Standard Rules

2nd Edition

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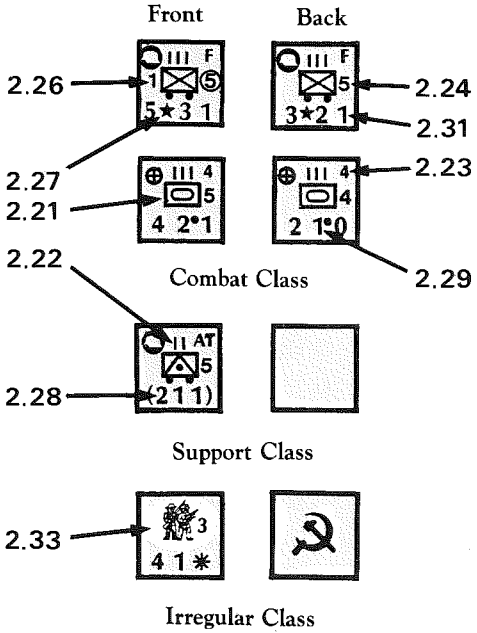
1.0 INTRODUCTION

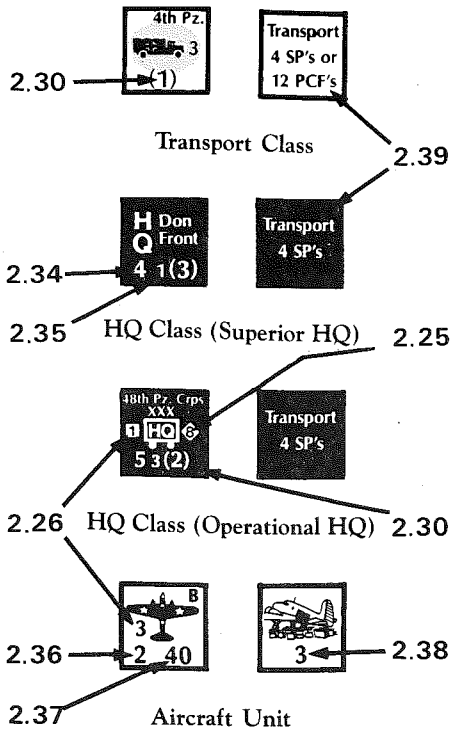
Each game utilizes these basic rules. The rules model WWII warfare at the operational level. The rules present concepts in the game turn order. Exceptions do exist and Players are urged to first read briefly through the rules to get a feel for them. Some rules tie two or more concepts together and are presented twice under each topic for ease of understanding. Headings and important concepts are printed in **bold** for clarity. A numbering system is employed at the front of each paragraph and can be cross-referenced with the index opposite this page.

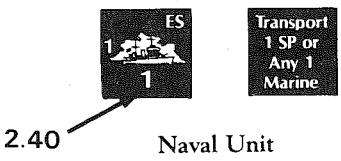
Players desiring a basic game to learn the systems should play using only the unshaded portions of the rules. Shaded rules can then be added for the total experience.

2.0 THE PLAYING PIECES

All of the playing pieces are printed in various colors with a number of symbols and other designations which serve to outline the class of unit the counter represents or for use as a marker in the game. Many pieces have decorative cartouches in the upper left hand corner. These usually have no effect on play except to show related groups of units.







2.1 Unit Classes

Units are divided into classes to simplify identification. Generally, each class of units has broad advantages and disadvantages.

2.11 Combat and Support Class Units: These pieces represent the frontline units. Combat and Support Class units are easily distinguished from each other as Support Class units have parentheses about the three large numbers at the bottom of the counter. Many units are **backprinted** with either a weaker version of the front side (representing the unit has suffered casualties) or additional information useful when playing the game.

2.12 Irregular Class Units: These pieces represent partisans, commandos, special raiding forces, patrols and other irregular forces employed during the war. They can easily be distinguished from Combat and Support Class units by a line drawing on the counter in place of a unit type symbol.

2.13 Transport Class Units: Included in the game are a number of Transport Class units representing trains and truck columns. These are used to haul Supply Points (SPs) and occasionally provide extra mobility for leg units.

2.14 Headquarters Class Units (HQs): The brains and nervous system of an army, HQs are essential to properly supply and command one's forces. Superior HQs represent a Player's central staffs and supply dumps for his side. Operational HQs represent the frontline HQs directing the fighting and movement of a Player's Combat and Support Class units. The two types of HQ are easily distinguished from each other by the fact that Superior HQs have the letters "HQ" printed on them while Operational HQs look similar to Combat and Support Class units.

2.15 Aircraft Units: These units represent squadrons of the various aircraft available to both sides and able to intervene on the battlefield or contest control of the air.

2.16 Naval Units: These units represent various ships available to transport supplies and ground units or provide fire support. Naval units are not present in all games and usually only one side will possess any naval capability.

2.2 Unit Capabilities

All units are printed with a variety of numbers and symbols denoting the type of unit it is, its size, combat and artillery capabilities, and other useful information needed to play the game.

2.21 The Unit Type Symbol: The Unit Type symbol, printed in the center of the counter, identifies what kind of formation the unit is (infantry, armor, HQ, irregular, transport, etc.) and its mobility type (leg or mobile). Symbol types and their meanings are listed on the Unit Summary Chart (USC) included with the game.

*NOTE: **All** mechanized and motorized units are **mobile** units but **not all mobile units are mechanized units.** This distinction is quite important as mechanized units possess several advantages that motorized units do not have. Both types are, however, mobile units, for rules purposes.*

2.22 Unit Size: The unit's size symbol (if any) appears above the Unit Type symbol. Generally, only Combat, Support and Operational HQs possess Unit Size symbols. Other classes of units are more generic in nature. The following symbols are used:

Symbol	Size
XXXX	Army
XXX	Corps
XX	Division
X	Brigade
III	Regiment
II	Battalion

2.23 Identification Numbers: Combat and Support Class units have their historical Identification Number in the upper right hand corner of the counter. Those units lacking a unit Identification Number are generic **breakdown** units representing "any" infantry regiment, tank brigade, etc. HQ Class units have the name of the HQ written across the top of the counter. Irregular and Transport Class units do not possess any historical identification, representing abstract units instead. Aircraft and Naval units possess instead a two letter code symbolizing the principal nature of the unit. These are summarized below.

Symbol	Type
F	Fighter
GS	Ground Support
B	Bomber
TR	Transport
ES	Escort Unit
HS	Heavy Surface Unit

2.24 Effectiveness Rating (ER): Combat, Support, Irregular and Transport Class units possess an Effectiveness Rating to the right of the unit type symbol. This is a number from 1 to 6 which determines the unit's overall effectiveness and reliability in battle. The higher the number, the higher the effectiveness. When required to pass an Effectiveness Check (EC) by the rules, roll one die. Units which have an ER **equal to or greater than** the number rolled on the die have **passed** the EC. Units whose ER is **lower** than the die roll have **failed** the EC.

2.241: The ER is also the Morale Rating (MR) of the unit. The same procedure described above to make an EC is also used to make a Morale Check (MC). To differentiate between these two types of checks, Players need only remember that any check **prior** to initiating or defending in combat is an **Effectiveness Check,** and any other check forced upon a unit as a **result** of combat or other circumstances is a **Morale Check.**

NOTE: Due to game events and various ER/MR modifications, a unit could have a current ER that is different from its current MR.

2.242: A circled ER/MR value indicates the unit has +1 ER and MR when **defending** against enemy units. A unit with a circled ER/MR of 5 would defend with an ER and MR of 6 when attacked. It would remain 5 if the unit itself conducted an attack.

2.243: Aircraft and Naval units do not possess an ER (or MR). These units need never make an EC or MC. HQ Class units do not possess an ER (or MR) either. If required to pass an MC, they automatically fail.

2.25 Engagement Points/Retreat Coordination Number (EP/RCN): In place of an ER and MR, Operational HQs possess an EP and RCN. This number, enclosed in a diamond to distinguish it, is used to determine the number of EPs the HQ possesses to conduct combat activities (see Section 13.6) and also whether the HQ can successfully conduct a front-wide "General Retreat" (see Rule 13.93).

2.26 Artillery Factors (AFs): Many units possess an artillery capability symbolized by a number to the left of the Unit Type symbol. If unboxed, the unit possesses **Light Artillery Factors** with a range of **one** hex. Circled AFs represent **Long Range Light Artillery Factors** and have a range of **two** hexes. AFs enclosed by a triangle represent **Short Range Heavy Artillery** and have a range of **one** hex. Aircraft units with their AFs enclosed in a triangle possess special "tank buster" weapons and receive an attack bonus.

2.261: AFs may be used to:

1) conduct a Barrage or Counterbarrage Mission using the Barrage Combat Results Table (BCRT) or;

2) conduct a Close Support or Final Protective Fire Mission (and thereby modify the Combat Result Table (CRT) die roll in their favor when either attacking or defending with the unit possessing the AFs).

2.262: Units may **always** use all their AFs **regardless** of the EC (Rule 2.24 above). Refer to Module 12.0 for additional rules governing artillery.

2.27 Elite Status: Certain units are **Elite** formations. Such units are designated by a small star printed to the right of the unit's Primary Combat Factor. For **each** Elite unit conducting an attack or defending against one, a Player receives a favorable CRT die roll modifier regardless of the EC result.

2.271: Occasionally, the elite symbol will be surrounded by an Improved Position symbol, meaning the unit gains the Elite bonus die roll modifier only when attacking an enemy unit in an Improved Position, in a City, or Town (but not a Village).

2.28 The Primary Combat Factor (PCF): Combat, Support and Irregular Class units possess a PCF. This is the large number printed in the lower left hand corner of the counter. This is the factor the unit uses when attacking or defending **if it passes its pre-combat EC.** Support Class units with a parentheses around the PCF may only **defend** using the number. They

may not attack. Should a unit fail its pre-combat EC, it must use its **Secondary Combat Factor** (below).

