a function of Russian Production. There is no production cost to split a unit, and a unit which is to be split into its component units need not be at a Russian Training Center, nor is the splitting unit ever placed on any production track.

PROCEDURE:

In order for a Russian unit to split into its component units, it must be alone in a hex at the beginning of the Russian Reinforcement Phase. At the end of the Russian Reinforcement Phase, the Russian Player simply removes the parent unit, from the map (placing it into the counter-tray) and replaces it with the appropriate component units (which are also selected from the counter-tray).

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CASES:

[17.01] Axis units may never be split in this manner.

[17.02] The units which are formed by splitting a unit may neither move nor attack Enemy units during the Russian Player-Turn in which the split takes place.

[17.03] An unsupplied Russian unit may be split into its component units, i.e., the Supply State of a unit has no effect on its ability to split.

[17.04] In certain cases, a splitting parent unit will be replaced by a number of component units which cannot be stacked in the parent unit's hex without violating the normal Stacking limits. In such cases, the excess component units should be placed into a hex directly adjacent to the original parent unit's hex. If there is not sufficient space for a parent unit's components to be placed on the map conforming to the Stacking limit, that parent unit may not be split.

[17.05] An entrained unit may not be split.

[17.06] The component formed by splitting a Russian unit may not be reformed into the parent unit except through the normal conversion process of Russian Production. When a unit is split, the Russian Player does not regain any Arms or Personnel Points.

[18.0] **RUSSIAN PRODUCTION CHART**
(Tracks 1 through 10) (see separate sheet)

[19.0] **RUSSIAN PRODUCTION CHART**
(Tracks 11 through 20) (see separate sheet)

[20.0] GERMAN DRAFT REPLACEMENTS

[Used in all Scenarios and in the Campaign Game]

GENERAL RULE:

In addition to being able to combine with other kampfguppen to form a full-strength unit (see 16.0). **German** kampfguppen (only) may be built back to original strength with German Draft Replacement Points. There are two types of German Draft Replacement Points: Infantry Draft Replacement Points (IDR), and Armor Draft Replacement Points (ADR). The number of German Draft Replacement Points of both types which are available to the Axis Player each Game-Turn are indicated on the Turn-Record/Reinforcement Track. German Draft Replacement Points **may** be accumulated from one Game-Turn to another. Infantry Draft Replacement Points may only be used to rebuild German infantry kampfguppen. Armor Draft Replacement Points may only be used to rebuild German armor or armored infantry kampfguppen.

PROCEDURE

In order to receive a Draft Replacement Point, a German kampfguppe must be supplied at the beginning of the Axis Reinforcement Phase. At the end of the Axis Reinforcement Phase the kampfguppe is flipped over to reveal its original full-strength unit.

CASES:

[20.11] Each Axis Reinforcement Phase, the Axis Player may form one full-strength unit from a kampfguppe for every six (or fraction of six) Replacement Points accumulated. The accumulated Replacement Points must all be of the same type as the unit being rebuilt. Only **one** of the six (or fraction of six) Replacement Points is actually expended to rebuild the kampfguppe; the remainder are "on hand" limiting requirement. For example, if the Axis Player had seven (or more) Infantry Replacement Points on hand, he could rebuild **two** Infantry kampfguppen that Reinforcement Phase (expending a total of **two** Replacement Points). If the Axis Player had had thirteen Points on hand, he could have rebuilt **three** kampfguppen.

[20.12] There is no limit to the number of times a particular unit can be reduced to kampfguppe and be subsequently rebuilt through the use of Draft Replacement Points.

[20.13] A unit may **not** move nor participate in combat in the same Axis Player-Turn in which it was rebuilt with Draft Replacement Points.

[20.14] Finnish battlegroups may never be rebuilt with German Draft Replacement Points nor in any other way. Other non-German Axis units do not form battlegroups and hence cannot be rebuilt in this manner. There are no Russian Draft Replacement Points.

[20.15] When the full-strength unit formed by a kampfguppe rebuilt with Draft Replacement Points is revealed to be a German Security Division (6-3) unit, the Axis Player should immediately remove that unit and replace it with a normal German (6-S) infantry division unit.

[20.16] When Playing the Historical Campaign Game, no draft replacement points are received from Game-Turn 168 to 187.

[21.0] GERMAN REPLACEMENT DIVISIONS (Campaign Game Only)

GENERAL RULE:

When the German High Command was notified that an entire formation had ceased to exist (the kampfguppe core itself had been eliminated), a new division was organized to take the place of the destroyed formation. In the game, whenever a German kampfguppe (only) is eliminated for

any reason, the Axis Player may begin creating a German Replacement Division.

PROCEDURE:

Whenever a German kampfguppe is eliminated it is placed in the German Replacement Division Box which is located directly above the German Replacement Division Track. At the beginning of each Axis Reinforcement Phase, the Axis Player may remove one unit from the German Replacement Division Box and, after flipping it over to reveal a full-strength unit, it is placed in the top box of the German Replacement Division Track. During each Axis Reinforcement Phase, every unit on the German Replacement Division Track is advanced one box downward. At the end of the Axis Reinforcement Phase in which a unit has reached a box containing a picture of itself, it is removed from the track and placed on any hex on the western mapedge south of hex #1033. In all ways, German Replacement Divisions are treated exactly like normal German reinforcements (see 29.31).

CASES:

[21.01] Only **German** kampfguppen may be used to create German Replacement Divisions. No other Axis units create Replacement Divisions and there are no Russian Replacement Divisions.

[21.02] Only one unit may be placed onto the German Replacement Division Track in each Axis Reinforcement Phase. There may never be more than one unit in any single box on the German Replacement Division Track.

[21.03] There is no "production cost" to build German Replacement Divisions. There are no German Training Centers at which Replacement Divisions are built.

[21.04] When kampfguppen combine, the two kampfguppen that are discarded are not placed in the German Replacement Division Box, they are placed in the counter-tray. Kampfguppen eliminated in this manner may **not** be used to build Replacement Divisions.

[21.05] When a unit is flipped over before placing it on the German Replacement Division Track, if it is revealed to be a German Security Division (6-3) unit, the Axis Player should immediately remove that unit and replace it with a normal German (6-5) infantry division unit.

[21.06] The procedure used to create German Replacement Divisions is **not** used in the short, Scenario games. It is used in the Campaign Game only.

[21.07] When Playing the Historical Campaign Game, initiation of replacement divisions is prohibited on and after Game-Turn 148.

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[21.1] GERMAN REPLACEMENT DIVISION TRACK

(see NW Map Section)

[22.0] AXIS CONTINUOUS LINE

GENERAL RULE:

The Axis Player must attempt to maintain a continuous line of Axis units or Axis controlled hexes between certain boundary points. The northern boundary for the Axis Continuous Line may be either the Baltic Sea, the White Sea, the Russo-Finnish border, or the Weatherline. The southern boundary may be either the Black Sea, the Turkish border, or the southern mapedge. At the end of each Axis Player-Turn, there must be a continuous line of Axis occupied or Axis controlled hexes running from any hex which is adjacent to one of the northern boundaries to any hex which is adjacent to one of the southern boundaries. If such a line cannot be traced, the Axis Line is considered broken. At the end of each Axis Player-Turn in which the Axis Line is broken, the Russian Player immediately receives three Personnel Points for each "unguarded" hex on the Axis Line. The Russian Player should immediately adjust his available Personnel Points total. The Personnel Points awarded for gaps in the Axis Line may be used for Russian Production purposes in exactly the same manner as Personnel Points accumulated for control of the Russian Personnel Centers. **Note:** As the Russian Production rules are not used in the shorter scenarios, when playing a game other than the Campaign Game, the Russian Player receives one (1-4) infantry division (instead of Personnel Points) for each "unguarded" hex on the Axis Line at the beginning of each Russian Reinforcement Phase in which the Axis Line is broken (see 22.2).

CASES:

[22.1] HOW TO TRACE THE AXIS CONTINUOUS LINE

[22.11] The Axis Continuous Line may only be traced through Axis occupied or Axis controlled hexes, and/or all sea or unfrozen lake hexes.

[22.12] The Axis Continuous Line may be traced through a Russian controlled hex providing the hex is also either occupied or controlled by an Axis unit. The line may never be traced through a hex **occupied** by a Russian unit. The presence of Russian Air Interdiction Markers has no effect on the Axis Continuous Line.

[22.13] For the purpose of tracing the Axis Continuous Line (only) the Zones of Control of Axis Mechanized units **are** considered to extend into swamp, woods, and rough terrain hexes.

[22.14] The Axis Continuous Line of hexes must be interconnected. It is not sufficient for the Axis Player to be able to trace one line of

continuous hexes to a particular "latitude" of hex row, and pick up at some other point from that row of hexes. The line of units and/or controlled hexes must be continuous from adjacent hex to adjacent hex.

[22.2] THE EFFECT WHEN THE AXIS CONTINUOUS LINE IS NOT CONTINUOUS [BROKEN]

(Non-Campaign Game Scenarios Only)

[22.21] At the beginning of each Russian Reinforcement Phase, the Russian Player may place one Russian (1-4) division on the map for each hex on the Axis Line which is neither Axis occupied, Axis controlled, or an all sea or unfrozen lake hex. Each (1-4) division is placed on the map in a Friendly city hex which is nearest to an "unguarded" hex on the Axis Line. The city hex in which the (1-4) division is placed must be a city hex which was last passed through by a Russian unit and is not currently occupied by an Axis unit.

[22.22] Russian (1-4) divisions placed on the map due to breaks in the Axis Continuous Line have no production cost, and are not part of the Russian Production process. They are placed on the map automatically during each Russian Reinforcement Phase in which the Axis Line is broken.

[22.23] The (1-4) divisions may not be placed on the map in violation of the normal Stacking limits. They may be placed in a hex adjacent to the appropriate city hex if placing them in that city hex would violate the Stacking rules.

[22.24] There is no limit to the number of (1-4) divisions which may appear on the map due to breaks in the Axis Continuous Line. The number of (1-4) divisions is determined solely according to the number of "unguarded" hexes on the Axis Line. Similarly, the number of (1-4) divisions that appear at or adjacent to a particular city hex is governed only by the location of the "unguarded" Axis Continuous Line hexes, and the normal Stacking rules.

[22.25] Russian (1-4) divisions will continue to appear at the beginning of each Russian Reinforcement Phase (subject to Stacking limits) until the Axis Continuous Line is considered intact.

[22.26] As soon as they are placed on the map the (1-4) divisions are considered normal units and are subject to all normal rules. They may move and participate in combat on the Russian Player-Turn in which they are placed on the map.

[22.27] Remember, during the Campaign Game (only), instead of receiving (1-4) infantry divisions, the Russian Player receives three Personnel Points for each "unguarded" hex on the Axis Line. The Russian Player should add these points to his accumulated total of available

Personnel Points immediately (at the end of the Axis Player-Turn in which the Axis Line is broken).

[23.0] AXIS NO RETREAT RULE

(Historical Campaign Game Only)

GENERAL RULE:

Each hex which is controlled by an Axis unit at the beginning of an Axis Player-Turn must also be an Axis controlled hex at the end of that same Player-Turn, unless it is no longer possible to trace a Line of Communications from that hex to the **eastern** mapedge (i.e., that hex is "cut-off" from the Russian side of the map). This Line of Communications must be traced through a contiguous path of hexes from the particular hex in question to the western mapedge. It may not be traced through Axis occupied hexes, or Axis controlled hexes which are not occupied by a Russian unit. It may not be traced through an all sea hex, an all sea hexside, or an unfrozen lake hex. If a particular hex which was Axis controlled at the beginning of an Axis Player-Turn is **not** connected to the western mapedge by a Line of Communications at the end of the same Player-Turn, the Axis Player is **not** required to control that hex at the end of that Player-Turn. If a hex was Axis controlled at the beginning of the Axis Player-Turn, and it **is** possible to trace a Line of Communications from that hex to the eastern mapedge at the end of the same Player-Turn, that hex **must** be in an Axis Zone of Control at the end of that Axis Player-Turn (exceptions: see the following cases).

CASES:

[23.01] The Axis No Retreat Rule is meant to restrict the Axis Player from **moving** his units in a manner which would cause him to lose possession of any hex which was controlled by an Axis unit at the beginning of a particular Axis Player-turn. In many cases, however, Axis attacks during a particular Axis Player-Turn may result in the loss of Axis control of hexes which were Axis controlled at the beginning of that particular Player-Turn. This would not constitute a violation of the Axis No Retreat Rule. Thus, the Axis No Retreat Rule pertains only to the voluntary **movement** of Axis units during each Axis Player-Turn. Any combat effect resulting from an Axis attack may, in fact, cause the Axis Player to lose control of a previously controlled hex (by a combat result dictating the retreat, or elimination, of the Axis units involved), but such territorial losses are not considered a violation of the Axis No Retreat Rule.

[23.02] At the beginning of any Axis Player-Turn, an Axis unit which occupies a hex from which a Line of Communications cannot be traced to the **western** mapedge may totally ignore the Axis No Retreat Rule during that Axis Player-Turn. In other words, if an Axis

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into a fortified unit automatically: no die roll would be necessary. **(Clarification)** Infantry Units assisting in the conversion of a (1-4) unit into a fortified Unit may not have moved or attacked during the current Russian Player-Turn.

Conversion of a Fortified Unit into a Normal (1-4) Infantry Division

At the end of any Russian Combat Phase, any fortified unit may be automatically converted back into a normal (1-4) infantry division. This conversion takes place after all attempts to fortify (1-4) units have been executed. Simply flip the fortified unit over to reveal the normal (1-4) infantry division. No computation or die roll is required.

[25.1] RESTRICTIONS ON CONVERSION

[25.11] An unsupplied (1-4) infantry division may **not** attempt to convert into a fortified unit.

[25.12] Russian (1-4) units may never attempt to become fortified units during a Mud Game-Turn, or during the first Game-Turn of any scenario.

[25.13] There is no limit to the number of times a unit may be converted into either a fortified unit or a (1-4) unit.

[25.14] A fortified unit may always be converted back into a normal (1-4) infantry division regardless of its supply state or any other condition.

[25.2] RESTRICTIONS ON FORTIFIED UNITS

[25.21] Russian fortified units have a Movement Allowance of "zero." They are completely immobile. If forced to retreat, the fortified unit is instead eliminated.

[25.22] Russian fortified units have an Attack Strength of "zero." They may never attack an Enemy unit.

[25.23] A Russian fortified unit has no Zone of Control, but fortified units affect Enemy Zones of Control exactly as any other normal Russian unit would. A non-fortified unit which is stacked in the same hex as a fortified unit retains its normal Zone of Control.

[25.24] Fortified units have a normal Defense Strength of three.

[25.25] Only one fortified unit may be created per hex. Only **one** non-fortified infantry unit in a hex may have its Defense Strength doubled for being stacked with a fortified unit.

[25.26] Except as specifically stated in the above cases, a fortified unit is considered to be a

normal ground combat unit, and it is governed by all the normal rules which pertain to such units.

[25.27] The Sevastopol city hex is considered a permanent fortification. **All** Russian units occupying the Sevastopol hex always have their Defense Strength doubled when attacked. Russian units in Sevastopol are not doubled when attacking Enemy units. A Russian unit in Sevastopol may never be converted into a fortified unit under any circumstances. Russian units in Sevastopol do not exert a Zone of Control. Axis units occupying the city are not doubled and do exert a Zone of Control.

[26.0] SIBERIAN AND THE MAP EDGES

GENERAL RULE:

As the world doesn't actually end at the map edges the following special rules clarify the effect of the map edges on Game-Play. Note: all reference to the eastern map edge only applies to east edge hex NE 3001 and southward.

[26.1] EXITING THE MAP

A unit may never voluntarily leave the map. A unit which is forced off the map due to a retreat combat result is instead eliminated (exceptions: see 26.2 and 26.3).

[26.2] REQUIRED AXIS WITHDRAWALS

(Due to Sicilian Invasion) (Used in Historical Campaign Game and Kursk Scenario Only)

[26.21] Between Game-Turns #s 105 and 110 (inclusive), the Axis Player must withdraw twelve full-strength (6-5) infantry divisions, six full-strength mechanized divisions (either 10-8's or 8-8's), and any surviving Italian units, off the western map edge. The units must be physically moved off the western map edge using either rail or normal movement during the Axis Player-Turns between Game-turn #s 105 through 110. The units must exit the western map edge South of hex SW 1033 (south of the Gulf of Finland). It costs one additional Movement Point to exit these units from the map. At the end of the Axis 110th Player-Turn, if this requirement has not been fully met, the Russian Player may demand the removal of Axis units from anywhere on the map so as to meet the Axis Withdrawal requirement. The units selected by the Russian Player are removed from the map automatically (i.e., they need not be moved off the western map edge).

[26.22] Axis kampfguppen may not be used to fulfill the Axis Withdrawal requirements.

[26.23] Axis units which exit the map to meet the Withdrawal requirements are never returned to play.

[26.24] Axis units which use rail movement to withdraw from the map do count against the Axis rail capacity.

[26.3] SIBERIA

[26.31] Russian Arms and Training Centers may voluntarily leave the map through rail hexsides on the eastern map edge in accordance with the rules governing the movement of these units. Once exited from the eastern map edge, these units are considered to be in Siberia. When a Training Center exits the eastern map edge it is placed on the Russian Production Chart at the top of the group of Production Tracks which have the same numerical designation as the Training Center unit. This simply makes it easier to remember that all production at that Training Center is now taking place in Siberia. When an Arms Center is exited from the eastern map edge, it is placed in the box labeled "Siberia." Arms Centers in Siberia are always considered operational and always contribute Arms Points for Russian Production purposes. Training Centers in Siberia are always considered operational and may be used for all types of Russian production. Arms and Training Centers which exit the eastern map edge may never be brought back onto the map. **Note:** A particular Arms or Training Center becomes operational on the eleventh Production Phase following the Turn in which it exited from the eastern map edge.

[26.32] Russian units which are to be converted into another type of unit, or Russian units which are to be rebuilt (through the processes of Russian Production) may move off the eastern map edge and onto the appropriate Production Tracks representing Training Centers in Siberia. A Russian unit may **only** move off the eastern map edge if it is going to enter a Production Track in the Russian Production Phase or the Siberia Box. Russian units which exit the map to be converted or rebuilt must exit through a rail hexside on the eastern map edge although they may be using either normal or rail movement to exit from the map. It costs one Movement Point to exit from the map. When a Russian unit finishes a particular type of production at a Training Center in Siberia it may re-enter the map (see 15.31).

[26.33] The Russian Player will notice that there are a number of Arms, Personnel, and Training Centers listed in the "Siberia Box." These Centers are considered to be in Siberia at the beginning of the Campaign Game, and they remain operational throughout the Campaign Game. These Centers may never be represented on the map, although the six Siberian Training Centers are represented on the Russian Production Chart (see 15.18).

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[26.4] SPECIAL SUPPLY IN MAP EDGE HEXES

Russian units in a hex which is directly adjacent to the eastern map edge are always considered supplied. Axis units in a hex which is directly adjacent to the western map edge are always considered supplied.

[27.0] FINLAND AND RUMANIA

GENERAL RULE:

At the beginning of the game the Axis Player has control of the Finnish and Rumanian forces unless the scenario rules specify otherwise. Certain circumstances, however, cause the Axis Player to lose control of either or both of these forces. In addition, Finnish units function according to special restrictions throughout the game.

[27.1] FINLAND/OLD FINLAND TERMINOLOGY

The terms "Finland" and "Old Finland" have different meanings in the game. "Finland" refers to Finnish territory as it was in May 1941. There is a border corresponding to this date indicated on the map. "Old Finland" refers to Finnish territory as it existed prior to the Russo-Finnish Winter War of 1940 (and Finnish territorial aspirations springing from that conflict). "Old Finland" is therefore somewhat larger than the territory encompassed in the 1941 border. The borders of "Old Finland" have also been indicated on the map.

[27.2] RESTRICTIONS ON FINNISH UNITS

[27.21] Finnish units may never move more than ten hexes distance from the border of "Old Finland." (i.e. into Russia).

[27.22] A Finnish unit may never voluntarily enter an Enemy controlled hex which is outside of "Old Finland" unless this hex is north of the Weatherline and west of the White Sea or already occupied by another Finnish unit (this situation might arise if a Russian unit advanced into a hex which was adjacent to a Finnish occupied hex). Finnish units which are north of the Weatherline and west of the White Sea are not restricted by this rule and may enter Enemy controlled hexes normally.

[27.23] A Finnish unit which is outside of "Old Finland" may not attack Enemy units unless the Finnish units are in hexes north of the weatherline and west of the White Sea. Finnish units are free to attack Enemy units inside "Old Finland."

[27.24] As soon as two Finnish units have suffered Combat Results of either AE, 1/2Ex, AEx, or EX, as a result of a Finnish attack, all Finnish units permanently lose the ability to

attack Enemy units which are not in a hex of Finland. Finnish units **never** lose the ability to attack Enemy Units which are in Finland. The two Finnish units may have suffered the Combat Result in the same or different attacks, or on the same or different Game-Turns. Thus, the effect of Combat Results on the Finn's ability to attack is cumulative, and once two units have been adversely affected as a result of Finnish attacks, all Finnish units are thereafter prohibited from attacking Russian units outside of Finland. Finnish units are never prohibited from defending normally as a result of this rule.

[27.25] No Finnish unit may move into a hex which is adjacent to any of the Leningrad city hexes until a Line of Communications has been established between any hex in Finland and the **western** mapedge **south** of hex SW 1033 (south of the Gulf of Finland). This Line of Communications must pass through at least one of the Leningrad city hexes. The Line of Communications must consist of a contiguous path of hexes unoccupied by Russian units or Russian controlled hexes not occupied by Axis units, leading from any hex in Finland to the western map edge south of the Gulf of Finland. Once this Line of Communications (LOC) exists, Finnish units may move adjacent to or enter any of the Leningrad city hexes even if the LOC is subsequently interrupted.

[27.3] RESTRICTIONS ON NON-FINNISH AXIS UNITS IN FINLAND

The Axis Player may never have more than ten non-Finnish Axis units in the territory encompassing "Old Finland" until the Line of Communications (as described in 27.25) has been established. Additionally, until that Line of Communications has been established, non-Finnish Axis units in "Old Finland" may not attack any Enemy unit which is south of the Weatherline, although they may freely attack units north of the Weatherline. Once the Line of Communications through Leningrad has been established, the Axis Player is free to move as many non-Finnish units as he desires into Finland, and non-Finnish units in Finland are free to attack Enemy units regardless of their locations, even if the LOC is subsequently interrupted.

[27.31] (**Omission**) Until the Finnish Rail network has been connected to the Axis rail network, a maximum of two Axis Air Points per Game-Turn may use Finnish rail hexes which are connected by an "all rail" supply line to Helsinki to trace their range for Air- Ground Support and Air Interdiction missions (see 12.33 and 12.42).

[27.4] FINNISH RAIL NETWORK

The Finnish rail network must be connected to the Axis rail network before non-Finnish Axis rail movement in Finland is possible (see 6.69).

[27.5] FINNISH SURRENDER

If, during the first Game-Turn of 1943 (Game-Turn 80), or during any later Game-Turn, there are no Finnish units outside of Finland below the weatherline or if Helsinki is captured by the Soviets, Finland instantly surrenders. When Finland surrenders, all Finnish units and all Finnish partisan units or cadres anywhere on the map should be immediately removed from the map and placed in the counter-tray. Any Axis units in Finland are treated as destroyed units. After surrender, Finland is neutralized and no Player may move into or trace supply through any Finland hex.

[27.6] RUMANIAN DEFECTION

If, during the first Game-Turn of 1943 (Game-Turn 80), or during any later Game-Turn, supplied Russian units occupy 35 or more hexes in Rumania. Rumania instantly defects to Russia. When Rumania defects, all Rumanian units are now considered to be Soviet Allies, operated by the Russian Player. They must remain within the borders of Rumania, but may move, and attack Axis units within that restriction. Axis units stacked with Rumanian units in Rumania at the instant of defection are destroyed (interned). Rumanian units stacked with Axis units outside Rumania are destroyed. Undestroyed Rumanian units outside Rumania must move as quickly and directly as, possible into Rumania (and may not attack until within Rumania). The Axis Player may not freely use the Rumanian rail system after the Rumanian defection occurs, both Players must "repair" Rumanian rail lines in order to use them. Rumanian units draw supply from Bucharest or a Soviet Supply source.

[28.0] OPTIONAL RULE: PARTISANS

COMMENT:

The use of partisans has been made optional because although their influence may add to the realism of the simulation, the partisan game mechanics may lengthen the playing time of an already not altogether speedy game.

GENERAL RULE:

Only Russian infantry and cavalry units may attempt to become partisan cadres. Whenever a Russian infantry or cavalry unit is completely eliminated anywhere in Russia by any means other than a forced march attempt, the Russian Player rolls a die. If a "one" or a "two" is rolled (only), a **partisan cadre** is formed. The Russian Player immediately places a partisan cadre marker in the hex where the unit was eliminated. At the start of each Russian Player-Turn, the Russian Player may attempt to convert any, all or none of his partisan cadres into regular **partisan units**.

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PROCEDURE:

To convert a partisan cadre into a partisan unit, the Russian Player rolls a die for each cadre he wishes to convert. If a "one" is obtained, that cadre is converted; any other result has no effect. Whenever a successful conversion is made, the Russian Player flips over the cadre marker to reveal a partisan unit.

[28.1] RESTRICTIONS ON PARTISAN CADRES

[28.11] Partisan cadres may be ignored by the Enemy Player for **all** purposes (he may treat them as if they didn't exist if he wishes) except that a partisan cadre may be attacked at the Enemy Player's option.

[28.12] Enemy units may enter or move through a hex occupied solely by a partisan cadre at no additional Movement Point cost.

[28.13] Partisan cadres have no Zone of Control and are never counted against normal Stacking limits. An unlimited number of partisan cadres may occupy a single hex. Partisan cadres are never affected by supply (they are always considered supplied). Partisan cadres may never move in any manner.

[28.14] The sole function of a partisan cadre is that it may become a partisan unit. For this reason, the Enemy Player may wish to attack the cadre. An Enemy unit may attack a partisan cadre when occupying the same hex as the cadre or from an adjacent hex. Each partisan cadre has a Defense Strength of "five" which may be modified by terrain effects, but not for supply effects. All partisan cadres stacked in a single hex must be attacked in a single combat. The Defense Strengths of all cadres in a single hex are added together in the normal manner when determining the combat odds. An attacked cadre is only affected by a "De", "Br" or "Dr" result (all of which destroy the cadre). (**Correction**) Partisan cadres cannot retreat, and if forced to do so by a combat result, they are automatically eliminated. Any other result has no effect whatsoever on the cadre. A unit which is attacking a cadre may **never** be affected by any combat result caused by that attack.

[28.15] Partisan cadres may not be overrun. Air-Ground Support may not be used to aid an attack against a partisan cadre.

[28.16] If a partisan cadre is eliminated, it may never form another cadre.

[28.17] A partisan cadre may not be attacked if stacked in the same hex as a Friendly non-cadre unit. If the non-cadre units is attacked, the cadre unit does not add to the defense of the hex and is not affected by the result of that attack.

[28.18] An Enemy unit in a hex occupied by a partisan cadre is not required to attack the

Cadre. Attacking a partisan cadre is always voluntary.

[28.2] PARTISAN UNITS

[28.21] Partisan units may be created from partisan cadres at the beginning of each Russian Player-Turn using the Partisan Creation Procedure (28.10). Partisan units may be created in a hex occupied or controlled by an Axis unit.