2.281: Combat, Support or Irregular Class units possessing only a single number at the bottom of the counter count this as their PCF. They have no Secondary Combat Factor.

2.29 The Secondary Combat Factor (SCF): Combat, Support and Irregular Class units also possess a SCF. This is the large number printed in the middle of the counter. This is the factor the unit uses when attacking or defending **if it fails its pre-combat EC.** Support Class units with a parentheses around the SCF may only **defend** using the number. They may not attack.

2.291: All units which are marked with a dot to the right of the SCF (usually armor units) also gain some or all of their SCF as Armor Bonus die roll modifiers on the CRT when attacking or defending. Should the unit pass its pre-combat EC, it uses **all** its SCF number as die roll modifiers. Should it fail its pre-combat EC, it gains only **half** its SCF, rounded down, as die roll modifiers. A unit with a dotted SCF will **always** receive at least **one** die roll modifier when **defending whether it passes its EC or not.**

2.292: A unit's SCF is also its **Exploitation Advance Rating. All mechanized Combat Class units** (but not motorized or leg Combat Class units, or any Support or Irregular Class units) possess this capability. Whenever mechanized Combat Class units wish to conduct an Exploitation Advance count their SCF as the Exploitation Advance Rating. A stack of mechanized Combat Class units may total the SCFs of **every** eligible unit. Any other type of unit in the stack (infantry, for example) may **not** be counted as it does not possess any Exploitation Advance capability—it may not advance with the mechanized Combat Class units if a successful result is obtained on the Exploitation Advance Table.

2.30 Defensive Combat Factor (DCF): HQ and Transport Class units possess a DCF in place of a PCF and SCF. These units always defend with this number, and never make an EC as do Combat, Support or Irregular Class units. HQ and Transport Class units may never attack enemy units.

2.31 Zone of Control/Support Rating (ZOC/SR): Combat and Support Class units only possess a ZOC/SR. This is the large number printed on the counter in the lower right hand corner. It represents both the Zone of Control (ZOC) and Support Rating (SR) of a Combat Class unit and the ZOC (only) strength of a Support Class unit. This number measures the Zone of Control (ZOC) which the particular unit projects into its own hex and all adjacent hexes and how well the unit is able to offensively assist (the Support Rating—SR) other units in combat by launching diversionary attacks. Support Class units do project a ZOC but may not attack (so the value is in parentheses). The ZOC/SR may be modified due to supply, terrain, disruption, weather, etc.

2.311: Any Combat Class unit with a dot to the right of the ZOC/SR (mainly mechanized infantry) will receive Armor Bonus CRT die roll modifiers when attacking or defending equal to the ZOC/SR if it passes its pre-combat EC (similar to the modifiers in Case 2.291). Failure to pass the pre-combat EC means the unit receives only **half** the ZOC/SR as modifiers, rounded down (a ZOC/SR of 1 would be 0 instead). These die roll modifiers are not affected by rules that reduce a unit's ZOC/SR but units do **not** receive a minimum modifier like those in Case 2.291.

2.312: Combat and Support Class units with a single PCF number also count this value as their ZOC Rating (only) in the hex they occupy. They do **not** project a ZOC into adjacent hexes. Such units may not conduct the Support Option.

2.313: HQ, Irregular and Transport Class units do not possess a ZOC/SR and do not project a ZOC (not even of zero). They may not conduct Support Options in combat.

2.32 Movement Allowance: Not printed on the counter, but listed on the USC is the unit's Movement Allowance, expressed either in Movement Points (MPs), or in the number of hexes the unit is allowed to move in a turn. Generally, a unit will require fewer MPs to travel through Clear terrain and along roads than to enter Woods or Rough terrain. Refer to Section 13.5 for additional rules concerning unit movement.

2.321: Certain Heavy Artillery Support Class units are required to enter "March Mode" in order to move. Refer to Section 12.6 for rules governing this.

2.33 Command and Supply Freedom: Ground units that do not require Command Control or a Supply Mode to function are printed with a oval or circle in the center background of the counter. Aircraft and Naval units never require Command Control or a Supply Mode to function either, but they are not marked so on the counter.

2.34 Command Rating: HQ Class units possess a Command Rating. This is the large number in the lower left of the counter. For Superior HQs is the number of Operational HQs that may trace command to it. For Operational HQs this number is the total number of divisions or division equivalents (e.g. three regiments equals one division) which may be controlled by that Operational HQ.

2.341: The Command Rating is also the number of Supply Points (SPs) required to place the Operational HQ in **Offensive Mode,** and **one half** the Command Rating, rounded down, is the number of SPs required to place the Operational HQ in **Defensive Mode.**

2.35 Supply Column/Mobile Unit Command Rating: The small middle number printed at the bottom of a Superior HQ Class unit is the **Supply Column Capacity** of that particular Superior HQ. For each point in this category, the Superior HQ may create and maintain one Supply column up to the limit of the countermix.

For Operational HQs this number represents the total number of mobile divisions (or mobile division equivalents) which may be controlled by that HQ. Operational HQs with a Mobile Unit Command Rating of zero may **not** have **mobile** Combat and Support Class units assigned to them.

2.36 Air to Air Rating: A number indicating an Aircraft unit's ability to perform in the air-to-air combat role. Generally, Fighter aircraft will be rated higher at this than Bomber types.

2.37 Range: This is the number of hexes away from the Airfield where the Aircraft unit is based that it may "fly" to in order to attack targets. A unit with a range of "40" could attack a target up to a maximum of forty hexes away.

2.38 Lift Points (LPs): On the back of each aircraft unit is printed a cargo plane drawing and a number. This is the number of LPs the aircraft unit is worth for purposes of Air Supply Missions.

2.39 Transport Capacity: Printed on the back of HQ, Transport and Naval units is the unit's cargo capacity, expressed in terms of Supply Points (SPs) or Primary Combat Factors (PCFs) of Combat or Support Class units. A unit may haul up to the printed amount of SPs or PCFs at its Movement Allowance.

2.40 Anti-Aircraft Rating: This number is the AF modifier applied to Aircraft unit attacks against the Naval unit. For each factor the Naval unit may subtract −1 from the Aircraft unit's AF total.

3.0 SEQUENCE OF PLAY

The sequence of play for this game is outlined below. Each game turn is divided into "phases" and may be further subdivided into "segments". Each of these phases is described below.

3.11 The Reinforcement Phase: Both Players place any reinforcements indicated in the scenario at the indicated entry point but not actually on the map. These units will enter the map and conduct operations in the proper phase depending on what class of unit they are. Until these units enter, they are not eligible to be placed in Command Control or assume a Supply Mode.

3.12 The Weather Phase: The 1st Player rolls two dice of different colors, and consults the Weather Table. One die determines temperature conditions and the other die determines atmospheric conditions for the upcoming turn. Apply any applicable die modifiers called for under prevailing weather conditions and any on the Seasonal Modifiers Table. The results of the temperature and atmosphere rolls are compared under the "Ground Condition" column on the Prevailing Weather Chart to determine if any unusual ground condition has resulted for that turn. Mark weather conditions in the appropriate boxes provided on the Prevailing Weather Chart.

3.13 The Irregular Unit Operations Phase: In this phase both Players can conduct operations with their Irregular Class units. The 1st Player does so first followed by the 2nd Player. Irregular units can attempt raids, sabotage, attack each

other, and position themselves to interdict Communications Paths and rail lines during the rest of the turn.

3.14 The Strategic Overphase: This phase only occurs every **three** turns (Turn 1, Turn 4, Turn 7, etc.). Both Players first conduct any Air Supply Missions that were allocated during the previous Strategic Overphase (they have been shuttling back and forth all week). Aircraft units are then allocated to Air Supply, Air Superiority, or Artillery Missions during the next three turns and flipped to their appropriate sides. Both Players conduct Air Superiority combat to determine who will have Air Superiority for the next three turns. Both Players may now conduct operations with Superior HQs (not Operational HQs) and Transport Class units (except Trains) or wait until after Supply Points (SPs) have been assigned in the Strategic Supply Segment. Both Players roll one die and consult the Strategic Supply Table to determine how many SPs are available at their Ultimate Supply Sources for the next **three** turns. Apply modifiers to the die roll for any applicable conditions. Players then assign these SPs to eligible Superior HQs, and place SP markers for the assigned amounts with their Superior HQs on the map. Each Player may use Irregular Class units to conduct Rail Interdiction against his opponent as SPs are assigned. Superior HQs and Transport units that did not previously conduct operations in the Strategic Overphase may now do so. Both Players now remove all Supply Mode markers from all Operational HQs, and any Combat and Support Class units. The Strategic Overphase is now over.

3.15 The Communications Phase: Both Players check to see if their Operational HQs are in Command Control, then check their Combat and Support Class units to see if they are in Command Control. Both Players may attempt Communications Interdiction against each other with their Irregular Class units. Units which are not in Command Control are marked ACC, OCC or ISO as needed. Reassignments are then announced. Any eligible units which Players wish to declare as "Independent" formations are so marked. Both Players announce any Command Decisions if playing with the Command Game Rules. The 1st Player then draws on SPs for his Operational HQs and decides what Supply Modes they will assume based on the available SPs. Operational HQs may be placed in one of three Supply Modes:

1) Offensive Mode or "Attack Supply".
2) Defensive Mode or "Defense Supply".
3) Depleted Mode or "Out of Supply".

SPs are expended and the Operational HQs are tagged with the appropriate Supply Mode marker. Combat and Support Class units under the command of an Operational HQ automatically assume the Supply Mode of the HQ. Those units not under the command of an HQ must find their own source of supply. The 2nd Player now assigns Supply Modes as the 1st Player did and the phase is then over.