[28.22] A partisan unit exerts a normal Zone of Control **only** into the hex it occupies. This Zone of Control is identical in every respect with a Zone of Control exerted by a normal combat unit except that it does **not** extend into any of the six hexes adjacent to the partisan unit. An Enemy unit will only negate a partisan unit's Zone of Control when the Enemy unit is occupying the same hex as the partisan unit.

[28.23] Partisan units may move normally, however, they may only move during the Friendly Initial Movement Phase, and they may never enter an Enemy controlled hex. They may leave Enemy Zones of Control or Enemy occupied hexes. Partisan units may always move one hex regardless of the cost in Movement Points. Russian partisan units may never move out of Russia nor force march.

[28.24] Partisan units **never** count against the normal Stacking limits. Any number of partisan units may occupy a single hex regardless of the presence of other non-partisan units.

[28.25] Partisan units may not attack Enemy units.

[28.26] An Enemy unit may attack a partisan unit when occupying the same hex as the partisan unit or from an adjacent hex. Partisan units are always considered supplied. The Defense Strength of a partisan unit is subject to modification for terrain effects. Attacks against partisan units are resolved exactly as against any non-partisan unit except that the partisan unit is never affected by a "Dr" combat result. All other combat results affect both the partisan unit(s) and the attacking unit(s) normally. An Enemy unit which is in a hex occupied by a partisan unit is not required to attack the partisan unit. Attacking a partisan unit is always voluntary.

[28.27] Whenever a Russian partisan unit is able to trace a valid supply line, it is immediately replaced with a normal (1-4) Russian infantry division. (Exception: A partisan unit in an Enemy occupied hex may never be replaced with a (1-4) unit, nor may the substitution take place if the Stacking limit would be exceeded).

[28.28] When stacked with other Friendly non-partisan units, a partisan unit may add its Defense Strength to the total Defense Strength if the hex is attacked.

[28.29] Partisan units may **never** be overrun. Air-Ground Support may not be used to aid an attack against a partisan unit which is not stacked with regular units.

[28.3] FINNISH PARTISANS

Finnish units which are eliminated within "Old Finland" form partisan cadres in exactly the same manner as Russian partisan cadres are formed. Finnish partisan cadres function in all ways in an identical manner to Russian partisan cadres. Finnish partisan cadres may be converted into Finnish partisan units in the same manner as described for conversion of Russian partisan cadres. The only difference between Finnish partisan units and Russian partisan units is that the Finnish partisan unit is not converted to a normal Finnish unit if it is able to trace a valid supply line. Finnish partisan units may never move into any hex outside of "Old Finland."

[28.4] GERMAN SECURITY DIVISIONS

German Security Divisions (6-3 units) are restricted as follows: German Security Divisions may only attack Enemy partisan units or partisan cadres. German Security Divisions may never move so as to place themselves in an unsupplied state (except as a result of combat). German Security Divisions may not attempt to force march (also see cases 16.14, 20.15, and 21.15).

SCENARIOS, PLAYERS' NOTES & DESIGNER'S NOTES

[29.0] USING THE CAMPAIGN AND SCENARIO GAME DESCRIPTIONS AND USING THE TURN-RECORD REINFORCEMENT TRACK

[29.1] THE GAME DESCRIPTIONS

The Campaign Game description and the descriptions of the various Scenarios (30.0 through 34.0) contain the basic information needed to set-up, proceed with play, and determine victory. The Campaign Game simulates the entire war on the Eastern Front (in fact, it allows for the possibility of it lasting longer than it did in actuality). The four Scenario Games present significant segments of the war as independent (and shorter) simulations. The information for each game is Presented in the following format:

1. **Game Length** (which and how many Game-Turns are to be played).

2. **Player's Initial Forces:** The number and type of units the Player begins the game with (units are described using their Combat Strength-Movement Allowance numbers; in the Campaign Game the quantities are listed in table form, in the Scenarios the quantity number is shown as a prefix to the unit type). For the

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Campaign Game, the Initial Russian Production Capability is also given.

3. Reinforcements and Replacements: States the applicability of the Turn-Record Track and which techniques of Reinforcement and/or Replacement are to be used.

4. Axis Rail Net: The portion of the Russian rail system usable by the Axis Player at the beginning of the game. In some Scenarios this is given as a set of "branch lines" described by the hex numbers of the junction points.

5. Starting Sequence: Indicates in what order Players should set-up as well as restrictions on how they may do so. Note that for each game, reference is made to a Start Line which carries the title of the Scenario being played. See the "key" to how to read the Start Lines on the NE Map Section. The Starting Sequence also indicates which Player is considered to be the "first" Player in each Game-Turn of that Scenario. Note that in all Scenarios, except Barbarossa and the Campaign Game, a Joint Air War Turn precedes the very first Player-Turn.

6. Victory Conditions: These are the criteria which must be met in order for one Player or the other to be considered the winner of the game. Note that these are basically **historical** victory conditions. To evaluate **Player** performance, in the strictest sense. Players should play pairs of games, switching sides and comparing achievement.

[29.2] THE TURN RECORD REINFORCEMENT TRACK

The Turn-Record Reinforcement Track is a graphic records-keeping device which Players use to keep track of the Game-Turn in progress, the newly arriving forces due them, and many of the other "time-connected" considerations in the game. Each Player should keep a record of the Player-Turn in progress by placing a Game-Turn marker in the numbered box corresponding to the Game-Turn in progress and shifting the marker up to the Axis or down to the Russian section of the Track when that Player's Turn is occurring.

Each of the eight major horizontal sections of the Track represents a half-year of game time. Each of these half-year sections is divided across the center by a band containing the Game-Turn numbers. This band is color-coded to indicate Game-Turns of Clear Weather, Mud, or Snow.

The very top line of the upper (Axis) portion of each half-year Track indicates the number and type of German Draft Replacement Points received on each of the Game-Turns. "i"=Infantry Draft Replacement; "a"=Armor/Mechanized Draft Replacement. The lines below that, indicate the Axis units to be received as reinforcements in that Game-

Turn. On the lower portion of the Track, Russian reinforcements for that Game-Turn are indicated in a similar manner. Additionally, the very bottom line on the lower portion of the Track indicates the Personnel ("p") and Arms ("a") Multiples which the Russian Player should apply that Game-Turn when playing the Campaign Game.

Reinforcement units for both Players are indicated by a quantity number followed by the Full-Strength Combat Strength-Movement Allowance numbers of the specific unit type. For example, "2x1-4" means two Russian "1-4" infantry divisions received as reinforcements. Whenever an Axis unit type is followed by a suffix code, it indicates a non-German unit type (H=Hungarian, I=Italian, R=Rumanian, S=Slovakian, F=Finn).

[29.3] RECEIVING REINFORCEMENTS

[29.31] WHEN REINFORCEMENTS APPEAR

Reinforcements appear during the receiving Player's Reinforcement Phase. Take the units indicated on the Turn-Record Track and place them just off the appropriate map-edge or directly on the city hex of appearance. They may be moved in the appropriate Movement Phase(s) of the Player-Turn of appearance. Do not confuse Russian reinforcement appearance with the appearance of Russian units due to the Campaign Game Production process.

[29.32] HOW REINFORCEMENTS MAY ENTER THE GAME

A Player's reinforcements may enter the map either entrained or not entrained at the Player's option. If entering entrained, the reinforcement **does** count against the Player's Rail Capacity. Whether a reinforcement enters entrained or not, it must expend an appropriate number of Movement Points (either normal Movement Points or Rail Movement Points) for the first hex it enters on the map).

Reinforcements may not enter the map in Enemy occupied or Enemy controlled hexes. They may enter an Enemy controlled hex which is occupied by a Friendly unit.

Reinforcements may not be withheld. They must enter the map during the given Reinforcement Phase on the Game-Turn they are scheduled to arrive. If they cannot enter the map on that Game-Turn, for any reason, they are forfeited.

Reinforcements are subject to all normal Movement rules as soon as they appear on the map. For movement purposes (only) they are considered supplied on the Game-Turn they are scheduled to arrive on the map. Reinforcements appearing on the map in specified city hexes may temporarily overstack. If such overstacking

is not relieved by the end of the first Movement Phase, they are forfeited.

[29.33] WHERE RUSSIAN REINFORCEMENTS ENTER THE GAME

All Russian Reinforcements (except Militia) enter the map from the "east edge" (i.e., on or south of hex NE3001).

[29.34] WHERE AXIS REINFORCEMENTS ENTER THE GAME

German, Italian, and Slovakian units enter the map from the "west edge" in Greater Germany (i.e., in the area on or south of hex SW1134 and or north of hex SW3033); **Finnish** Reinforcements appear in Helsinki (hex NW3722); **Hungarian** reinforcements appear in Budapest (SW3733); **Rumanian** reinforcements appear in Bucharest (SW4815). If any of these cities are Enemy-occupied when reinforcements are due, the reinforcements due in that city for that Game-Turn are forfeited. Units appearing in cities do not expend any Movement Points for the act of appearing in that city.

[29.35] RUSSIAN MILITIA REINFORCEMENTS

The number of Militia units (represented by 1-4's) that the Russian Player receives is dependent upon the total number of Personnel Center hexes that the Russian Player controls at the beginning of each of the first three Game-Turns of the Campaign/Barbarossa Games:

On Game-Turn #1, **two** Militia reinforcements are placed for each Russian Personnel Center which is not occupied by an Enemy unit.

On Game-Turn #2, **two** Militia reinforcements are placed for each Personnel Center not occupied by an Enemy unit.

On Game-Turn #3, **one** is placed for each such Personnel Center.

Militia from off-map Centers arrive on the eastern mapedge. Militia from on-map Centers appear in that hex, whether or not it is in an Enemy Zone of Control and whether or not the placement of the Militia would temporarily violate the stacking limits. Militia appearing on-map judge their supply state at the instant of appearance. They may not appear (forfeited) if the Personnel Center was non-operational in the previous Russian Production Phase (see 15.16). Militia units still overstacked at the end of the first Movement Phase are eliminated. On-map Militia may not appear in an entrained mode; off-map may.

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[30.0] THE WAR IN THE EAST CAMPAIGN GAME, 1941-45

The Campaign Game comes in two basic variants: the Historical Game and the Standard Game. The Historical Game is distinguished by the use of the following rules: 14.3 First Winter Effects; 23.0 Axis No Retreat Rule; 26.2 Required Axis Withdrawal. Both Campaign Games use the Russian Production system and German Replacement Divisions (21.0). Due to the extreme length of the game, Players are urged to play one or more of the shorter Scenario games (31.0 to 34.0) before becoming enmeshed in a Campaign Game.

[30.1] GAME LENGTH

208 Game-Turns (1 through 208).

[30.2] AXIS PLAYER

[30.21] AXIS INITIAL FORCES

Set up the forces shown in the Barbarossa Scenario (31.21) in the starting sectors indicated.

[30.22] AXIS REINFORCEMENTS AND REPLACEMENTS

Receive all reinforcements indicated on the Turn-Record Track. Use the Draft Replacement (20.0) and the Replacement Division (21.0) rules to provide replacements.

[30.23] AXIS RAIL NET (see 31.23)

[30.3] THE SOVIET PLAYER

[30.31] SOVIET INITIAL FORCES

Set up the forces as shown in the Barbarossa Scenario (31.31) in the sectors indicated.

[30.32] SOVIET INITIAL PRODUCTION CAPABILITY

Personnel Centers: 20 on map; 5 off-map ("in Siberia"). Note that the northern-most hex of Leningrad (NW 3713) is not to be considered a Personnel Center; the other two Leningrad hexes **are** Personnel Centers.

Arms Centers and Training Centers: Start with 28 on-map Arms Centers and 21 off-map. Start with 12 on-map Training Centers and 6 off-map. The starting locations of the on-map Arms ("a") and Training ("t") Centers are as follows:

1a at NW 3712, **1a** at NW 3713, **1a** at NW 3812 (Leningrad). **2a,1t** at SW1115 (Minsk). **1a,1t** at SW2408 (Kiev). **1a,1t** at SW3906 (Odessa). **1a,1t** at NE4311 (Kazan). **2a,1t** at NE4520 (Gorky). **2a** at NE5031 (Moscow). **2a,1t** at SE0131 and **2a,1t** at SE0132 (Moscow). **2a,1t** at SE0205 (Kubishev). **1a** at SE1232 (Orel). **1a**

at SE1525 (Voronezh). **1a,1t** at SE2330 (Kharkov). **2a,1t** at SE2312 (Stalingrad). **1a,1t** at SE2822 (Voroshilov). **3a,1t** at SE3121 (Rostov). **1a** at SE4020 (Krasnodor).

(**Clarification**) Arms Centers must be placed in the hex indicated. Training Centers may be placed either in the indicated hex or in any Friendly rail hex adjacent to it, at the option of the Russian Player.

Russian Player starts the game with an accumulation of 400 Arms Points.

[30.33] SOVIET REINFORCEMENTS AND REPLACEMENTS

Receive **only** those reinforcements on the Turn Record Track which are enclosed in brackets []. Unbracketed Russian reinforcements are applicable to the Scenario Games only. The Arms Centers which arrive at Murmansk (NW0212) on Game-Turns 62, 100, 128, and 150 may never be moved.

[30.34] SPECIAL RULE

(**Clarification and Omission**) The following special rules pertain to both the Campaign and Barbarossa Scenario Games except where noted:

(A) Russian Zones of Control do **not** extend across the border between Russia and Germany during the Initial Movement Phase of Game-Turn One.

(B) There is no Joint Air War Turn on Game-Turn One. This recreates the Soviet air force being caught on the ground by surprise Axis attack. (In game terms, the Axis are considered to automatically commit twenty Air Points to the Air Superiority Box, eliminating seven Russian Air Points automatically committed to the Air-Ground Box. Three Russian Air Points are considered to be uncommitted and therefore are available on Game-Turn Two).