3.16 The Rail and Naval Operations Phase: The 1st Player then conducts all his Rail Operations (including entraining and detraining). The 2nd Player may attempt Rail Interdiction with his Irregular Class units against the 1st Player. In a similar manner, the 1st Player conducts any Naval Operations (including embarking and disembarking but not Barrage Missions) with his Naval units at this time. The 2nd Player then completes his Rail and Naval Operations. Rail Operations are subject to attacked by the 1st Player's Irregular Class units.

3.17 The 1st Player's Operational HQ Operations Phase: The 1st Player removes any disorganized markers from the previous turn and places any pontoon bridges he declared he was building the previous turn. The 1st Player now conducts operations with his Operational HQs (not Superior HQs). At the end of his phase, the 1st Player must declare any bridge building and General Retreat operations. Check HQs which declared General Retreat for Disorganization.

3.18 The 1st Player's Operations Phase: The 1st Player now places any Aircraft units for upcoming Barrage Missions. The 2nd Player now intercepts with any Aircraft units he wishes to allocate and air combat takes place. The 1st Player now conducts Barrage Missions with eligible units and the results are applied to their targets. Heavy Artillery Support Class units which Barrage must alter their Supply Mode markers. The 1st Player now conducts **any and all operations with his Transport, Combat and Support Class units in any order he pleases.**

3.181: When conducting an Engagement Operation a special subroutine is introduced into the Sequence of Play. The 1st Player declares an Engagement Group and conducts an Engagement Operation with them up to the limit of the controlling HQ's EP total. The choice of which specific Engagement Options to conduct during the Engagement Operation is up to the 1st Player. After the combat results are determined and applied, either Player must decide whether to Advance After Combat. If the 1st Player has any **mechanized Combat Class units** which Advanced After Combat, he may then try to advance additional hexes using the Exploitation Advance Option. This extra advance is rolled for on the Exploitation Advance Table. The 1st Player then declares a new Engagement Group and conducts further Engagement Operations if he wishes.

3.182: During an attack or Exploitation Advance attempt the 1st Player may trigger a 2nd Player Counterattack. Should this occur, all activity by the 1st Player is temporarily suspended. The 2nd Player may conduct an Engagement Operation with those units that were the target of the attack (or Exploitation attempt). Also, any **mobile Combat and Support Class units** (both mechanized and motorized) under the command of the same Operational HQ as the defending units may participate as well. After the 2nd Player's Counterattack is resolved, the 1st Player continues his Operations Phase with any remaining units.

3.183: The 1st Player then conducts any Special Operations he is eligible for. After all operations are completed, the 1st Player adjusts the Supply Mode markers for HQs and units that attacked during the phase.

3.19 The 2nd Player's Operational HQ Operations Phase: The 2nd Player now carries out all activities in Rule 3.17 as the 1st Player did reversing the 1st and 2nd Player roles.

3.20 The 2nd Player's Operations Phase: The 2nd Player now carries out all activities in Rule 3.18 as the 1st Player did reversing the 1st and 2nd Player roles.

3.21 The Turn Record Phase: Move the turn record marker to the next box on the track and begin the next turn. Note any reinforcements called for next turn and return to Rule 3.11 above.

4.0 STACKING AND ZONES OF CONTROL

The rules below on stacking and Zones of Control (ZOCs) are applicable to all the units in the game and are presented here for general reference.

4.1 Stacking Rules

Players are limited to the number of units they may place in a hex. While in theory a large number of troops could fit inside the area covered by a hex, the number of troops that could effectively contribute in offense and defense is represented by the stacking rules.

4.11 General Rule: A hex's stacking limit is expressed in terms of how many total PCFs (Combat and Support Class units) and DCFs (HQ and Transport Class units) can stack in the hex. The limit is printed on the Terrain Effects Chart (TEC). Units can move through friendly units already stacked in hexes but cannot end any portion of their movement overstacked. Units may not overstack when conducting Engagement Operations (see Section 13.6).

4.12 Stacking Limits: Players may not overstack units in a hex where their PCFs and DCFs total more than the stacking limit permitted for the terrain type listed. Any combination of units may be used together in a stack as long as the total number of PCFs and DCFs in the hex for that terrain type is not exceeded.

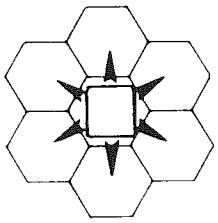
EXCEPTION: Players may always stack all of the units comprising ***one*** *division in any Elevation Level 0 Terrain Type (even if the division's PCF total exceeds the stacking limit permitted).*

4.121: Aicraft, Naval and Irregular Class units do **not** count towards a hex's stacking limit. A Player may have as many of these in a hex as he desires.

4.13 Overstacking Penalties: If a Player violates a hex's stacking limits during his own Operations Phases, then **all** the units in the hex Disrupt (see Rule 14.26). In the following turn it will cost all units an additional +1 MP to leave the overstacked hex.

NOTE: This simulates the confusion and greater difficulty in coordinating a large mass of units. A certain amount of time is required to sort them out.

4.14 Enemy Units and Stacking: Players may not stack their Combat, Support, HQ, Transport and Irregular Class (active or inactive) units on top of enemy units. Aircraft and Naval units may do so in order to conduct attacks. Irregular Class units (active or inactive) are **displaced** out of hexes they alone occupy when enemy Combat, Support, HQ or Transport Class units enter the hex. Inactive Irregular Class units (only) can also be displaced by enemy active Irregular units. The enemy Player moves the displaced unit one hex, as often as necessary.



4.2 Zones of Control (ZOCs)

World War II units were capable of projecting firepower considerable distances, interfering with enemy movement and supply. All Combat and Support Class units (but not Aircraft, HQ, Irregular, Naval or Transport Class units) which possesses a current Zone of Control/Support Rating (ZOC/SR) greater than 0 will exert a ZOC equal to this rating on the six adjacent hexes around it. A Combat or Support Class unit whose ZOC/SR is effectively 0 or less (due to Command Control, Supply Mode, Disruption, the terrain being projected into or other causes) does **not** project a ZOC. Combat and Support Class units which possess only a single PCF value project a ZOC only in the hex they occupy.

4.21 Overlapping ZOCs: In cases where two or more friendly units in different hexes exert a ZOC on the same hex, the ZOC projected into the hex is equal to that of the unit projecting the **highest** ZOC. ZOCs from different units in different hexes are never added together to achieve a higher ZOC in a hex where ZOCs overlap.

EXCEPTION: When defending against an Exploitation Advance, ZOCs from units in different hexes are added together (see Case 13.702).

4.22 Stacking and ZOCs: Whenever two or more units are stacked in the **same** hex, this stack is given a ZOC strength of 1 if no unit in the stack possesses a ZOC/SR greater than 0. If **any** unit in the stack possesses a printed ZOC/SR of 1 or higher, the stack assumes the ZOC strength of the **topmost** unit (which might be inferior to another unit's ZOC in the stack). Divisions which have broken down into regiments or brigades total **all** ZOCs of the units belonging to the same division stacked in the same hex. Thus all units comprising the top **division** in a stack are counted together to get the total ZOC that stack projects.

EXAMPLE: A Player has a stack consisting of two 3-2-1 regiments of the same division, each with a ZOC/SR of 1, and a 9-6-3 division with a ZOC/SR of 3 on the bottom of the stack. The total ZOC projected by this stack is only **2.** *The top two regiments each contribute their 1 ZOC point as they are from the same division. The bottom division is* ***not*** *counted; only the* ***top*** *division (or equivalent) is counted.*

4.221: When calculating a stack's ZOC total it is important to note that all ZOC reductions for Weather, Command Control, Supply Mode, the terrain being projected into, etc. are calculated **on a division basis** and not per unit.

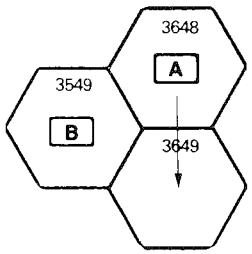
EXAMPLE: Using the above example, suppose both of the regiments were Out of Command Control (OCC). Normally, each regiment would have a −1 ZOC/SR penalty applied to each unit so the total ZOC would be **0.** *However, the two regiments project a ZOC of* **1,** *not 0, because the −1 ZOC/SR penalty applies to the division as a whole, not to each unit making up the division.*

4.23 ZOCs and Movement: Units may enter ZOCs freely. They may leave enemy ZOCs by expending a required number of MPs. It does not cost a unit any MPs to enter an enemy ZOC, but the cost to **leave** a ZOC is an additional +1 MP. The presence of a friendly unit(s) in an enemy ZOC does **not** negate that ZOC, but will negate the penalty to exit the ZOC if the friendly unit's ZOC/SR exceeds the enemy's ZOC/SR by at least +2.

EXCEPTION: Mobile units pay no cost to leave a leg unit's ZOC as long as they are not moving from one enemy ZOC directly into another; if so, the +1 MP penalty applies. They do pay the +1 MP to leave another mobile unit's ZOC, unless negated.

EXAMPLE: Three mobile regiments, each rated 4-2-1, from the same division are stacked in a hex along with a 6-4-2- leg division. They are adjacent to an enemy leg division rated 4-2-1. Both hexes are Clear terrain. If the 6-4-2 division leaves first it can exit the ZOC without penalty because the three mobile regiments have a total ZOC/SR of 3, which is two more than the enemy ZOC/SR of 1. The three mobile regiments could then leave without penalty as mobile units do not pay the +1 MP cost to exit a leg unit's ZOC.

4.231: HQ, Transport and active Irregular Class units may not move from one enemy ZOC to another unless the hex they wish to enter is already occupied by a friendly Combat or Support Class unit. Combat and Support Class units are **not** required to stop once they have entered an enemy ZOC. As long as they have the required MPs they may continue to move through enemy ZOCs. This is called "infiltration". To do so, however, they must pay any required MP cost to exit the ZOC which they are in, and **double** the ZOC/SR of the next enemy (highest) ZOC which they are attempting to enter (the next target hex they wish to move into). All normal terrain costs must also be paid.