(C) The Russian Player has seven Air Points available for rebuilding on Game-Turn Two (applicable to the Campaign Game only).

(D) Finland is neutral on Game-Turn One. Finnish units may **not** move or attack during that Game-Turn. Non-Finnish Axis units in Finland **may** move and attack normally.

(E) Hungary is neutral on the first **four** Game-Turns; no units may set up in Hungary or enter Hungary until Game-Turn Five. Russian Startline hexes bordering on Hungary must still be occupied or controlled by one or more Russian infantry units. Axis Startline hexes bordering Hungary need not (and cannot) be occupied or controlled by one or more Axis infantry units.

(F) In the first and second Game-Turns, Axis

units expend only **one** additional Movement Point to enter or leave an Enemy Zone of Control. This rule is **optional** and may be included or left out of the game at the option of the Players.

[30.4] STARTING SEQUENCE

Use 31.5 (Barbarossa Starting Sequence).

[30.5] VICTORY CONDITIONS

(How the Campaign Game is Won)

Axis Decisive Victory: The Axis Player must take the three hexes which constitute the city of Moscow, and occupy them with Axis units, by the end of Game-Turn 42. Axis units must be in control of these three hexes at the end of every Game-Turn through Game-Turn 47. Failing in this, the Axis Player must occupy one Russian Personnel Center which is in Axis supply at the end of the game (at the end of Game-turn 208). Alternately, if at **any** point in the game, Axis units occupy all the hexes which constitute the cities of Leningrad, Moscow and Stalingrad, the game is over and the Axis Player wins a Decisive Victory.

Axis Substantive Victory: The Axis Player must have one or more supplied Axis units east of the 1941 Start line at the end of Game-Turn 208.

Axis Marginal Victory: The Axis Player must have one or more supplied units anywhere on the map at the end of Game-Turn 208.

Russian Marginal Victory: There must be no Axis units on the map at the end of Game-Turn 208.

Russian Substantive Victory: There must be no Axis units on the map at the end of Game-Turn 185.

Russian Decisive Victory: The Russian Player must have maintained constant control of 21 Personnel Centers, that is, there must be 21 Personnel Centers which Axis units have never occupied, at the end of Game-Turn 40. Failing in this, the Russian Player must have maintained constant control of 15 Personnel Centers at the end Of Game-Turn 79. Alternatively, if there are no Axis units on the map at the end of Game-Turn 172, the Russian Player wins a Decisive Victory.

[31.0] THE BARBAROSSA SCENARIO, 1941

[31.1] GAME LENGTH

20 Game-Turns (1 through 20).

[31.2] THE AXIS PLAYER

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[31.21] AXIS INITIAL FORCES

Full Strength Units

SECTOR	10-8	8-8	3-8	6-5	6-3	4-5	2-4	1-6
In Finland	-	-	-	4	-	17	-	-
North	2	3	-	18	2	-	-	-
Center	9	6	3	33	3	-	-	-
South	5	4	-	21	1	-	-	-
In Rumania	-	-	-	7	-	-	11	2
Total:	16	13	3	83	6	17	11	2

Air Points Available: 20

Railroad Repair units: 3

[31.22] AXIS REINFORCEMENTS AND REPLACEMENTS

Receive reinforcements and Draft Replacement Points as per Turn-Record Track; start with Zero Draft Replacement Points accumulated.

[31.23] AXIS INITIAL RAIL NET

All Raillines on the western side of the Barbarossa Start Line.

[31.3] THE SOVIET PLAYER

[31.31] SOVIET INITIAL FORCES

Full Strength Units

SECTOR:	2-5	3-5	1-4	1-3	0-1-10
Finnish Border	3	2	20	-	-
Baltic Front	5	2	16	-	3
West Front	10	3	32	2	3
Kiev Front	3	2	20	1	2
Rumanian Border	4	2	20	1	-
Riga Reserve	5	1	8	1	2
Odessa Reserve	1	1	8	2	-
Moscow Reserve	10	1	34	2	-
Krasnodor Reserve	2	1	13	-	-
Total:	43	15	171	9	10

Air Points Available: 3

Railroad Repair units: 0

[31.32] SOVIET REINFORCEMENTS

Receive **all** reinforcements indicated on Turn-Record Track (bracketed and unbracketed).

[31.41] SCENARIO SPECIAL RULE

Russian Rail Capacity is halved during the first eight Game-Turns (not applicable to Campaign Game). Use rule 30.34.

[31.51] STARTING SEQUENCE

1. Russian Player sets up his units on the eastern side of the Barbarossa Start Line within the

sectors printed on the map and indicated in the Initial Forces. They must be within three hexes of their Start Line. Russian Startline hexes on the SW Map Section must be occupied or controlled by one or more Russian infantry units. All Startline hexes on the NW Map Section (the Russo-Finnish border) must be occupied by, or within the Zone of Control of a Russian infantry unit(s). All Russian units indicated as part of a reserve, must be initially placed within five hexes of the named city. They may move normally in the Russian Player-Turn.

2. The Axis Player sets up his units on the western side of the Startline, within the sectors indicated and within three hexes of the Start Line. All Axis Startline hexes must be occupied by or be within the Zone of Control of an Axis infantry unit(s). Railroad Repair units may be placed anywhere the Axis Player desires west of the Startline on the SW Map Section. Axis units may not set-up in Hungary, nor may Axis or Soviet units enter Hungary until the Second Game-Turn.

3. Begin the first Axis Player-Turn. The Axis Player-Turn precedes the Russian Player-Turn in all Barbarossa and Campaign Game-Turns.

[31.6] SCENARIO VICTORY CONDITIONS

Axis Victory: Axis units occupy eight or more Russian Personnel Center hexes at the end of the Twentieth Game-Turn.

Draw: Axis units occupy six or seven Russian Personnel Center hexes at the end of the Twentieth Game-Turn.

Russian Victory: Axis units occupy five or fewer Russian Personnel Center hexes at the end of the Twentieth Game-Turn.

The Axis Player must be able to trace a Line of Communications to the Personnel Center hexes he occupies in order to count them towards victory.

[32.0] THE STALINGRAD SCENARIO, 1942

[32.1] GAME LENGTH

30 Game-Turns (53 through 82).

[32.2] THE AXIS PLAYER

[32.21] AXIS INITIAL FORCES

Full Strength Units: 17x10-8, 10x8-8, 2x3-8, 85x6-5, 20x4-5F, 16x2-4R, 4x2-4I, 9x2-4H, 1x1-6R, 1x1-6I, 2x1-6H, 1x1-6S.
Kampfgruppen: 2x10-8KG, 2x8-8KG, 53x6-5KG.

Air Points Available: 20

Railroad Repair units: 4

[32.22] AXIS REINFORCEMENTS AND REPLACEMENTS

Receive reinforcements and Draft Replacement Points as per Turn-Record Track. Start the Scenario with 20 Infantry Draft Replacement Points accumulated.

[32.23] AXIS RAIL NET

Branch 1: SW1025-SW0724-SW0320-NW5018-NW5016-NW5013

Branch 2: SW1924-SW1922-SW1816-SW1711-SW1709-SW1409-SW1407-SW1107-SW1202

Branch 3: SW1409-SW1111-SW1011-SW0611-SW0312-NW5013-NW4612-NW4211

Branch 4: SW1011-SW0707

Branch 5: SW3614-SW3514-SW3409-SW3302-SE3031-SE3029-SE3025-SE3024-SE3023

Branch 6: SE3029-SE2330-SE2130

[32.3] THE SOVIET PLAYER

[32.31] SOVIET INITIAL FORCES

Full Strength Units: 6x9-6, 8x8-6, 11x3-5, 18x2-5, 8x2-3, 6x1-3, 25x5-5, 31x4-4, 84x1-4, 11x0-1-10.

Battlegroups: 2x9-6BG, 1x5-5BG, 3x4-4BG.

Air Points Available: 9

Railroad Repair units: 12

[32.32] SOVIET REINFORCEMENTS

Receive all reinforcements indicated on the appropriate section of the Turn-Record Track.

[32.4] STARTING SEQUENCE

1. Axis Player delineates his rail net by placing junction markers and railheads in appropriate hexes as indicated by 32.23.

2. The Russian Player delineates his rail net (i.e., all raillines on the eastern side of the Stalingrad Start Line).

3. The Russian Player places (on the eastern side of the Start Line) those 1-4's which he wishes to start the game in a Fortified condition. No fortified units may be initially placed south of Orel (i.e., south of hex row SW/E1200).

4. The Axis Player places (to the west of the Start Line) all Axis infantry type units. Place all 4-5's and 4x6-5's north of row NW3800. All Axis Start Line hexes must be covered by infantry Zones of Control. The Axis Player must place 2x2-4R and 7x6-5 within two hexes of Sevastopol.

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5. The Russian Player places all remaining units. All Russian Start Line hexes must be covered by infantry Zones of Control. In the hexes (NW) 3611, 3612, 3712, 3713, 3812, and 3814, the Russian Player may only initially place infantry and/or anti-tank type units. 1x4-4, 1x1-4, and 1x0-1-10 must be placed in Sevastopol (SE4533).

6. The Axis Player places all remaining Axis units anywhere to the western side of the Start Line.

7. Begin the first Russian Player-Turn. The Russian Player-Turn precedes the Axis Player-Turn in all Stalingrad Scenario Game-Turns.

[32.5] VICTORY CONDITIONS

Axis Victory: Axis units occupy fourteen or more Russian Personnel Centers (including the six held at start) at the end of Game-Turn 82.

Draw: Axis units occupy twelve or thirteen Russian Personnel Center hexes at the end of Game-Turn 82.

Russian Victory: Axis units occupy eleven or fewer Russian Personnel Center hexes at the end of Game-Turn 82.

The Axis Player must be able to trace a line of Communications to the Personnel Center hexes he occupies in order to count them towards victory.

[33.0] THE KURSK SCENARIO, 1943

[33.1] GAME LENGTH

18 Game-Turns (106 through 123).

[33.2] THE AXIS PLAYER

[33.21] AXIS INITIAL FORCES

Full Strength Units: 14x10-8, 12x8-8, 2x3-8, 55x6-5, 22x4-5F, 7x2-4R, 3x2-4H, 1x1-6S.
Kampfgruppen: 2x10-8KG, 80x6-5KG.
Air Points Available: 20
Railroad Repair Units: 5

[33.22] AXIS REINFORCEMENTS AND REPLACEMENTS

Receive reinforcements and Draft Replacement Points as per Turn-Record Track. Start the Scenario with 2 Armor and 32 Infantry Draft Replacement Points accumulated.

[33.23] AXIS RAIL NET

Use Rail Net as in 32.23, with these additions:

Branch 7: SW1709-SW2409-SW2408-SW2404-SE2432-SE2330.

Branch 8: SW1202-SE1232

Branch 9: SW0707-SW0704

[33.3] THE SOVIET PLAYER

[33.31] SOVIET INITIAL FORCES

Full Strength Units: 12x9-6, 26x8-6, 20x2-3, 20x5-5, 23x4-4, 105x1-4, 26x0-1-10, 15x10-1-10.

Battlegroups: Zero

Air Points Available: 13

Railroad Repair Units: 12

[33.32] SOVIET REINFORCEMENTS

Receive all reinforcements indicated on the appropriate section of the Turn-Record Track.

[33.4] STARTING SEQUENCE

1. The Axis Player delineates his rail net by placing junction markers and railheads in appropriate hexes as indicated by 33.23.

2. The Russian Player delineates his rail net (i.e., all railines to the east of the Kursk Start Line). Place those 1-4's that are to start the game in a Fortified condition anywhere east of the Scenario Start Line.

3. The Axis Player places all Axis infantry units anywhere to the west of the Start Line and south of NW3800. All Axis Start Line hexes must be covered by Axis infantry Zones of Control. Place all 4-5's and 4x6-5's north of row NW3800 on the Axis side of the line. Place remaining Axis units south of row NW3800.

4. The Russian Player places his remaining units. Only infantry and/or anti-tank types may be placed in hex NW3814.

5. Begin the first Axis Player-Turn. The Axis Player-Turn precedes the Russian Player-Turn in all Kursk Scenario Game-Turns.

(Omission) Players should note that the Required Axis Withdrawal rule (see 26.2) is considered in effect and has been triggered on Game-Turn 105. The Axis Player must withdraw the indicated Units when playing the game "historically".

[33.5] VICTORY CONDITIONS

Axis Victory: Axis units occupy eight or more Russian Personnel Centers (including the seven held at start) at the end of Game-Turn 123.

Draw: Axis units occupy six or seven Russian Personnel Center hexes at the end of Game-Turn 123.

Russian Victory: Axis units occupy five or fewer Russian Personnel Center hexes at the end of Game-Turn 123.

The Axis Player must be able to trace a Line of

Communications to the Personnel Center hexes he occupies in order to count them towards victory.

[34.0] THE DESTRUCTION OF ARMY GROUP CENTER SCENARIO, 1944

[34.1] GAME LENGTH

20 Game-Turns (156 through 175).

[34.2] THE AXIS PLAYER

[34.21] AXIS INITIAL FORCES

Full Strength Units: 12x10-8, 4x8-8, 39x6-5, 22x4-5F, 10x2-4R, 9x2-4H, 1x1-6R, 1x1-6H, 1x1-6S.

Kampfgruppen: 5x10-8KG, 4x8-8KG, 92x6-5KG.

Air Points Available: 10

Railroad Repair Units: 6

[34.22] AXIS REINFORCEMENTS AND REPLACEMENTS

Receive reinforcements and Draft Replacement Points as per Turn-Record Track. Draft Replacements are cut-off after Game-Turn 168. Start the Scenario with 4 Armor and 21 Infantry Draft Replacement Points accumulated.

[34.23] AXIS RAIL NET

Same rail net as Kursk Scenario, excluding those rail hexes east of the DAGC Start Line.