EXAMPLE: Leg unit A is adjacent to an enemy leg unit B. The ZOC/SR of unit B is 1, and all hexes are Clear terrain. Unit A would be able to move as the arrow in the diagram shows. Unit A pays the required +1 MP to exit an enemy ZOC, the normal 1 MP to enter a Clear terrain hex, and a number of MPs equal to twice the enemy unit's ZOC/SR. This is 2 MPs (1 doubled is 2). The total number of MPs required is then 4. If for some reason Unit A had fewer than 4 MPs, due to its Supply Mode, or weather, etc., or if the enemy ZOC/SR was 2 or greater, or if the target hex of the infiltration was one which required leg units to pay more than 1 MP to enter, the movement would not be permitted.

4.232: A unit need not start its turn adjacent to another enemy unit to infiltrate. It could be some distance away when it begins its turn and still perform infiltration. Though mobile units are required to pay MP penalties outlined in Case 4.231 when attempting to infiltrate, they possess a high degree of penetration power due to their higher Movement Allowances. The infiltration rules are applicable any time a unit attempts to move from one enemy ZOC to another, no matter whether these two enemy ZOCs are projected by one or more units.

NOTE: Infiltration is an important concept in the game and should not be overlooked by either Player.

4.24 ZOCs and Combat: Enemy ZOCs have no effect for combat purposes. Combat is always voluntary in the game system.

4.25 ZOCs and Communications: Enemy ZOCs interdict Supply Lift Paths for Operational HQs (see Rule 9.21) and Communications Paths between Operational HQs and their subordinate units **unless** the hex into which they project is occupied by a friendly Combat or Support Class unit (regardless of the presence of enemy ZOCs).

4.26 ZOCs and Retreat: Enemy ZOCs do **not** interdict the path of Retreat, though penalties are placed upon units which Retreat through an enemy ZOC (see Rule 14.23).

4.27 ZOCs and Terrain: In general, ZOCs are stronger when projected into Clear terrain, as an advancing or passing enemy is given no cover and the defender enjoys a greater field of fire and greater mobility to react to a threat. ZOCs are weaker when they project into terrain obstacles. The Terrain Effects Chart (TEC) summarizes ZOC reductions due to terrain. Terrain effects on ZOCs are cumulative.

EXCEPTION: A unit always projects a full ZOC into the hex it occupies. Do not reduce the ZOC for terrain purposes, but all other ZOC reductions (weather, Command Control status, etc.) are in effect.

EXAMPLE: A stack of units in a Woods hex adjacent to a Clear terrain hex across a Minor River with a printed total ZOC/SR of 3 would, during Storm weather, possess a ZOC of 2 in the Woods hex and project a ZOC/SR of 1 into the Clear terrain hex.

4.28 ZOCs and Aircraft/Naval Units: Aircraft and Naval units do not project a ZOC and are not affected by enemy ZOCs in any way.

5.0 THE REINFORCEMENT PHASE

Both sides will usually receive reinforcements over the course of the scenario. In the Reinforcement Phase, these are placed **off** the map at the indicated entry point. Units that are "off" the map cannot be affected by enemy (or friendly) units until they actually enter onto the map.

5.11 When Reinforcements Enter: A reinforcement enters on the map based on what kind of unit it is. A Superior HQ enters during the Superior HQ Operations Segment of the Strategic Overphase. An Operational HQ would enter during the Operational HQ Operations Phase. A Combat or Support Class unit would enter during the Operations Phase. A unit that was entrained would enter during the Rail Operations Phase and so on.

5.12 Command and Supply Mode: Combat and Support Class unit reinforcements always enter the map in **Defensive Mode** (see Rule 9.25). They enter in **IND Command Status** (see Rule 9.16) unless under control of an offboard Operational HQ or entering with an assigned Operational HQ which is itself a Reinforcement. A game's Exclusive Rules **may modify** this rule. Note that units "off" the map cannot be placed in Command Control or assume Supply Modes until they have actually entered the map. Combat and Support Class unit reinforcements must be assigned an Operational HQ to "march" to and must proceed directly towards that HQ in the Operations Phase until within Communications Radius of that HQ. If attacked in route, the reinforcement becomes **Isolated** in the next Communications Phase (see Rule 9.18) and ISO restrictions then apply. Combat and Support Class unit reinforcements must always attempt to move as quickly as possible within the Communications Radius of the Operational HQ they were assigned to.

5.13 Blocked Entry Points: If an enemy unit is occupying or projecting a ZOC onto an entry point, the phasing Player may;

1) Enter the map at the closest point to the original entry hex that is free of enemy units or their ZOCs, **or;**

2) Displace the blocking enemy unit(s) up to two hexes out of the way closer to the enemy unit's Ultimate Supply Source.

The Player may then bring his reinforcements onto the map.

6.0 WEATHER

Weather plays an important role in any simulation of warfare. The weather will affect the number of SPs received, Aircraft unit capabilities, ground unit Movement Allowances, ERs and MRs, ZOC/SRs, EP totals, and Communications and Supply Lift Radii. Weather effects on the game should be noted and factored into the Player's plans.

6.11 How to Determine Weather: On the first turn of any scenario the Players should first consult the Exclusive Rules to determine if there are any special weather effects in force. Otherwise, the 1st Player then rolls two dice of different colors and checks the Current Weather Table (CWT). One die will determine temperature conditions in force for that turn, and the other die will determine the atmospheric conditions. Consult the Seasonal Modifiers Table (SMT) for die roll modifiers. Also check the plus or minus numbers on the upper half of the Prevailing Weather Table (PWT) for this turn to see if any modifiers are to be applied to the weather die rolls.

EXAMPLE: If the current atmospheric condition is "rain", a +1 is applied to the next atmospheric die roll check.

6.111: After modifiers, if any, are applied to these die rolls, the Players should mark the resulting weather conditions on the PWT by placing the **Temperature** or **Atmosphere** markers in the boxes representing the result obtained by the die roll. Note that each box has numbers printed in the lower half. These numbers are the **Ground Condition Codes** for that given weather condition. Add the two Codes in the Temperature and Atmosphere boxes this turn to obtain a **total.** This total corresponds to the printed numbers in the Ground Condition Boxes. Mark the appropriate Ground Condition using the **Ground** marker provided.

6.12 Weather Effects: Refer to the Exclusive Rules for the specific effect of various weather conditions on the game rules.

7.0 IRREGULAR UNIT OPERATIONS

An important part of WWII warfare was the activities of Irregular Class units. This pieces represent partisans, commandos, long range patrols, and sabotage teams. During the Irregular Operations Phase of the turn, each Player in turn may conduct operations with his Irregular units. As not all games in the series contain Irregular units, the rules concerning Irregular Class units (if any) are presented in this game's Exclusive Rules.

8.0 THE STRATEGIC OVERPHASE

Every three turns a special phase is inserted into the Sequence of Play. The Strategic Overphase is used to set up Aircraft unit allocations for the next three turns, conduct operations with Superior HQs, and more importantly, determine the amount and allocation of SPs for upcoming operations.

8.1 Air Supply Mission Segment

In certain cases HQs, Combat and Support Class units which do not have overland connections with an on-map supply source may be allocated supply by air. Air Supply Missions that were allocated the **previous** Strategic Overphase are resolved now. Refer to Section 16.3 for rules concerning Air Supply Missions.

8.2 Air Allocation Segment

During the Overphase, all of a Player's Aircraft units must be allocated their role for the next three turns, either Air Superiority Combat, Artillery Missions or Air Supply Missions. Aircraft units that are allocated to one mission may **not** perform another for the next **three** turns (until the next Overphase) when they may be allocated to different missions.

8.3 Air Superiority Combat Segment

Unlike regular air combat, Air Superiority Combat occurs only during the Strategic Overphase (every three turns). Refer to Section 16.2 for rules governing Air Superiority Combat.

8.4 The Strategic Supply Segment

In order for Combat and Support Class units to function up to their full capabilities they must be in supply. Units which are inadequately supplied will suffer a loss of mobility, effectiveness, and morale. The supply system simulates the actual mechanics of supply; receiving supplies from the rear, stockpiling them and then funneling the supplies to the frontline HQs. A schematic diagram of the supply flow looks like this:

Mapedge. . . .Superior HQs. . . .Operational HQs. . . .Units

8.41 Procedure: During the Overphase, Players will follow the Strategic Supply Segment routine. Consult each side's Strategic Supply Table (SST) and roll one die, applying any modifiers (for Weather, Air Superiority, etc). The resulting number listed under the die roll is the number of Supply Points (SPs) which become available at the Player's friendly Ultimate Supply Source entry points.

8.42 The Ultimate Supply Source (USS): After rolling to determine how many SPs were brought forward from the rear areas to their USS, place the SPs on the mapedge. All SPs which are brought into play must appear at the USS points. USS are listed for each side in the Exclusive Rules Booklet. Stack the SP markers at the USS points. Except where restricted by enemy action or the Exclusive Rules, there is no limit to the number of SPs which may be brought into play at a friendly USS but the total number of SPs brought on may not exceed the SST die roll.

8.43 Assignment of SPs to Superior HQs: After rolling for the total number of SPs which will be available for the next three turns, Players must decide how to assign them to their Superior HQs. Unless otherwise permitted in a game's Exclusive Rules, SPs may be assigned to Superior HQs only, not Operational HQs. To assign SPs to Superior HQs, they must be placed in a **Town or City** hex which is within 3 **MPs** (use leg unit terrain costs) of:

1) any friendly Rail Depot hex. This Rail Depot must be able to trace an unbroken line of friendly rail hexes (free of enemy units or their ZOCs) back to the SPs stacked at the USS. The Player may assign the Superior HQ any number of SPs currently stacked at the USS as long as a path of rail hexes can be traced to the USS. Simply place the SPs on top of the Superior HQ. SPs may be attacked via Rail Interdiction by Irregular Units. There is no MP cost or Rail Capacity used to place the SPs on the Superior HQ.

2) an airfield hex. In this case the Superior HQ is eligible to receive SPs via Air Supply Missions (see Section 16.3). Perform the Air Supply Mission above and place any SPs received in the airfield hex. Then assign the SPs to the Superior HQ if it is in a City or Town within 3 MPs of the airfield hex. Place the SPs assigned on the Superior HQ. There is no MP cost to place the SPs.

A Superior HQ could be eligible to be assigned SPs via both methods above. Superior HQs that cannot meet either condition above may not be assigned SPs. Improperly placed Superior HQs may not deploy Supply Columns (see Rule 8.52) and Operational HQs may not draw SPs via Supply Lift (see Section 9.21) from them. Improperly placed Superior HQs cannot provide Command Control for Operational HQs (see Rule 9.11)

8.5 Superior HQ and Transport Unit Operations Segment

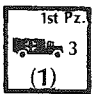
Note that Superior HQs and Transport Class units conduct operations now or **may** conduct operations before the Strategic Supply Segment (see Section 8.4 above).

8.51 Superior HQ Operations: Superior HQs may conduct operations **only** in the Strategic Overphase which occurs every three turns unless attempting desperation breakout (see Rule 13.45) in which case they do so in the Operations Phase instead. Superior HQs may conduct the following operations:

1) Holding (see Section 13.3)
2) Transport (see Section 13.4)
3) Maneuver (see Section 13.5)
4) Regroup (see Rule 13.82)
5) Rail Movement (see Section 10.1)
6) Bridging (see Rule 13.92)
7) Small Unit Action (see Rule 13.98)

Superior HQs may conduct any of the above operations during this segment (including Rail Movement now, rather than in the following Rail Operations Phase. Superior HQs do not require a train marker or count against a side's Rail Capacity when moving by rail, but still follow all the rules governing Rail Operations. Pretend each Superior HQ has its own Train marker for its own use.).

NOTE: Superior HQs conduct operations now, and never in the Operational HQ Operations Phase. Each Superior HQ may conduct operations either before or after the Strategic Supply Phase, but not both.



8.52 Transport Class Unit Bonus Operations Segment: During the Strategic Overphase, all Transport Class units (except Train Markers) receive a bonus segment to conduct operations. Unless already on the map, Supply Columns may be created during this bonus segment, and are stacked with their respective Superior HQs. Transport Class units may conduct the following operations during the bonus segment:

1) Holding (see Section 13.3)
2) Transport (see Section 13.4)
3) Maneuver (see Section 13.5)
4) Regroup (see Rule 13.82)

NOTE: Transport Class units may conduct their bonus segment either before or after the Strategic Supply Segment but not both, like Superior HQs above. They may then also conduct operations again during the Operations Phase.

8.6 Supply Mode Marker Removal

At the end of each Strategic Overphase, Players must remove all remaining Offensive and Defensive Supply Mode Markers that are currently on Operational HQs, and Combat and Support Class units. The troops are considered to have "eaten" their supply allocations from the previous turn.

9.0 THE COMMUNICATIONS PHASE

During this phase Players will determine Command Control and Supply Mode for all units on the board. It is at this stage that Players will determine the pace and direction of the turn's battles.

9.1 The Command Control Segment

Both sides are given a number of Superior and Operational HQ Class units which impart Command Control to the units under their command. Both Players determine Command Control **simultaneously** during this segment.

9.11 Superior HQs and Command Control: The principal function of the Superior HQs is to serve as a conduit for SPs arriving from the USS (see Rule 8.43). Superior HQs also have a Command Rating. The number printed on the lower left of the counter specifies the maximum number of Operational HQs which the Superior HQ may control. Thus a Superior HQ rated 4 could control up to four Operational HQs. So long as the Superior HQ is properly placed (see Rule 8.43), there is **no** specified radius in terms of MPs or Communications Paths required for the Superior HQ to provide "Command" to subordinate Operational HQs. Even "cut off" Operational HQs may be commanded by their Superior HQ if the Superior HQ has the capacity to do so. "Command" simply means that the Superior HQ is devoting the necessary time and attention to direct and coordinate the strategic operations of the Operational HQ. If there are more Operational HQs in play than the Superior HQs can Command, mark the excess Operational HQs (owner's choice) with Out of Command Control (OCC) markers.

9.111: The following penalties (ignore what the OCC marker reads) will be imposed on all OCC Operational HQs:

1) They may not assume Offensive Mode (see Rule 9.24).

2) No Aircraft unit may fly Artillery Missions of any type for units under the command of an OCC Operational HQ.

3) Operational HQ commanders cannot attempt to use Initiative when using the optional Command Game Rules.

9.112: Operational HQs are not obligated to remain under the command of the same Superior HQ throughout the game. A Player may freely switch which Superior HQ is controlling a given Operational HQ each turn with no penalty.

EXCEPTION: The optional Command Game rules modify this rule.

9.12 Operational HQs and Command Control: Operational HQs serve to provide Command Control to the Combat and Support Class units under their command. Each Operational HQ also has a Command Rating. This is the maximum number of division-sized Combat and Support Class units it may control. Count brigades as ½ of a division, regiments as ⅓ of a division and battalions as ⅙ of a division for purposes of this total. No Operational HQ may ever impart Command Control to any Combat and Support Class unit in excess of its Command Rating.

9.13 Combat and Support Class Units and Command Control: In order for Combat and Support Class units to perform at full effectiveness they must be in Command Control. To be judged in Command Control the unit must meet 3 criteria:

1) The unit must be in Communications Radius of its parent Operational HQ, and;

2) The unit must be able to trace a Communications Path between itself and its parent Operational HQ, and;

3) The total number of units tracing Command Control to the Operational HQ does not exceed the HQ's Command Rating.

9.131: Operational HQs possess a Communications Radius of 6 MPs. All Combat and Support Class units must be within 6 MPs of their commanding Operational HQ to be considered in Command Control. Mobile units count MP terrain costs using the Terrain Effects Chart (TEC) at the mobile rate. Leg units count using the leg MP costs.

EXCEPTION: German leg units must be within 6 MPs of their parent Operational HQ to be in Command Control. However, German mobile units may be within 8 MPs of their Operational HQ and still be in Command Control.

9.132: When tracing the Communications Path, all terrain restrictions apply. The Path cannot be traced across an unbridged Major River hexside, etc. The Path must be free of enemy Combat, Support, or HQ Class units and their ZOCs unless the hex in the enemy ZOC is occupied by a friendly Combat, Sup-

port, or HQ Class unit. Transport and Irregular Class units do **not** block Communications Paths. Active enemy Irregular Class units may attempt Communications Interdiction against Communications Paths traced through them. Aircraft and Naval units do not block Communications Paths. Units within Communications Radius of an HQ and able to trace a Communications Path but which exceed the Command Rating of the Operational HQ become Out of Command Control (see Rule 9.17) instead.

9.133: Once a Combat or Support Class unit is determined to be in Command Control in this phase, **it remains so for the rest of the turn.** It is eligible to assume its parent HQ's Supply Mode (see Rule 9.22 below) and uses its parent HQ's EP total to conduct Engagement Operations **even if it moves outside** the HQ's Communications Radius during the turn (or the HQ itself moves away).

9.14 Reassignment of Units: Combat and Support Class units are not obliged to remain under the control of the same Operational HQ they begin the game with. Units which begin the Command Control Segment within the Communications Radius of their Operational HQ may be reassigned. Operational HQs may reassign units as long as the new assignment does not violate the Command Rating of the new Operational HQ. To reassign a unit, the owning Player simply states this intention.

EXAMPLE: "I am reassigning the 6th Panzer Division to the 48th Panzer Corps Operational HQ."

1) If the unit being reassigned is in the Communications Radius of both the former HQ and the new HQ, then the reassignment is instantaneous and the unit traces Command Control to the new HQ and counts against the new HQ's Command Rating this turn.

2) If the unit being reassigned is in the Communications Radius of its former HQ, but not the new HQ it is assigned to, then it traces Command Control to its parent HQ for the turn, and counts against the old HQ's Command Rating. The unit which is to be reassigned must move within the new HQ's Communications Radius during the Operations Phase if possible. Should the unit fail to reach the Communications Radius of its new HQ for some reason, it becomes Out of Command Control and suffers all penalties applicable to such units (see Rule 9.17). Units in Defensive or Depleted Mode which have been **reassigned** may freely exit the Communication Radius of their former Operational HQ without having to make a MC (see Rules 9.25 and 9.26).

3) If the unit to be reassigned lies outside its former Operational HQ's Communications Radius, then it may **not** be reassigned (and probably will be Out of Command Control or Isolated and in Depleted Mode as well) **unless** it also lies inside the Communications Radius of another Operational HQ. If so, it may (this is optional, not mandatory) be picked up by that HQ and trace Command Control to the new HQ counting against its Command Rating that turn.

EXAMPLE: Suppose an Operational HQ may control only three divisions. At present it has three within Communications Radius and these three are also within Communications Radius of another Operational HQ. A fourth division is within Communications Radius of the first HQ but not the second. The Player could reassign one of the first three divisions to the second HQ (at no cost to the first HQ's Division Rating) and then provide Command Control to the fourth division with the first HQ. The first HQ can only assume control by relinquishing control of one of its other divisions.

9.141: When a unit comes under the command of a new HQ, it immediately adopts the new HQ's Supply Mode, even if the unit was at a better one before.