[34.3] THE SOVIET PLAYER

[34.31] SOVIET INITIAL FORCES

Full Strength Units: 5x9-6, 7x8-6, 20x2-3, 40x3-5, 30x4-4, 30x1-4, 32x0-1-10, 12x10-1-10.

Battlegroups: Zero

Air Points Available: 20

Railroad Repair Units: 12

[34.32] SOVIET REINFORCEMENTS

Receive all reinforcements indicated on the appropriate section of the Turn-Record Track.

[34.4] STARTING SEQUENCE

1. Axis Player delineates his rail net by placing junction markers and railheads in appropriate hexes as indicated by 34.23.

2. The Russian Player delineates his rail net (i.e., all railines that are to the east of the DAGC Start Line). Place those 1-4's that are to start the game in a Fortified condition anywhere east of the Scenario Start Line.

3. The Axis Player places all Axis infantry units on Axis Start Line hexes. Mechanized units are placed on or one hex distant from Start Line

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hexes. All Axis Start Line hexes must be covered by Axis Infantry Zones of Control. Place all 4-5's and 4x6-5's on Start Line hexes north of row NW3800. Rumanian units must be placed on Start Line hexes within ten hexes of the Rumanian border.

4. The Russian Player places all remaining Russian units anywhere he desires east of the Start Line. The Russian Player need not cover the Start Line with Zones of Control.

5. Begin the first Russian Player-Turn. The Russian Player-Turn precedes the Axis Player-Turn in all DAGC Scenario Game-Turns.

[34.5] VICTORY CONDITIONS

Axis Victory: Avoid Russian Victory

Draw: no Draw

Russian Victory: Occupy any one of the following three hexes at the end of the Scenario (Game-Turn 175): SW1115 (Minsk), or SW1828 (Warsaw), or SW4829 (Belgrade). In order to count as a victory, the Russian Player must be able to trace a Line of Communication to the occupied hex.

[35.0] PLAYERS' NOTES AND CAMPAIGN GAME VARIANTS

[35.1] PLAYERS' NOTES

The divisional level **War In the East** is basically a simple game. Unfortunately, there's a **lot** of it. The Production Rules and the Campaign Game should be avoided at the outset. This is one of the few games where it is necessary to seriously play a scenario first. We suggest playing at least two scenarios before the Campaign Game is attempted. It is important to spend a considerable time on Production Rules to make it possible to get into the Campaign Game. Production is going to absorb a tremendous amount of time before Players can figure out just what kind of army they want to produce as the Russian Player. Even the short Scenarios in **War in the East** should not be undertaken unless Players have a considerable amount of time. A minimum of one day and, optimally, three to six people are required to play even the shorter scenarios. It is recommended that no **more** than six people play the game.

War in the East is definitely not a game for beginners and does not lend itself to solitaire play.

The playing area for **War In the East** should be roughly ten feet square. Because of the length of time required to play the game, it is important to keep people in whom Player's do not have absolute trust (dogs, children, etc.) away from the playing area.

[35.11] GENERAL STRATEGY & TACTICS FOR THE RUSSIAN PLAYER

The first thing that the Russian Player should do is set up carefully. For the Barbarossa and Campaign Games the importance of this cannot be overstressed. A poor set-up will immediately destroy the Russian Player. The second thing for the Russian Player to do in the Barbarossa and Campaign Games is to run like hell when the Axis forces attack. If the Russian Player elects to stand and fight he will lose the game.

[35.12] BARBAROSSA SCENARIO: STRATEGY & TACTICS

In the Barbarossa Scenario, the Russian Player may risk more than he would in the Campaign Game for the simple reason that the scenario ends after a comparatively short time and it is not so necessary to keep reserves. The Russian Player must draw the German Player out of supply. While in supply, the German army is invincible. This cannot be overstressed. However, once the German Army is out of supply, it is much less mobile. This means that the Russian Army can then slow down its retreat. Depending upon the terrain. Particularly in the Pripet Marshes, the Russian Player needs only a thin line of rifle divisions which will retreat only as far as the Axis pushes. Because German infantry movement is cut to two Movement Points when out of supply, all the Russian Player has to do is retreat one hex under these conditions and the Germans can't close to attack. During the retreat, very careful attention must be paid to Zones of Control costs. This is the main consideration for the Russian Player in the initial set up. It has a great influence on the speed with which the Russian Armies retreat and the speed of the Axis pursuit. The Russians can delay the Germans tremendously by just being careful in placement. Remember, Zones of Control can effectively block movement.

It is vital for the Russian Player to maintain a solid line of units because the Germans have a nasty habit of taking supplied mechanized units and pushing through any hole in the line with his double Movement Phase. Once this occurs, the Russian Player will never be able to close up that hole. This will force the Russians to retreat another five to ten hexes to form an entirely new defense line. Also remember that the German can force-march his infantry through any hole in the line to support a mechanized break-through.

Force-marching is something that the German Player should always do in the Barbarossa Scenario and **never** do in the Campaign Game. The Russian Player should force-march only in the Campaign Game and the Barbarossa Scenario. They force-march on the average of two turns, occasionally three, and often only one.

At the beginning of the Barbarossa Scenario, the Russian Player must determine where the supply line of the Axis is going to cease. Immediately behind this point and as quickly as possible, the Russian Player must build up fortified defense lines for holding the winter offensive of the Germans. This point will vary somewhat because the terrain changes during the winter. Remember that the rivers are negated, swamps are negated and the supply distance that the Axis can trace is halved. The Russian Player, then, must trace from the maximum supply point plus five hexes plus one for the ability to attack.

Two major points for the Players to keep in mind: The Germans should not try to take Moscow in the first Summer. While they could take it, it could not be held. The other main point is that the Russians should not attack at all during the first Summer unless they have tremendous local superiority somewhere. Generally, all Russian attacks should be delayed until the Mud or Winter Game-Turns when they will have something to attack with.

In the Barbarossa Scenario, the Germans could conceivably attack the Russians with the intention of going for killed units simply because it is a scenario and the Germans have no worries about the Russians eventually building up and obtaining an overwhelming superiority. As a result, the Axis will be able to spread themselves relatively thin and can go for many objectives without too much fear of Soviet counter-attacks.

[35.13] STALINGRAD SCENARIO: STRATEGY & TACTICS

The German Player should try to take Leningrad and hold it. Alternatives for the Axis are to attempt to take Moscow or possibly a drive in the South to take Stalingrad. Rostov and Krasnodor. There are numerous Personnel Centers in the South that are important for the Germans to take.

The Russian Player must be careful of having his flank turned. If this occurs, the Germans will quite literally begin to roll up the Russian line. The Russian Player must avoid this at all costs: if this happens, he has lost the game. The Russians should never counterattack just for the sake of counter-attacking. He should build a fortified line with the 0-1-10 units to force the Germans to attack the line with infantry; the line should be two units deep, if possible; and there should be at least a few 3-5's, 8-6's or 9-6's spread out in the rear so that if the Germans do manage to punch a hole through the defense line these reserves can be used to plug up the hole or at least contain the Axis breakthrough.

The Russian Player should make good use of river lines and other terrain so he may impede, slow and channel the Axis attack.

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[35.14] KURSK SCENARIO: STRATEGY & TACTICS

Unfortunately, this scenario does not lend itself to an historical situation. Basically, because in the game (as it was in the war) Kursk is of very minor importance. No competent Axis commander will make the same error that Hitler made.

The German Player should try to take Leningrad. If the Russian Player has defended Leningrad extremely well, the German Player will probably have to go for some other objective in the South. There are two or three Personnel Centers fairly close to the line. Rostov and Voroshilov, that the German Player should at least attempt to capture. The Russian Player does not have sufficient forces to set up perfectly all along the front. However, don't expect to find large holes in the line. Weak spots, yes; holes, no. The German Player will have to decide upon a philosophy of attack and just go for it.

The German Player must keep in mind that he will have to withdraw sizable amounts of troops because of the invasion of Sicily. He should make serious and immediate plans for meeting this commitment. A good idea is to attack Leningrad with troops that are scheduled to be withdrawn because it is comparatively close to the border. Another good tactic is to withdraw all the German troops in Finland since very little can be accomplished with them.

This is the first scenario where the German Player must seriously worry about a full-scale Russian offensive. The game can be messy enough so that the Russian will ignore any German offensive and start one of his own. For the first time, the German Player will be on the defensive in a very real way. If the German Player is not good in defense, he should get good quickly. The German line can be rapidly destroyed if the Russian is able to mass his armor.

[35.15] DESTRUCTION OF ARMY GROUP CENTER SCENARIO: STRATEGY & TACTICS

The Germans should not attack under virtually any circumstances except to break-out of a pocket. Even then, he must be very careful. It's better to lose a unit than to risk an "Ae."

For the Russian Player, his initial set up will determine whether or not he will win the game. Basically, the Russian Player must find a spot in the Axis line weak enough to be broken through and exploited with Russian Armor.

The German Player should make as much use as possible of the now-repaired rail lines and terrain. River lines are extremely important for his defense.

The Russian Player should not be totally concerned with the Destruction of Army Group Center merely because this is what historically happened. There are other ways to win this scenario. They should be considered as options.

[35.16] GENERAL SCENARIO NOTES

Scenarios, by their very nature, are going to be extremely bloody on both sides simply because there is a time limit set on the game. Players, as a result, don't have to be concerned with long-range problems, i.e., strategic reserves. Whoever has the largest amount of forces or whoever expects to have the largest amount of forces will be on the offensive and will, in effect, try to wear down his opponent to nothing. Two extreme examples are the first scenario, Barbarossa, where the Axis can run riot; and the fourth scenario, Destruction of Army Group Center, where the Russians can run riot.

The Players should take note of the differing set-up situations in the different scenarios. For example, when a Player is moving first, he should fulfill the Continuous Front requirement by putting units that he will either fortify, if the Player is Russian; or units such as Kampfgruppen or Axis Allied units, if the Player is German; so that the Player will be able to shift the bulk of his good forces to be able to exploit any weak point that may subsequently show up when the other Player sets up.

As a tactical note, armored units should, as much as possible, be kept in supply. When frontally attacking a solid line with armored units [that is to say, not intending to exploit any great area with them] they should start behind the front line (in supply if possible), move up to the line, attack and them move back behind the line. This will give the armored units a much greater lateral range and keeps the Enemy Player guessing on where they will strike.

The German Player, in order to convert Kampfgruppen into full divisions, must keep them in supply. He must remember to continue to withdraw enough Kampfgruppen to use up his replacement points on time. The German generally does not have anything to spare and it would be a waste of material to resort to combining his Kampfgruppen.

[35.17] CAMPAIGN GAME: STRATEGY & TACTICS

Basically, in the beginning, the Russian Player must play a retreating, defensive game, pulling off occasional attacks only when he has tremendous local superiority. He has to wait until he has enough offensive units to go into a serious offense. Either side will note that in an offensive operation the attrition rate is generally quite high and if you don't have enough reserves to keep throwing your offensive operation, it will simply die. You've got to be very careful.

Both sides cannot spread themselves very far. The Russian Player should try to kill off Axis Allied units, simply because they don't come back at all. Therefore, the hole that they leave must be replaced by a good German infantry unit, therefore allowing less units for the German to mass together for an attack. First that should be attacked are the Italians; second, the Rumanians; and third, the Finns.

The Finnish front is normally quite static as it was in the war and it really is not worth bothering Finland at all as the Russian Player; they're much too powerful. Taking Finland is not that much of an advantage. Except, of course, that the rules state that you **must** take Finland. However, this should be rather low on your priorities (i.e., do it last), since the Finns are not going to make any attacks on you.

The longer the game lasts, the more it leans in favor of the Russians. It's to the Germans advantage to achieve a victory, quickly, without killing himself in doing so. This can be very difficult. As far as the Russian is concerned, it's almost entirely defensive, until he gets his second or third army around, then he goes on the offensive.

The whole campaign game is rather like an ebb and flow of the tide. The Germans sweep in, and initially the Russian has to give a lot of territory to the Germans, in order to preserve himself, and allow enough time to drag by so that he can build up his army.

Neither side has anything to spare. Any time wasted in getting a unit to the front or in getting it into battle is quite critical for both sides. Time is a reflection of units in the game.

[35.18] GAME STRATEGIES:

If the German Player attempts suicide attacks in an effort to destroy the Russians, he will generally lose the game by the end of the second year. The German Player must go on the offensive for about a year. Unless he has achieved smashing successes, he should not continue the offensive beyond the second summer because he will waste his forces against an impregnable wall of Russians.

In the Campaign Game the main German objective is to take Personnel Centers. The second objective is to disrupt Training Centers. The third objective is to destroy or disrupt Arms Centers. Finally, the last objective, which must be considered as the game progresses, is the number of Russians that must be killed in order to obtain the first three objectives.

The Axis Player must move on the offensive as time will work against him. If he doesn't utilize his troops to the utmost, he will lose the game.

The Germans should take advantage of their ability to rebuild completely destroyed units. He

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might even consider intentionally destroying Kampfgruppen expressly for this purpose. This is to achieve a turnover of units because if the Replacement Division Track is empty at any point, this represents, in effect, units that haven't been used to their full potential.

The German Player has two overall strategies that he can follow. The first is to follow a "Southern Strategy." This is an attempt to mop up all the Personnel Centers in the South of Russia. The second would be a "Moscow Strategy." This is where the German armies attempt to take Moscow and the rail connections that are to the south of that city. This can be pivotal in the game because it effectively stops all Russian North-South rail traffic.

Production is basically balancing the kind of army the Russian Player wants as opposed to the kind of army that is needed. The Russian Player will discover rather quickly that he will not produce the historical units. It will be discovered that cavalry units are totally useless and, in game terms, are never produced at all. The Russians will basically lean, at least in the beginning, upon infantry units because they can be doubled on fortified units and thus aid greatly in defense. Once the defensive line is constructed, the Russian Player will start producing 8-6's and 9-6's depending upon how strong a given army is to be and the amount of resources available to the Russian Player. The Russians should also attempt to build artillery units - as many as possible. These units are invaluable for offensive work.