NOTE: High unit density in certain areas may lead to confusion as to which unit is under a HQ's command. Use the HQ boundary markers to mark areas in which a given HQ commands all the units therein.

9.15 Automatic Command Control: All Combat and Support Class units within **2 hexes** (not MPs) of their parent Operational HQ can be placed in Command Control even if a Communications Path cannot be traced if the units do not exceed the HQ's Command Rating. Units which qualify are marked with an Automatic Command Control (ACC) marker that turn. ACC status **does** count against an HQ's Command Rating that turn.

9.151: Unlike units that are Out of Command Control, units marked ACC do **not** have to move closer to their Operational HQ during the Operations Phase. They are −1 MP and ZOC/SR. They use their parent HQ's EP total if named as part of an Engagement Group in the Operations Phase. Such units may **not** assume their parent Operational HQ's Supply Mode as no Communications Path can be traced back to the HQ. ACC units must find their own source of supply (see Rule 9.29). Units marked ACC become Isolated (see Rule 9.18) should they attack or be attacked. Flip the ACC marker over to read ISO.

EXAMPLE: Under normal circumstances, the Communications Path for a unit may not be traced across a Major River except at bridges. Under this rule, Operational HQs near one side of an unbridged Major River could give Command Control (but not impart a Supply Mode) to a subordinate Combat or Support Class unit on the other side of the river, provided that the unit is within 2 hexes of the HQ.

NOTE: This is a simulation of the ability of the Operational HQ to retain communications with the subordinate formation for a brief period of time due to the short distance involved (two hexes equalling about ten miles). In effect, the unit marked ACC is presumed to be close enough to its parent Operational HQ to receive orders and command coordination, but not to receive supply.

9.16 Independent Commands: Certain Combat and Support Class units (see Case 9.163) that meet the Command Control requirements listed in Rule 9.13 may instead be nominated as "Independent Commands" (IND). Units which wish to function as IND must be so designated in the Command Control Segment and marked with an IND marker. To assign a unit IND status counts against the HQ's Command Rating that turn. IND units may perform as though they were in Command Control on subsequent turns even if they do not meet the Command Control requirements listed in Rule 9.13 above.

9.161: IND units remain IND until they attack or are attacked outside their parent HQ's Communication Radius. Should this occur, flip the IND marker over to its reverse side. The unit is now Isolated (ISO), and suffers all restrictions for ISO units (see Rule 9.18).

EXCEPTION: IND units that become ISO may move in any direction they wish, not only toward a friendly Operational HQ as with normal ISO units.

Units remain ISO until they meet the Command Control requirements listed in Rule 9.13 again. A friendly Operational HQ may place them in Command Control or they may be redesignated IND.

9.162: Initially, IND units assume the Supply Mode of their parent Operational HQ that turn. They retain that mode until they attack or until the marker removal segment (Players may wish to mark them with their own Supply Mode marker. IND units may subsequently get supply from any eligible friendly supply source (see Rule 9.29), as well as captured enemy supplies. IND units suffer all normal Supply Mode rule restrictions when IND. A stack of IND units possesses 5 EPs to expend during an Engagement Operation (3 if in Defensive Mode).

9.163: Unless specifically designated in the Exclusive Rules, only units comprising German Panzer or Motorized Divisions, German reconnaissance units, or either Player's reinforcements (see Module 5.0) or rearguards (see Case 13.935) may be designated IND.

NOTE: IND status should not be confused with units that do not require Command Control or Supply Modes to begin with. The two concepts are different.

9.17 Out of Command Control: Combat and Support Class units which do not meet Command Control requirements and are not in ACC or IND status are Out of Command Control (OCC) instead. Mark them so. OCC units may only conduct the Holding, Maneuver or Regrouping Operations. If they choose to move, they must end their Operations Phase **inside** the Communications Radius of some friendly Operational HQ if possible. The unit may declare an Engagement Operation if necessary to achieve this goal. A stack of OCC units possesses 4 EPs (2 in Defensive Mode).

9.171: If moving within some HQ's Communications Radius this turn is not possible, the unit, if Maneuvering, must move **towards** some friendly HQ ending its Operations Phase closer to the HQ's Communications Radius than it was before it began the Operations Phase. The owning Player shall have the final say as long as the restrictions above are met. OCC units have −1 MP and ZOC/SR. OCC units may not conduct Barrage or Counterbarrage Artillery Missions. Like ACC units above, they must find what supplies they can (see Rule 9.29).

9.18 Isolation: Any Combat or Support Class unit which began the Command Control Segment with an OCC marker on it from the previous turn and still does not meet the Command Control requirements listed in Rule 9.13 is now Isolated (ISO). Flip the OCC marker to its reverse side. ISO units remain ISO until they are placed back in Command Control.

EXCEPTION: Units which are occupying Supply Dumps may expend an additional +1 SP per division or equivalent (a minimum of 1 SP is still expended for units totalling less than a division) above the costs of assuming Supply Modes via this method to prevent becoming ISO (see Rule 9.29).

9.181: Units which are ISO may not conduct Holding Operations but **must** Maneuver and attempt to enter Communications Radius of a friendly HQ. If they achieve this they may attempt to Regroup as well if they possess sufficient MPs (see Rule 13.82). ISO units may conduct Engagement Operations to move within an HQ's Communications Radius. Stacks of ISO units possess 3 EPs (1 if in Defensive Mode). ISO units are −2 ER. When resolving combat they calculate odds normally but in every combat situation after the first, they must use their printed ZOC/SR as their combat factor when the odds are calculated. ISO units have −2 MPs and ZOC/SR. They may not conduct Barrage or Counterbarrage Artillery Missions. Like OCC units above they must find their own supplies (see Rule 9.29).

9.19 Units Not Requiring Command Control: Treat units that do not require Command Control or Supply as if they are always in Command Control. These units may attempt any operation they are eligible for. Such units always have 4 EPs to expend in Engagement Operations if operating alone.

9.2 The Supply Mode Segment

In this segment Players will decide which of three modes their Operational HQs, and Combat and Support Class units will assume. The three basic modes are:

1) Offensive Mode or "Attack Supply"
2) Defensive Mode or "Defensive Supply"
3) Depleted Mode or "Out of Supply"

NOTE: Unlike the Command Control Segment above, the Supply Mode Segment is not a mutual segment. The 1st Player assigns Supply Modes first, and then the 2nd Player does so.

In order to assume either Offensive or Defensive Mode, the Operational HQ must be able to draw on SPs from one or more on-map sources. These are:

1) its Superior HQ, or;
2) a Supply Dump, or;
3) SPs stockpiled on previous turns with the Operational HQ, or;
4) one of its commanding Superior HQ's Supply Columns within range of the Operational HQ's Supply Lift Radius.

HQs may **not** draw SPs from another Operational HQ.

9.21 Operational HQ Supply Lift Radii: An Operational HQ may draw SPs directly from one of the sources listed above. In order to draw SPs to itself, the Operational HQ must meet the 3 requirements listed below:

1) The source of the SPs must be within the Supply Lift Radius of the Operational HQ and;
2) The Operational HQ must be able to trace a Communications Path between itself and the SP source, and;
3) The total number of SPs drawn by the Operational HQ from all sources this segment does not exceed the HQ's Command Rating.

Operational HQs have a Supply Lift Radius of 6 MPs. Use the leg unit terrain MP costs to calculate the distance.

EXCEPTION: German Operational HQs have a Supply Lift Radius of 8 MPs, not 6 as with other nationalities. They may draw SPs from any source within 8 MPs.

9.211: A Communications Path of hexes free of enemy units and their ZOCs (unless occupied by a friendly unit) must be able to be traced between the Operational HQ and the SP source. The maximum number of SPs that can be drawn by the Operational HQ from all sources each turn is equal to the Command Rating of the HQ (the number printed in the lower left hand corner of the HQ counter.)

9.212: If the above conditions can be met, simply place the desired number of SPs on the Operational HQ. The Operational HQ is presumed to have its own logistical "lift" capacity which enables it to draw SPs in the manner described above.

EXAMPLE: An Operational HQ with a Command Rating of 4 could draw up to 4 SPs from any source up to 6 MPs (leg rate) away.

NOTE: Operational HQs do not draw SPs in the Strategic Supply Segment like Superior HQs, but wait until the Supply Mode Segment of each turn.

9.22 Assuming Supply Modes: An Operational HQ wishing to assume a Supply Mode expends a portion of the SPs stacked with the HQ. An Operational HQ must expend SPs equal to its Command Rating to assume Offensive Mode (no matter how few units are actually under the command of the HQ or how many the Player actually wishes to attack with this turn). Place an "A" marker on the HQ. An Operational HQ wishing to assume "Defensive Mode" must expend a number of SPs equal to ½ its Command Rating, rounded down. Place a "D" marker on the HQ. Operational HQs without sufficient SPs, or unwilling to expend SPs to assume either Offensive or Defensive Mode, automatically assume "Depleted Mode" instead. HQs in this condition are unmarked. All Combat and Support Class units under the command of the HQ are automatically in the chosen Supply Mode too, but do not mark them with "A" or "D" markers.

9.221: An Operational HQ beginning the Supply Mode Phase in Defensive Mode may be upgraded to Offensive Mode by expending only ½ the Operational HQ's Command Rating in SPs, rounded up, instead of having to pay the full amount.

9.222: Any unused SPs which are stacked under the Operational HQ may be used for Emergency Supply (see Rule 9.28).

9.23 Supply Mode Markers: Only Operational HQs and their subordinate Heavy Artillery Support Class units (see Section 12.5) are actually tagged with an "A" or "D" marker (no marker if assuming Depleted Mode) as described above. All Combat and Support Class units under the command of the HQ and previously determined to be in Command Control are automatically in its Supply Mode **for the upcoming Operations Phase.**

9.231: Players should tag IND, OCC, ACC and ISO Combat and Support Class units with Supply Mode markers as well since these units assume Supply Modes independently of HQs.

9.24 Offensive Mode: HQs in Offensive Mode have their full EP total to conduct Engagement Operations with their subordinate Combat and Support Class units. All units have their full Movement Allowance and ER and MR. Their ZOC/SR is normal, and they may enter enemy ZOCs. They may leave their HQ's Communications Radius without penalty. Units may fire any Artillery Mission. Offensive Mode does not obligate any unit to attack; it is merely an indication that it may do so with full effectiveness.

9.241: Units that do not require a Supply Mode at all always operate as if in Offensive Mode. They possess their full Movement Allowance, etc.

9.25 Defensive Mode: HQs in Defensive Mode lose −2 EPs from their EP total to conduct Engagement Operations with their subordinate Combat and Support Class units. All units in Defensive Mode have −1 MP for leg units and −2 MPs for mobile units.

EXCEPTION: Operational HQs and Heavy Artillery Support Class units never lose MPs when in Defensive Mode.

9.251: Combat and Support Class units in Command Control under an HQ must pass a MC before leaving the Communications Radius of their parent HQ (unless they have been reassigned) or if their parent HQ moves outside Communications Radius ("runs away"). A failed MC means the units may not exit and must move back inside the HQ's Communications Radius. When **attacking,** units in Defensive Mode have their ER (not MR) reduced by −2, but when **defending** they perform with their full ER and MR. Their ZOC/SR is unaffected by Defensive Mode and they may enter enemy ZOCs. Even in Defensive Mode Operational HQs retain all of their normal functions: Supply Lift Radius, Communications Radius, etc. (except EP total). Units in Defensive Mode may conduct any Artillery Mission except Barrage.

9.26 Depleted Mode: HQs (and units) in Depleted Mode have their EP total reduced to **one** regardless of any other conditions. Units may only conduct a Limited Assault Option (plus Advance After Combat) during an Engagement Operation. All units in Depleted Mode lose −1 MP for leg units and −2 MPs for mobile units.

EXCEPTION: Operational HQs and Heavy Artillery Support Class units never lose MPs when in Depleted Mode.

9.261: Depleted Combat and Support Class units may **never** voluntarily leave the Communications Radius of their Operational HQ (unless reassigned). If their parent HQ moves outside Communications Radius, they **must** then move to try to remain inside their HQ's Communications Radius.

9.262: Depleted units are −1 ER (not MR) when defending. Their ZOC Rating (they may not Support) is reduced by −1 (per division or equivalent). Units in Depleted Mode are not required to withdraw from an enemy ZOC, though they may never voluntarily enter one. Armor and mechanized unit die roll bonus modifiers are reduced ½ (round down) dropping all fractions. If this reduces a unit's bonus to 0, armor units may still claim the Minimum Armor Bonus (mechanized units may not). Even in Depleted Mode, Operational HQs retain all of their normal functions: Supply Lift Radius, Communications Radius, etc. (except EP total). Units in Depleted Mode generally may not conduct Artillery Missions at all (see Rule 12.51).

9.27 Supply Mode Reduction: Whenever more than one division (or division equivalent) under the command of an Operational HQ conducts an Assault Option as part of an Engagement Operation, the HQ's Supply Mode marker is reduced by **one** level at the **end** of the Operations Phase. Thereafter all units controlled by that HQ function in the reduced mode until another expenditure of SPs by the HQ upgrades its status.

EXAMPLE: Two divisions under the command of an HQ in "A" Mode conduct an Assault Option. At the end of the Operations Phase, the "A" Mode marker is replaced with a "D" Mode marker.

9.271: Units may be attacked any number of times in a particular turn. Any unit which is attacked a second time during the same enemy Operations Phase has its ER **reduced** by −1, and an additional −1 for each subsequent Assault, Sustained Assault or Limited Assault against it. Effects of ER attrition are **not** carried over into the Player's own Operations Phase, but are only suffered during the enemy Player's Operations Phase.

EXAMPLE: An HQ is currently operating in Offensive Mode ("A"). During the enemy Player's Operations Phase one of the HQ's subordinate divisions, with an ER of 4, is Assaulted. During this first Assault, the division makes an EC using its full ER. If the enemy Player should Assault this same division again in the same Operations Phase, it would make the EC with an ER of 3. If it were Assaulted a third time it would make the EC with an ER of 2. The division's ER is not **reduced** *when the Player begins his Operations Phase. The division operates at its normal ER during the Player's own Operations Phase.*

9.28 Emergency Supply: Under normal circumstances an HQ may not change its Supply Mode during the other Player's Operations Phase. However, Operational HQs (including those in Depleted Mode) which have retained **some** SPs may use these SPs to provide Emergency Supply to a threatened unit under their control. One SP can supply **one** division or equivalent. Simply state the allocation of Emergency Supply to the unit in question, and remove the SP from beneath the HQ.

9.281: Only Combat and Support Class units which conducted a Holding Operation during their **previous** Operations Phase are eligible for Emergency Supply.

EXCEPTION: German units may have conducted any operation the previous Operations Phase and still receive Emergency Supply. They need not have been conducting a Holding Operation.

9.282: In addition, the unit receiving Emergency Supply may not be ACC, OCC, ISO, or IND and a Communications Path within the Communications Radius of the parent HQ must be traced. Emergency Supply may only be allocated in the defense; it may never be used when attacking an enemy unit. Allocation of Emergency Supply always occurs in the opposing Player's Operations Phase, as enemy attacks are the reason for the allocation.

EXCEPTION: Emergency Supply may be used to supply Rearguards (see Case 13.935), for Counterattacks (see Rule 14.22) and to avoid Sustained Assault Supply Mode reduction (see Rule 14.13) by both Players during the Player's own Operations Phase.

9.282: An eligible unit may be allocated Emergency Supply as many times as desired in a given turn. This supply serves only to restore the defending unit to its full ER no matter how far the attrition has progressed. The restoration of ER lasts for the current round of combat. After the combat is over, the unit is assumed to undergo ER attrition again. If it were attacked a second time after the first Emergency Supply was allocated, and no additional Emergency Supply were allocated, then it would function with a −1 ER and so on.

EXAMPLE: An Operational HQ with a Command Rating of 9 assumes Depleted Mode because there are only 3 SPs available in a nearby Supply Dump (4 would be required to assume Defensive Mode, and 9 for Offensive Mode). The HQ assumes Depleted Mode, but the 3 available SPs located in the Supply Dump are allocated to this HQ and stacked beneath it. In the ensuing enemy Operations Phase one of the HQ's subordinate divisions is attacked. As the Player regards the position as vital, he decides to allocate Emergency Supply, expending 1 SP to do so. The SP is immediately deducted from the 3 SPs stacked under the HQ, leaving only 2 remaining. Even though the HQ is still in Depleted Mode, the defending division may participate in the ensuing combat with its full ER (instead of −1 for Depleted Mode) because of the Emergency Supply. If a second attack were made against the division its ER would sink by −1 because the division is back to Depleted Mode. Of course, a second Emergency SP could be expended allowing the division to participate at full ER.

9.29 Out of Supply Units: IND, OCC, ISO and ACC Combat and Support Class units unable to assume the Supply Mode of their parent HQ may assume Supply Modes **independent** of HQs. Combat and Support Class units must be stacked on Supply Dumps with SPs or in a hex that is the target of an Air Supply Mission (see Section 16.3). Players must expend ½ a SP to place a leg division (or fraction thereof) or equivalent in Defensive Mode, 1 SP for Offensive Mode. Mobile divisions (or fractions thereof) or equivalents require 1 SP to assume Defensive Mode and 2 SPs for Offensive Mode. Otherwise, units assume Depleted Mode. Tag the units with an "A" or "D" marker. These Supply Modes decline **one** level for each Assault Option the unit conducts (Barrage or Counterbarrage Artillery Missions for Heavy Artillery Support Class units). Units are subject to ER reduction when attacked repeatedly by enemy units. Remove all Supply Mode markers during the Marker Removal Segment in the Strategic Overphase or when the units come under the command of a friendly HQ.

9.30 Captured Supplies: Units may keep **one half** of all enemy SPs captured (the food and fuel) rounded down. All remaining SPs (the ammunition) are considered destroyed and immediately removed from play upon capture. Capture is defined as being stacked with the SPs at the end of the Operations Phase.

9.31 Limited Intelligence (Optional): The Supply Mode Markers may be placed beneath HQs to hide their state of preparedness. For HQs assuming Depleted Mode, a fake marker can be placed under the HQ to deceive the other Player.

10.0 RAIL AND NAVAL OPERATIONS

Rail and Naval Operations allows rapid strategic movement of units over vast distances. This movement takes place during the Rail and Naval Operations Phase after Command Control and Supply Modes have been determined. Units may not move using Rail and Naval Operations both in the same turn.

10.1 Rail Operations

Rail Operations may only occur over rail lines that are "friendly". Friendly rail hexes are defined as all rail hexes between the map edge and the furthest friendly Rail Depot not occupied by an enemy unit (except Irregular, Naval or Aircraft units) or their ZOCs. Irregular Class units do not block Rail Operations per se, but may attempt Rail Interdiction attacks. Rail hexes which lie between a friendly and **enemy** Rail Depot are considered unusable by either side.

10.11 Train Markers: Players are provided with Train markers. Train markers are Transport Class units. Trains never require Command Control or a Supply Mode (although the units they are transporting do). Trains may conduct the operations listed below. Despite being Transport Class units, Train markers may not conduct operations in the Bonus Transport Class Operations Segment in the Strategic Overphase.

10.12 Maneuver: When Maneuvering, Train markers have a Movement Allowance of fifty (50) rail hexes each turn. When maneuvering, Train markers may only travel along rail line hexes that are friendly and may not enter enemy ZOCs.