A particular problem in production is that it is necessary to play the game several times in order to determine what kind of army is needed for this game and to be able to determine its time of arrival. Players who have access to a computer will find this a great help.

There are several problems involved in production. Firstly, it is tedious and will require a tremendous amount of effort. Another serious problem is prediction. Because of the time lag involved in production it is necessary to "see" into the future to realize what is going to be needed. The difficulty in this is that the board will not necessarily reflect what will be needed at any future point in time. It will take several attempts to play the game to realize at what point offensive rather than defensive units will be needed. The other thing that must be considered is the number of Training Centers that the Russians have that can be used and will not have to move in the time span needed for building.

Generally speaking, the Russian Player should never release units from Training Centers before the building is completed. It would be better to move a Training Center than to release its troops prematurely.

Production is often the key to how the game

will progress. Generally, the Russians can get along quite well without air power and could almost not even bother producing them. A weak air force will make the Russian offensive a little more difficult but it is still quite possible for the Russians to win the game.

The Russian Player should not commit his air power until he has massive superiority in numbers. The German Player should always use all his air units because he automatically receives replacements for them.

Air interdiction should be used **en masse** in one Game-Turn to be able to disrupt an entire area. Sporadic interdiction is almost useless.

Toward the end of the Campaign Game and the Destruction of Army Group Center Scenario, the German Player is plagued with defecting allies. These allied units either surrender or actually join the Russians. It is a good idea for the Germans to sacrifice these units in combat. This way, he will get some use out of them before they disappear or switch sides.

The Russian Player generally does not have any problem with repairing the railroads and thus keeping in supply. The German, especially in the initial Summer, must be very careful of where he places his Railroad Repair Units. This is extremely critical because it determines where the Axis offensive thrusts will be. It also determines where the Winter defense line will be. The German Player should actually take these points into consideration and determine placement of his Railroad Repair Units before initial set-up takes place. Once the German Player has repaired a sufficient amount of East-West rail lines he should move laterally across the front, that is, North-South lines, to speed up the ability to shift troops along the front and to provide alternate supply routes in case the primary routes should be cut off.

A word about partisans - don't. Unless the Players have an extraordinary amount of time and an extraordinary amount of patience, don't use the partisan rules. The effect of partisans upon the play of the game is not too great and they require a great amount of bookkeeping, and are generally a lot more trouble than they are worth.

[35.19] SUMMARY:

War In the East is more than a game, it's almost a way of life. It could be played from now until the final trumpet sounds on Judgment Day and still not even come close to exhausting its possibilities. Players are, in effect, fighting one of the most tremendous conflicts in the history of the world, and Players must prepare themselves for this fact. It is said that Hitler went mad during the war and Stalin did little better. So be forewarned. [Notes developed from a discussion involving: Steve Bettum, Kip Allen, Tom Walczyk, Ed Curran, and Oktay

Oztunali.]

[35.2] CAMPAIGN GAME VARIANTS

The following are a series of experimental variants which may be "plugged-in" to the Campaign Game in order to explore the effects of change in various contributing factors. Players may use one or more of these variants as long as they do not obviously conflict with one another.

Axis Free Set-Up: Axis Player may set up his Initial Forces anywhere on the western side of the Start Line, with the exception that Finland and Rumania may not have their sector forces changed.

Axis Satellite Neutrality: For each of the five Axis Satellite Countries - Italy, Rumania, Hungary, Slovakia, and Finland - roll the die. A roll of 1, 2, or 3 indicates that the nation becomes an active participant, as normal. A roll of 4, 5, or 6 indicates that that nation has remained neutral; suspend all rules and eliminate all forces belonging to that nation. The Axis Player rolls the die after the Russian Player has set-up his units. Axis units may not move units through neutral territory. If a country is neutral, German units listed as setting up in that country are set up in the Central Sector.

Russo-Japanese Conflict: The Russian Player does not receive the reinforcements scheduled for Game-Turns 19-23 inclusive.

Axis Satellite Early Entry: Hungary and Finland are fully active on Game-Turn 1. German units may set up inside Hungary, and Finnish units may move and attack.

Axis Early Assault: The Game begins two Game-Turns before Game-Turn 1. There has been no German invasion of the Balkans. The die is rolled at the beginning of the game. If the result is 1, 2, or 3, a coup-d'etat, overthrowing the German-sympathizing Yugoslavian government takes place. In this case, 10 Infantry Divisions and 4 Mechanized Divisions from the Axis Reserve force (the ground unit reinforcements for Game-Turns 1 and 2) are delayed in entry until Game-Turn 10. One of the Mechanized and two of the Infantry units are Kampfgruppen. **(Addition)** Advance all reinforcements and Russian Personnel/Arms multiples by two Game-Turns. Continue the same sequence of reinforcements and Russian Personnel/Arms multiples as is given in Game-Turns 166-208 to determine multiples for Game-Turns 209-210.

Increased Finnish Participation: There are no restrictions on combat for Finnish units, beyond those applying to all units. There is no Finnish surrender, under any conditions. Finnish units are in supply if they are within 10 hexes of the border of Old Finland. A total of ten German

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infantry units may be supplied from Helsinki, none need be north of the Winterline. Finnish units may receive one infantry replacement point per month.

Axis Preparation for Prolonged Campaign:

The Axis Player receives an additional 3 Rail Repair units on Game-Turn 1. Units may be set up initially without regard to sector lines. Suspend the "Frostbite" Rule (14.31).

Early German War Production Economy:

During the first Game-Turn of every month, the Axis Player receives one extra German 6-5 division. During the first Game-Turn of every third month (July, October, January, and April), the Axis Player receives one extra 10-8 division. In addition, the Draft Replacement rate is changed to include 1 additional armored replacement every month (the Axis Player thus receives 1 armored replacement every two weeks). [Unfortunately, a War Economy would have meant that the Steinweg Piano Company could not have continued piano production into 1945.]

Russian Maximum Build:

The Russian Player "plays" 12 Game-Turns of the game before Game-Turn 1. The Axis Player does not move until Game-Turn 1. Cancel special Axis ZOC Movement Point cost for first and second Game-Turns. The Russian Air Force has 10 Air Points available, instead of 3. (Addition) The Russian Player plays 30 Game-Turns before Game Turn One. The Russian Player may fortify any (1-4) units he desires before the start of Game-Turn One. Suspend section (B) of rule 30.34 and begin the game with the normal Joint Air War Turn. Advance the Russian Personnel/Arms multiples by 30 Game-Turns. To determine figures for production multiples and Axis Air Points and Replacement Drafts continue the same sequence as given for Game-Turns 166-208.

Turkish Attack: The entire Russian Krasnodor Reserve is considered to be in Turkey, and is kept off the map for the duration of the game.

Axis Victory at El Alamein: On Game-Turn 62, the Russian Player must exit 20 infantry and 10 armored Strength Points off the southern SE Section mapedge.

Axis Success In Tunisia: Suspend the Sicilian Invasion rule.

Ukrainian Nationalism: No Axis garrison of these Personnel Centers in the Ukraine (Odessa, Kiev, Rostov, Kharkov, and Voroshilov) is required; after Axis forces occupy Odessa and Kiev, the Axis Player may raise six Ukrainian 6-5 units. From that Game-Turn on, the Axis Player may either build one new division or rebuild one Kampfgruppe Division at a Ukrainian Personnel Center, on the first Game-Turn of each month, until a maximum of 10 Ukrainian units or Ukrainian rebuilt units have

been placed on the map.

Early Russian Neutrality: Axis forces occupy all of Poland in September, 1939. The Campaign Game Start Line becomes the 1939 Russian border.

Full German Motorization: German units which previously had 5 Movement Points are increased to 8 Movement Points. Those which previously had 3 Movement Points are increased to 5. These units are not "mechanized" units, however, and still use non-mechanized Movement rules. (Addition) Infantry units whose Movement Allowance has been increased to 8 Movement Points may not force march.

No Lend Lease: Starting with Game-Turn 128, reduce the Russian Arms Multiple by one. Cancel the Arms Centers scheduled to appear at Murmansk.

Russian Air Drop: On the first Game-Turn of every month, only, the Russian Player may place up to six "Partisan" units anywhere on the map within five hexes of a current Russian Supply Source.

Black Sea Assault: On the first Game-Turn of every August, October and June, the Russian Player may place up to five of his Combat Points on any unoccupied coastal hex on the Black Sea, or he may place these Combat Points in an off-shore hex and attack any enemy units in coastal hexes. The five Combat Points must begin the Movement Phase in one of these port city hexes: Odessa, Sevastopol, or Batum. The units which use Sea Assault are in automatic supply for two Game-Turns after which normal supply restrictions are in effect.

No Purge of Red Army Officers: Russian Player uses Combat Results Table #2 in 1941 and 42. Axis Player uses #2 in 1942 and #3 in 1943.

[36.0] DESIGNER'S NOTES

The idea of a *War in the East* game has always been rather simple. Do a division-level game of a campaign in which hundreds of divisions were used at any one time on either side. A campaign that lasts for four years and involves a front line that almost always exceeded a thousand kilometers in length. And then, of course, there was the intrinsic curiosity about the eastern front, the largest and most active theater of operations during World War II. And, in fact, the largest campaign ever fought in the history of warfare. The lack of prominence given to this campaign in the west has only added to the interest in it. The first game to be done on the eastern front, *Stalingrad* (Avalon,Hill), was on the corps level. It was a rather simple game but did put across some of the basic situations and problems of the War in the East. Subsequent campaign games remained totally strategic. For

example, there was *Barbarossa* (SPI), an army level game which was even simpler than *Stalingrad*. Then came the tactical and operational level games, games like *PanzerBlitz* (SPI/Avalon Hill) and the division-level series of games including *Moscow Campaign*, *Turning Point*, *Kursk*, *Destruction of Army Group Center*, and *Battle of Moscow*. Still, there was the desire for a division level game covering the entire war, the entire campaign, the entire War in the East.

As early as 1967 the "old" *S&T* magazine was talking about the "Stalingrad II" project. This game was, so to speak, the grandfather of the present *War in the East* game. Since then (and perhaps before then), many individuals have cooked up their own version of the War in the East. SPI's *War in the East* has been the most awaited version, if only because we have been "obligated" for so long to produce it.

Our work on this version of *War in the East* actually began in 1970. At that point we (wisely) decided that successful completion of the project was not yet within our capabilities. We suspended publication of the game, and it wasn't until 1973 that we felt we were capable of doing the game up to the standards we had set for ourselves.

The big breakthrough in our ability to do *War in the East* was in our development of a division level World War II game system. This system first appeared in the *Kursk* game, and then in *France 1940* (SPI/AH). It has since been used in *Turning Point*, *Moscow Campaign*, *Breakout & Pursuit*, *Destruction of Army Group Center*, *NATO*, and in a much modified format, *East Is Red*. By early 1973, we had gotten most of the bugs out of our division level World War II system. Oddly enough, the basic artwork for the *War in the East* map had been done in 1970. We checked this artwork and found that the scale, while twice as large as our normal division level games, was still suitable for the game system we were then using for division level World War II games. By using the established and proven mechanics of these division level games we solved some of the thornier problems in producing a quality game. There were many other problems, and we will take these one by one, in the sequence that they appear in the game rules.

In terms of game equipment you can see right away that we made a number of changes from what one would normally expect from a *War in the East* game. The most obvious change is in the counters. We had originally planned to use a rather elaborate set of unit counters containing historical designations. We found that, because of other considerations, primarily historical in nature, it was not worth while to use a great variety of unit types or for that matter historical designations. This was because the overall effect of different types of units was not that great, and in addition, the changes that did occur

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could more realistically be handled by using different Combat Results Tables. Thus, we arrived at a fairly standard counter mix considering the scale of the game.

The Sequence of Play is rather simple. It is directly from the division level World War II game. To movement we added a few embellishments. Such as the forced march provision and a fairly elaborate overrun rule. Again, nothing new or unusual here.

When it came to rail movement we faced the first of our strategic problems in *War in the East*. The simulation is, after all, a strategic level game (even through the parts of *War in the East* are actually on the operational level). The rail movement rules had to be fairly elaborate, and these included provisions for building, destroying and repairing railroads. Again, all the developments were necessary because of the strategic nature of the game. The strategic problems were, in fact, the biggest problems we had with *War in the East*. Because of strategic problems we also had to contend with (to a certain extent) sea movement.

The Zone of Control rules were, again, quite conventional. Although because of certain types of specialized units we had to modify the Zone of Control rules somewhat. The use of certain specialized units, such as security divisions and partisan units, was prompted by the fact that the partisan problem was basically a strategic level problem. On a division level game covering just one campaign, one could "factor out" the partisan problem. In a strategic level game it became much more difficult. Stacking, fortunately, was a much simpler problem, although like everything else in *War in the East*, it was affected to a small extent by the strategic nature of the game.

Combat is one of the least changed aspects of the game and this is one element that makes *War in the East* so (relatively) playable considering the size of the situation covered.

Air power was another area where strategic considerations became paramount. Air power is, in the final analysis, a strategic weapon. Primarily because of its ability to move vast distances in a short space of time. And also its ability to project its combat power far behind the fighting lines of ground units. Developing air power rules that would be simple, playable and yet realistic was one of the major sub-projects in developing *War in the East*.

The supply rules, fortunately, we were able to take relatively intact from other division level games. The railroad rules took care of the strategic aspects of supply. So the supply rules themselves were mainly concerned with operational levels of supply and thus were a little different from the smaller division level games.

Weather was another problem, a consideration that was not often found in operational level games. Weather was another area where we spent a considerable amount of time and effort. There was not so much a problem gathering the information on weather, as there was a problem in finding effective methods for integrating the effects of weather into the game itself. We found that, considering the strategic nature of the game, there was little effect on the game if the weather changed according to a set schedule, or if it changed according to a variable schedule. On a smaller game, such as one of the division level games, the actual date of weather changes could become quite critical, but in a strategic level game you have so many other variables to worry about that the exact date of weather changing could not become that important. Unfortunately, this was discovered only after hundreds of hours of playtesting. We passed the benefit of this experience on to you.

There was one element in *War in the East* that is unique to this game. It is also the most important element in making *War in the East* a true strategic game. And, of course, is one of the key elements in making *War in the East* truly realistic. The element we refer to is the Russian production.

For the Russians the War in the East was their only war. It involved the entire resources of all Russia. Thus, for Russia, the War in the East was an economic war. An economic war is primarily a war of different demands. Different demands upon limited economic resources. How the Russian commander allocates these resources decides how successful the Russian commander will be in beating back the German onslaught.

To build a military unit requires three basic resources: Arms and Equipment, Manpower, and, most importantly, Time. These three primary elements have been represented on the Russian production chart and in the Russian production rules. On the map itself are shown the primary production centers as well as the primary population centers. It is the capture or destruction of these areas that can insure a victory or defeat for the German Player.

It is extremely important, when using the Russian production rules, that one formulate a well thought out strategy. The success of this, strategy will be entirely dependent on the production strategy each player takes. Should the production strategy and the operational (military) strategy not be very closely coordinated, it is almost certain that the Russian player will face disaster. It is not enough for the Russian player to take only easily produced rifle divisions because he will then soon run out of men. On the other hand, it is not advantageous to produce only the more time-consuming technical units, such as armor and artillery. Because then the Russian front line units may be depleted before these stronger units can be

brought to bear. If there is anything that makes *War in the East* a multi-player game, it is the use of the production rules. One of the Russian players should have nothing to do but take care of production. In fact, this player should be the commander-in-chief. Not controlling any specific units himself, but rather directing the general use of other players' units while having absolute control over production. This shows quite clearly that he who controls production calls the shots.

Speaking of multi-player variants to *War in the East*, there was one very interesting one which we developed during playtesting. It's called "Rondo."

What is involved is the use of only four or even three players for the entire game. These players divide the forces on each side into three or four areas and groups. Then each player takes an area or group of forces which exists on one side and another area or group of forces on the other side. What makes the system work is that, for example, Player A would take control of the Russian units in the Finland sector while taking control of the German units in the Rumanian sector. In other words, each turn the players are always moving. In effect, they change hats after one side has been moved and go over and move the other side's units. If nothing else, this keeps everybody busy. We have found the Rondo system works quite well, although it may not work for every group. But if you only have three or four people and want to play a relatively "quick" game of *War in the East*, the Rondo system is probably the best.

The Battle group rules are taken directly from our division level World War II game. The splitting units rules are something new for *War in the East*. These are derived from the production rules. And, while not that frequently used by the Russian player, they do allow him to obtain more additional units while in turn sacrificing combat points.

The Russians and, to a larger extent the Axis forces, receive reinforcements. Russian Reinforcements appear only early in the game, and these represent units, from distant parts of Russia coming to the front. Thereafter, Russian units are raised according to the Russian production rules.

Axis Reinforcements are normally the primary method whereby the Axis player receives new units to replace losses or to increase their strength. The German player also receives draft replacements and replacement divisions. These are individual men to replace losses and individual pieces of equipment to replace equipment losses. These are represented by replacement drafts and replacement divisions.

German and German allied replacements or reinforcements are handled differently from the Russian production, because for the Germans

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the eastern front was not the only front they were fighting on. They were fighting a multi-front war, and these other fronts made demands upon their limited resources. What the Germans tended to do throughout the war was, in effect, send as little as was necessary to the eastern front. As it was, German resources were strained quite a lot to sustain their enormous armies in the east. We have, in effect, made German reinforcements and replacements self-adjusting and dependent to a considerable extent upon what losses they take in the east. In this way we're able to take care of many of the built-in "political" factors which affected German policy towards the eastern front.

Another important, if not critical, element in German performance on the eastern front was the political influence upon the fighting. The most obvious representation of this is the fact that the Germans were often forbidden to withdraw from a seemingly untenable position. This "no retreat" policy has been endlessly debated during and since the Second World War. We felt we had to include something in the game to re-create this. Our solution was the Axis continuous line/no retreat rule. It worked quite well during playtesting. The "required Axis garrisons" to a large extent accounted for the anti-partisan activities the Germans were forced to engage in.

Much of the anti-partisan activity resulted from the administrative policies of the Germans in the east. Again, this was a political consideration, a political decision which could have been made differently. In the game we treat it rather gingerly and if at all possible attempt to re-create what went on historically.

One important operational element dealt with in *War in the East*, that was not dealt with in previous division level games, was the use of Russian Fortified units. These units were division sized formations which were, in effect, told to dig in permanently. The Russians called them fortified zones, although they were, as we said, division sized units. They sacrificed almost all of their mobility in order to increase their defensive capability. These units were primarily strategic in nature and, again, since *War in the East* is a very strategic game, we have included them.

Another strategic element is Siberia and the area to the east of the *War in the East* map. Special rules had to be formulated for this aspect of the game.

Another strategic element is Finland and Rumania. Not only their national armies but also their political situation. This was another one of the additional elements of *War in the East* that we had to spend considerable time and effort on developing. This wasn't made any easier by the fact that Finland's relations with Germany were rather complicated, much more complicated than Germany's relations with

Rumania. For these reasons, these two countries required quite special treatment.

One of the thornier problems we had to deal with was the Partisan rules. We finally decided to make it an optional rule since it became something of a game in itself. The Partisans were a rather complicated phenomena. Most of them could trace their origins back to so-called "destroyed" units that the Germans had overrun earlier in the campaign. The remnants of these destroyed units do not immediately become Partisans. Their becoming partisans depended on two factors: time, and the directions they received from the Russian high command. Therefore, we had to develop Partisan Cadres, or "ghosts" as we called them during playtesting. These Cadres were not really units at all. They were merely the potential for units. Thus the Germans had an extremely difficult time in rooting them out. When the word was given, these "ghosts" could turn into full-fledged partisan units. At that point they became more effective, but they also became more vulnerable to German anti-partisan activities. If you really want to get an idea of what the partisan war was like in Russia, then use the optional Partisan rules.

The Victory Conditions for *War in the East* are quite straight-forward. The idea is, quite simply, to totally smash Russia's ability to wage war, or, from the Russian viewpoint, to expel German forces from Russian territory. The scenarios have used variations on these total war victory conditions. The scenarios used intermediate objectives as their conditions of victory. The intermediate objectives in this case are usually industrial or population centers.

What we have tried to do in *War in the East* is maximize realism and playability. On a game this size, you can't help but have a healthy amount of realism assuming a certain level of design competence. The problem with *War in the East*, from our point of view, was in making it playable. By its very size, *War in the East* is somewhat unplayable. We tried to overcome this problem by making the game mechanics as simple as possible.

We think we have achieved a good balance between the size of the game, the realism we wished to achieve, and the maximum in playability. We also realize that most people buy the games and use them for acquiring information and not so much for sitting down and playing through one game after another. *War in the East* was also designed with this in mind. One can simply take the game, set it up (assuming one can find a space big enough), and set up units, playing out a few turns. Or simply "playing out" various strategies and tactics, which will provide an enormous amount of information on what went on during the War in the East.

The developer's notes for *War in the East* will

give the numerous tactical and strategic "tricks" that we developed during testing the game. What we have tried to give you here was some of the background on why certain things were done in the game. We hope you are able to get as much out of playing *War in the East* as we got out of designing and developing it.

-JFD

[36.1] UNIT DESIGNATIONS

Because of time pressures, non-availability of complete data, and the considerable expense it would have entailed, we have not put the historical designations on the counters. However, we can provide these designations to put on yourself if you wish. The list of German designations is quite complete. The Germans kept good records which survived the war. The list of Russian designations is less complete. Again, this is all because of the records keeping. Designations will be given by nationality and by counter type.

AXIS DESIGNATIONS

German Units

Infantry Divisions (6-5):

This includes regular infantry divisions, Mountain Infantry divisions and light or Jager infantry divisions. All of the following divisions served at one time or another on the eastern front through the end of 1944.

1, 5, 6, 7, 8, 9, 11, 15, 17, 21, 22, 23, 24, 26, 28, 30, 31, 32, 34, 35, 38, 39, 44, 45, 46, 50, 52, 56, 57, 58, 61, 62, 68, 69, 71, 72, 73, 75, 76, 78, 79, 81, 82, 83, 86, 87, 88, 93, 94, 95, 96, 98, 102, 106, 110, 111, 112, 113, 121, 122, 123, 125, 126, 129, 131, 132,,134, 137, 153, 161, 162, 163, 167, 168, 170, 182, 183, 197, 198, 203, 205, 206, 207, 208, 209, 211, 212, 214, 215, 216, 217, 218, 223, 225, 227, 228, 231, 239, 246, 250 (Spanish), 251, 252, 253, 254, 255, 256, 257, 258, 260, 262, 263, 267, 268, 269, 282, 290, 291, 292, 293, 294, 295, 296, 297, 298, 299, 302, 304, 305, 306, 320, 321, 323, 327, 328, 329, 330, 331, 332, 333, 335, 336, 337, 339, 340, 342, 357, 359, 361, 363, 367, 370, 371, 376, 377, 383, 384, 385, 387, 389, 541 Volksgrenadier, 542 Volksgrenadier, 544 Volksgrenadier, 545 Volksgrenadier, 547 Volksgrenadier, 548 Volksgrenadier, 549 Volksgrenadier, 551 Volksgrenadier, 558 Volksgrenadier, 561 Volksgrenadier, 562 Volksgrenadier, 563 Volksgrenadier, 707, 711, 712

The following 6-5 divisions were mountain divisions.

1, 2, 3, 4, 5, 6, 7

The following 6-5 divisions were light/Jager divisions.

1st Ski, 5, 8, 28, 97, 99, 100, 101

Security Infantry Divisions (6-3)

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201, 203, 207, 213, 221, 281, 285, 286, 390, 391, 403, 444, 454

Infantry Divisions (1-5)

The following divisions were represented by 6-5 divisions battlegroups. They are the Luftwaffe field divisions. The following ones served in the eastern front.

1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 12, 15, 21

Motorized Infantry Division

[PanzerGrenadier] (8-8)

3, 10, 14, 16, 18, 20, 25, 29, 36, 60

Armored Divisions [Panzer] (10-8)

1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 16, 17, 18, 19, 20, 22, 23, 24, 25, 27, 232, Feldherrnhalle

Parachute Divisions

Only one "parachute" division served on the eastern front. This was the Second. It was the equivalent of an 8-8 motorized infantry division and was not used for airborne operations in Russia. An air force armored division, the Hermann Goring division, also served on the eastern front. This was the equivalent of a 10-8 armored division.

SS UNITS

SS units which served on the eastern front will be given in chronological order, that is, the order in which they appeared on the eastern front.

SS Das Reich (8-8) in October 1943 converted to 2nd SS Panzerdivision (10-8)

SS Totenkopf (10-8) redesignated 3rd SS Panzerdivision in October 1943.

SS Wiking (10-8) redesignated 5th SS Panzerdivision in October 1943.

SS Nord (6-5)

SS Florian Geyer (6-5)

9th Hohenstaufen (10-8) redesignated 9th SS Panzerdivision in April 1944.

10th SS Frundsberg (10-8) redesignated 10th SS Panzerdivision in May 1944.

11th SS Nordland (8-8)

12th SS Hitlerjugend (10-8)

13th SS Handschar (6-5)

14th SS (1-5)

15th SS (6-5)

18th SS Horst Wessel (8-8)

19th SS (6-5)

20th SS (6-5)

22nd SS Maria Theresa (6-5)

23rd SS Nederland (3-8)

Motorized/Armored Brigade (3-8)

900 Motorized, 2nd SS Motorized, 4th SS Motorized, 5th SS Motorized, 9th SS Motorized

GERMAN ALLIES

The following is a nearly complete list of German Allied Divisions.

Infantry Divisions (2-4)

Rumanian

6 Jaeger, 7 Jaeger, 8 Jaeger, 14 Jaeger, 9 Jaeger, 10 Jaeger, 12 Jaeger, 16 Jaeger, 17 Jaeger, 18 Jaeger, 19 Jaeger, 3, 5, 11, 13, 15, 21 Guard, 35, 20, 22, 25 Mountain, 1st Mountain, 2nd Mountain, 4th Mountain

Italian

Torino, Tasubio, Ravenna, Cosseria, Tridentina, Vicenza, Julia, Cunense, 40, 42

Hungarian

3, 6, 4, 5, 7

Slovak

1

Motorized/Armored Divisions (1-6)

Rumanian

1, 2, 5

Hungarian

1st Motorized, 2nd Motorized, 1st Armored, 2nd Armored, 3rd Armored

Italian

Cerere, Sforzesca

Slovak

125

FINNISH FORCES (4-5)

1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 1st Motorized, Composite Infantry

RUSSIAN DESIGNATIONS

Unlike the Germans, the Russians have never published any comprehensive Order of Battle designations for the Second World War. Therefore, only two large-scale sources of OB information exist. Both are incomplete. One source is the German intelligence reports produced during the war on Russian Order of Battle. The second source is the various Russian official histories that have been published since the end of the war. Drawing from these two sources we can give you a list of designations which is about 95976 correct.

Rifle Divisions (1-4)

The Russians created nearly a thousand rifle divisions during the course of the Second World War. In many cases the titles the divisions went by were of local origin and under no central control as was the case in other armies. This was particularly true early in the war. As the war went on things became more regularized and divisions were given a designation direct from STAVKA, the Russian general staff. Oddly enough, most Russian rifle divisions appear to have a number between one and four hundred. This is odd because there were, at numerous times, according to Russian sources, over six hundred divisions in existence. Part, if not all, of this discrepancy can be accounted for

by the redesignation of divisions as Guards divisions. Guards divisions had their own numbering series, the number having added to it the honorific title of "Guards." These divisions' numbers generally ran from one to a hundred.

Tank Brigades (2-5)

These units actually represent tank divisions during the first thirty to sixty turns of the game. The Soviet tank division was quickly replaced by the tank corps which was only slightly larger than the previous tank division, but was much more efficiently organized and much more effective. Each tank corps consisted of three tank brigades and one mechanized brigade. The tank brigades in these units as well as the numerous independent tank brigades were numbered from one to a hundred plus. It is true, however, that some series of non-divisional regiments and brigades had numbers of over a thousand.

Mechanized Brigades (3-5)

While these units only contain 41 tanks and were primarily infantry formations, they were used as armored units and performed well in that role. Three of these units plus a tank brigade were the main components of a mechanized corps which, if anything, was more of a tank unit than the Mechanized corps. In the early stages of the war the 3-5 unit also represents the larger Russian mechanized divisions which, like the tank division, were quickly replaced. The designations of these units ran from one to a hundred plus.

Guards Infantry Corps (5-5)

We have identified over thirty of these units, each consisting of two or more Guards rifle divisions, plus miscellaneous supporting units. These units were numbered consecutively. Again, the identifiable units going from one to thirty-one and probably more.

Tank Corps (8-6)

Because the Russians had relatively few of these units, we were able to identify practically all of them individually. Their designations were as follows:

5th Guards, 2nd Guards, 4th Guards, 1st Guards, 8th Guards, 2, 10, 9, 3, 5, 1, 6, 4, 7, 19, 16, 18, 20, 15, 12, 17, 11, 25, 29, 26, 24, 23, 31

Mechanized Corps (9-6)

Again, like the tank corps, we were able to identify individually most of these units. Their designations were as follows:

1st Guards, 2nd Guards, 3rd Guards, 4th Guards, 3, 5, 1, 13, 4, 6, 7, 21, 12, 11, 22, 9, 19, 8, 15

Artillery Corps (10-1-10)

There weren't too many of these units. They were numbered consecutively from one upward.

Anti-tank Brigades (0-1-10)

There were hundreds of these units available, and again, the brigades were numbered

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consecutively from one upward.

Rifle Corps (4-4)

These units were numbered consecutively from one to, as far as we can tell, one hundred thirty-five. There may have been more towards the end of the war, but Russian records from the spring of 1945 seem to indicate no rifle corps with a number higher than 135.

Cavalry Units (1-3 and 2-3)

These units often showed considerably more imagination when it came to designations. Many of these units were Cossack units, thus they were given the designation "Cossack." However, there the distinction ended and the Cossack divisions were numbered 1st Cossack, 2nd Cossack, 3rd Cossack and upward. Most of the cavalry divisions were simply numbered one upward. The same applied to the 2-3 Cavalry corps.

[36.21] WAR IN THE EAST PRODUCTION COMPUTER PROGRAM

The purpose of the program was to keep track of production. This was a very tedious and time-consuming part of the development.

The object of the program was two-fold: to reproduce what was historically produced for production in the game for play-test purposes and to produce with a little hindsight that which was better than history, i.e., those units that the Russians **should** have produced.

When I initially took over the production portion of the game, working out the problems by hand which is to say producing various "scenarios" of units and experimenting with when they would show up for game purposes, this took a very long time. I tended not to allow for individual Game-Turn variations. It got to be very difficult to keep track of when these units that would show up if they were done on an individual turn basis. Changing twenty or thirty turns of production by hand could easily take two days of doing nothing else but working with numbers. Under the program, it was reduced to roughly figuring out the entire game and/or changing it any number of ways into about **ten minutes**.

Generally speaking, the program accomplishes the following: Firstly, it produces a time-delayed production (the longest unit delay is twenty Game-Turns). Secondly, it allows one to easily change the production sequence (that is to say, on what particular turn one wants to produce what type of unit). Thirdly, the program displays what is going into production at any particular turn. This way one can figure out how to get sub-units to an appropriate Training Center so that they can go into production for a larger unit. Also, the program displays, on any particular turn, what items (given their particular time delay) are actually coming out and may be placed on the map for

use in the game.

Additionally, and this is where the tedium comes in, the program automatically figures out the per-turn decrement by item (in terms of people and equipment) and at the same time, figures out the increment in terms of people coming from the population centers of Russia and the equipment being produced by its factories. The program allows for varying scenarios in terms of getting people and arms increments.

The program provides an automatic decrement of sub-units from that which has been produced. That is, if one produces four infantry 1-4 divisions and one infantry 4-4 corps; at the end of the run the display shows only one infantry 1-4 division and one 4-4 corps because three of the 1-4 divisions are used up in forming the corps. Lastly, the program gives total production figures by each individual item at each Game-Turn. These are useful for end-game and game turning point comparisons.

What follows is a brief overview of the program (first, directed towards a non-programming person):

The program was set up with the idea that whoever was running the program should be able to change what was going on in terms of production as easily as possible. Every item that could be produced was, given a particular letter from the alphabet. All of the arms costs, people costs, time delays and abbreviations that were used in the game and the corresponding letters are memorized by the computer. As the operator of the program, one would simply put in a production card that would have letters on it that would be corresponding to whatever he wanted to produce. The program would then look up in its memory, so to speak, and subtract the arms and people costs and place the item in another section of its memory. It would also output the item in terms of an abbreviation that the person doing the program could readily understand. That is to say, not a letter, but the abbreviation that is used in the game. The program would then memorize a turns worth of production in its memory and hold twenty turns worth. It would cycle through its memory and, as it reached something that was finished in terms of time, it would then put that into an output area and display, again by the abbreviation used in the game, what was actually being finished in production on any particular turn. For convenience, the program was set up so that many of the variables involved could be entered once. For example, if one wanted to produce infantry 4-4 corps, one would put in a card saying that the machine, as it cycled through one turn at a time, would assume that the production was remaining as it was unless another production card was read in changing, in effect, what the operator wanted to be produced.

These production cards were put in a deck of cards which, basically, was a set of time cards. Each card for time represented one week. The operator would change what was being produced at any one turn by literally taking the production card and putting it in a different time week of the deck and simply re-running the program getting completely different production figures. As a result, the person running the program would get himself a line by line or turn by turn print-out which he could compare either against other print-outs or some idealized version the operator had come up with on his own.

For those people who have some programming experience. I'll go into a little more detail as to how the program works. It's written in **RPG-2** and takes up 6,000 bytes in that particular language. The array manipulation isn't that extensive. An indexing system is used instead; that was the easiest way to accomplish this. The letter array, that is to say, the array that corresponds to the items that are being produced, is simply the alphabet. The letter, as it was read in from the production card, corresponded to an Index. This was the index to the people cost array and the arms cost array and the time delay array and the item abbreviation array. That letter was the thing that went into the memory. Instead of memorizing twenty-six abbreviations, it simply memorizes twenty-six letters per turn and saves on memory storage area.

The program input is set up with the T card, using the letter "T" as standing for time. This was the trigger for all calculations. There was a normal rate of people who were gathering up from the population centers and there was a normal rate of arms. As one gets into the game it will be seen that there are multipliers for each of these. These were simply set up as one time cards that remained at that value until changed. The same thing was done for the production card. Whatever one decided to produce, that array was left intact until, at any particular turn, one decided to change it. As a result, there were 208 trigger cards and, depending upon which scenario was being explored or how elaborate the desired production was, there would be varying numbers of the other cards.

As each trigger card came in the program would fall into the calculation area and it would subtract out the people and arms costs for each individual letter that it corresponded to and using the time delay would place the item according to a somewhat elaborate indexing routine into memory. I decided against moving the memory around in favor of simply moving the indexes around (which generally causes less confusion).

Using this indexing system at the end of every turn, we would go into the memory at a certain location and check to see what letters were there. The letters would correspond to

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something being produced at that particular turn. Because of the letter system (each letter corresponding to an individual item) its index allowed the decrement of sub-units to be made fairly easily, as they were produced. If one ran across a certain letter, then this would indicate exactly what sub-units should be subtracted from the production totals to fulfill a given requirement. The production totals - to be subtracted from whatever sub-units that particular unit required.

It is important to note that the preceding things are not accomplished by the program nor were they intended to be accomplished by the program. This program was set up to work with a person; the program would do the tedious portions and the person would do the fun parts. The program has no provision for stopping production, except by indicating that either the people or the arms have gone negative. This simply implies to the operator of the program that he has overproduced and has an invalid production schedule and must rearrange his production cards. The program, at this point, does not by itself seek to maximize production in any way.

That is pretty much how the program works, what it accomplishes, and why it was done. As far as playtesting the game, it was a necessity. There would never have been sufficient time to manually do all the mechanical ends of production in order to get the game system tested.

From this point of view, it was definitely worthwhile for us. Anyone who has access to a computer and who is going to be "into" this game will undoubtedly produce a similar program.

-SB

Historical Russian Production Rates

Figures in columns represent sub-totals of each type produced by the end of each time period. Figures for the final period are unknown.

TIME PERIODS (Game-Turn)

Type	050	100	130	150	185	Total
1-4	134	105	30	20	0	289
0-1-10	43	50	90	40	30	253
Air	20	25	15	20	35	115
Air,R	0	0	30	40	90	160
3-5	36	211	0	0	0	247
2-5	37	13	30	0	0	80
8-6	8	18	0	0	0	26
9-6	8	4	0	0	0	12
10-1-10	3	12	15	3	9	42
4-4	34	0	16	0	0	50
5-5	26	0	34	0	0	60
R4-4	0	5	15	15	15	47
R5-5	0	10	20	15	15	60

R8-6	0	0	6	10	10	26
R9-6	0	0	2	5	5	12
1-3	0	20	0	0	0	20
2-3	0	12	0	0	0	12
Rail	0	12	0	0	0	12

[36.22] SUGGESTED PRODUCTION PROGRAM

The following is a generalized production program for the Russian Player made under the assumption that sufficient (more than historical) numbers of Personnel Centers will be kept out of Axis hands. The program indicates how many "production-starts" of a given type of unit should be made each Production Phase of a Game-Turn, within a specified time range.

Number and Type of Unit Started each Production Phase

Game-Turn Range within Which indicated Units Should be Produced

1x0-1-10	1 thru 150
1x1-4	1 thru 150
6x1-4 to convert to 2x4-4 to convert to 2x5-5	1 thru 60
1x5-5 Rebuilt	47 thru End
3x2-5 with 1x3-5 to convert to 1x8-6	60 thru 170
1x8-6 Rebuilt	99 thru End
1x10-1-10	70 thru End
1xAir Rebuilt	70 thru 119
2xAir Rebuilt	120 thru 169
3xAir Rebuilt	170 thru End
1xR Repair	after 47 to maintain a team of 12 units

[36.3] SUMMARY OF UNIT COUNTERS AVAILABLE

Note that the backs of some counters are simply "tags" which (in a general way) indicate what the front of the counter carries.

AXIS POWERS

Primary Counter (Front) Secondary Counter (Back) Total Available

German Types

	Infantry Division		Infantry 210 Kampfgruppe
	Security Division		Infantry 15 Kampfgruppe
	Armored Division		Armored 40 Kampfgruppe
	Mechnzd Division		Mechnzd 15 Kampfgruppe
	Mechnzd Brigade		Mechnzd 10 Tag

Finnish Types

	Infantry Division		Infantry 25 Kampfgruppe
	Partisan Division		Partisan 25 Cadre

Rumanian Types

	Infantry Division		Infantry 45 Tag
	Armored Brigade		Armored 5 Tag

Hungarian Types

	Infantry Division		Infantry 20 Tag
	Armored Brigade		Armored 10 Tag

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Italian Types

	Infantry Division		Infantry Tag	15
	Armored Division		Armored Tag	5

Slovakian Types

	Infantry Division		Infantry Tag	5
	Armored Brigade		Armored Tag	5

Ukrainian Types

	Infantry Division		Infantry Kampfgruppe	10
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General Axis Types

	Rail Repair Unit		Rail Repair Tag	10
	Rail Head Marker		Rail Junction Marker	30
	Entrained Marker		Entrained Tag	10
	Air Point Marker		Air Point Marker	20
	Air Interdiction Marker		Air Interdiction Marker	20

Total Axis Counters: 550

SOVIET RUSSIA

Primary Counter (Front) Secondary Counter (Back) Total Available

	Guards Infantry Corps		Guards Infantry Battlegroup	100
	Infantry Corps		Infantry Battlegroup	75
	Rifle Infantry Division		Fortified Unit	300
	Mechnzd Corps		Mechnzd Battlegroup	60
	Tank Corps		Tank Battlegroup	60
	Mechnzd Brigades		Armored Tag	125
	Tank Brigades		Armored Tag	75
	Cavalry Corps		Cavalry Battlegroup	20
	Cavalry Division		Cavalry Tag	15
	Artillery Brigade		Artillery Battlegroup	60
	Anti-tank Brigade		Anti-tank Tag	100
	Partisan Division		Partisan Cadre	150
	Rail Repair Unit		Rail Repair Tag	20

	Rail Head Marker		Rail Junction Marker	30
	Entrained Marker		Entrained Tag	15
	Air Point Marker		Air Point Marker	100
	Air Interdiction Marker		Air Interdiction Marker	30
	Training Center Marker		Training Center Tag	20
	Arms Center Marker		Arms Center Tag	35

Total Soviet Counters: 1390

NEUTRAL MARKERS

	RR Hex Cut Marker		RR Line Cut Marker	50
	Game-Turn Marker		Blank	5
	Blank		Blank	5

Total Neutral Counters: 60

Grand Total, All Counters: 2000

[37.0] DESIGN CREDITS

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