10.13 Transporting Units: When transporting units by rail, all rail movement (including moving units to the train, entraining them, rail movement, detraining and moving units away from the train) occurs in the Rail Operations Phase of each turn. Units moving by rail in this phase may **not** then conduct any operations in the Operations Phase. Rail movement requires no supply.

10.131: Train markers may carry up to 24 PCFs worth of Combat and Support Class units (any combination of leg or mobile) or 1 Operational HQ instead. Superior HQs do not require a Train marker to move by rail (and do not count against the side's Rail Capacity for that turn) but otherwise are governed by the rules in this section. Aircraft, Naval, Irregular and other Transport class units may not move by rail.

10.132: Units may entrain or detrain at either a Rail Depot hex or any Town or City hex which is connected to a friendly rail line. Train markers are brought into play on **only** these hexes and only one may be brought into play at any given hex in any one turn.

10.133: The cost to entrain any number of units is **twenty** rail hexes to the train counter, and **one half** of each entrained unit's normal Movement Allowance, rounded **up.** Thus a unit could move up to one half of its Movement Allowance, and still entrain. The costs to detrain are the same as to entrain. Thus units could be transported 30 hexes by rail, and then decide to detrain using the last 20 rail hexes. These units could then still move up to one half (rounded down) of their Movement Allowance, as it cost them only one half to detrain. Units may both entrain and detrain in the same phase if they wish. Superior and Operational HQs expend one half of their Movement Allowance to travel by rail too.

10.134: Once entrained, and throughout the rest of the turn, a unit retains whatever Command Control and Supply Mode status was established during the Communications Phase of that turn. On following turns, a unit must determine its new Command Control and Supply Mode status like any other unit during the Communications Phase.

10.14 Transporting Supply Points: SPs may be transported by rail from one Rail Depot to another or from any City or Town hex connected by a rail line. A maximum of 10 SPs in a friendly Rail Depot at the start of the Rail Operations Phase may be loaded. It costs the Train marker 2 rail hexes for **each** SP loaded. The Train marker moves in the Rail Operations Phase normally. It may unload its SPs at a friendly Rail Depot at a cost of 2 rail hexes for **each** SP unloaded.

10.141: Players unable to assign SPs to Superior HQs during the Strategic Supply Phase may move Train markers off the map to pick up SPs using the above method. Assume any SPs available at the USS are stacked in a friendly Rail Depot 5 rail hexes off the map edge. SPs moved by rail in this phase can be attacked by Irregular units.

10.15 Other Operations: Train markers may also conduct the Holding (see Section 13.3) and Regroup (see Rule 13.82) Operations but do so in the Rail Operations Phase.

10.16 Trains and Combat: Train markers are Transport Class units for combat purposes. Refer to Rule 14.17 for information concerning combat versus Transport Class units. They may be attacked by Artillery Missions and by Irregular units conducting Transport Raids. If eliminated Train Markers may not be brought back into play.

10.2 Naval Operations

Both Players may now conduct Naval Operations with any Naval units they possess. As not all games contain Naval units, the rules for Naval Operations (if any) are presented in the Exclusive Rules Book included with this game.

11.0 OPERATIONAL HQ OPERATIONS PHASE

During this phase each Player will be able to conduct operations with their Operational HQs and perform special activities with them.

11.1 Types of Operations

Operational HQs conduct operations during each side's Operational HQ Operations Phase (except Desperation Breakout which is conducted in the Operations Phase, see Rule 13.54). They may conduct the following operations during this phase:

1) Holding (see Section 13.3)
2) Transport (see Section 13.4)
3) Maneuver (see Section 13.5)
4) Regroup (see Rule 13.82)
5) Bridging (see Rule 13.92)
6) General Retreat (see Rule 13.93)
7) Small Unit Action (see Rule 13.99)
8) Rail Movement (see Section 10.1)

They may have moved by rail during the previous Rail Operations Phase instead, in which case they **do** count against a side's Rail Capacity that turn. However, Operational HQs moving by rail may not conduct any further operations that turn.

NOTE: Except for Rail Movement and Desperation Breakout, Operational HQs conduct operations now, and not in the upcoming Operations Phase for Combat and Support Class units.

12.0 ARTILLERY

Artillery is what really makes the offensive go, or provides the backbone to any defensive position. Some 80% of a unit's firepower in real life is generated by its organic artillery pieces. Artillery is represented in two ways. There are separate Heavy Artillery Support Class units included in the game representing corps and army level artillery. In addition, the Aircraft, Naval, Combat and HQ Class units with AFs printed directly on the counter represent units with sufficient organic artillery to merit the factors, although they are **not** artillery units per se.

12.1 Artillery Types

The two basic types of artillery are:

1) Light Artillery, which is symbolized by a small number printed to the left of the unit type symbol. A unit possesses Light AFs equal to this number. Light Artillery has a **one** hex range. Long Range Light Artillery is symbolized by a circle around the AFs, and is still Light Artillery, but has a range of **two** hexes.

2) Heavy Artillery is symbolized by a small **boxed** number printed to the left of the unit symbol. A unit possesses Heavy AFs equal to this number. Heavy AFs have a **two** hex range. Short Range Heavy Artillery units possess Heavy AFs but only have a range of **one** hex. A triangle is printed around these units' AFs.

12.2 Artillery Missions

There are four basic Artillery Missions in the game system. They are:

1) Barrage
2) Counterbarrage
3) Close Support
4) Final Protective Fire (FPF)

Units with AFs may perform any number of Artillery Missions in a given turn subject to the artillery supply rules (see Section 12.5). Units count their AFs as points on the BCRT for Barrage and Counterbarrage Missions, or as die roll modifiers on the CRT for Close Support or FPF Missions. A unit's AF total is not affected in any way if the unit fails an EC. The PCFs and SCFs of artillery Support Class units are used to defend when attacked.

12.21 The Barrage Mission: Any unit possessing AFs may conduct a Barrage Mission. Barrage Missions occur before any other operations are conducted in the Operations Phase. Each Barrage Mission is conducted against all of the ground units only, or the Naval units only or Installations only in a target hex. A Player must choose which of the three target types to attack with each Barrage Mission. Each type of unit may only be Barraged once per segment.

12.211: To conduct a Barrage Mission, total **all** AFs within range of the target unit and find this number on the BCRT. Totals greater than 12 are treated as 12. All units Barraging a target unit must do so together as a combined total. Cross index the total with the die roll to get a result. All of these modifiers are cumulative. A modified die roll of more than 6 is treated as 6.

12.22 The Counterbarrage Mission: Immediately before the CRT die is rolled during an Assault Option, the defending Player may use any **Heavy** AFs to:

1) Counterbarrage the Assaulting enemy units (possibly Disrupting or eliminating them, thereby spoiling the Assault) **or;**

2) Counterbarrage the enemy Player's units which conducted a Barrage Mission.

The Counterbarraging units must be in range of the hex being Assaulted if attempting to spoil the Assault or within range of the enemy Barraging units to attack them. The Counterbarrage Mission is conducted in exactly the same manner as the Barrage Mission.

12.23 BCRT Effects: The following results are possible for Barrage and Counterbarrage Missions:

—: Miss. No Effect.

M: Morale Check. All Combat, Support, Transport and active Irregular units in the target hex must make a MC. If they fail they immediately Disrupt (Irregulars go inactive). Otherwise, No Effect. HQ Class units automatically Disrupt (they always fail MCs). Naval units and Installations are unaffected by this result.

M1, M2: Modified Morale Check. All Combat, Support, Transport and active Irregular units in the target hex are required to make a MC. Subtract the number to the right of the "M" result from their MR when making the die roll. For example, a unit with a current Morale of 4 would check as if rated 2 if a "M2" result were rolled against it. If they fail they immediately Disrupt (Irregulars go inactive). Otherwise, No Effect. HQ Class units automatically Disrupt (they always fail MCs). Naval units and Installations are unaffected by this result.

D: Disruption. All ground units in the target hex automatically Disrupt (Irregulars go inactive) without a MC. One Naval unit in the hex (defender's choice) or an Installation suffers Damage Level 1 (Supply Dumps lose 1 SP instead).

1: Step Loss. One ground unit in the target hex of the defender's choice loses one Step and then Disrupts. All other ground units in the hex Disrupt (Irregulars go inactive). One Naval unit in the hex is sunk (defender's choice). An Installation suffers Damage Level 2 (Supply Dumps lose 2 SPs instead).

12.24 The Close Support Mission: The attacking Player will receive a +1 CRT die roll modifier for **each** AF conducting a Close Support Mission during an Assault Option. Close Support AFs only modify the CRT die roll. Do **not** roll on the BCRT.

12.241: Only the Light AFs on Combat Class units that are conducting the **Assault** Option (or on Support Class units stacked with them) may conduct Close Support. Units with Light AFs conducting the Support Option, or on friendly units simply within range but not Assaulting may **not** Close Support. However, any friendly Heavy AFs that are within range of the target hex **can** conduct Close Support, but their AFs are **halved** (round down).

EXAMPLE: A Heavy Artillery unit with 5 Heavy AFs could only Close Support with 2 of them, and not all 5.

12 242: Aircraft and Naval units may always provide Close Support if committed to the Assault, but any Heavy AFs used are halved as above.

12.25 The Final Protective Fire Mission: The defender will receive **one** favorable die roll modifier on the CRT for **each** AF that conducts the FPF Mission during an enemy Assault Option. These factors modify the CRT die roll. Do **not** roll on the BCRT.

12.251: The Light AFs on any unit that is the target of an enemy Assault Option may conduct FPF. Friendly units with light AFs that are adjacent to the defender's hex may **not** FPF. Friendly units with Heavy AFs may FPF but they must be **adjacent** to the hex that is being Assaulted. They may not fire from two hexes away. Heavy AFs conducting FPF are **halved** (round down) as with the Close Support Mission.

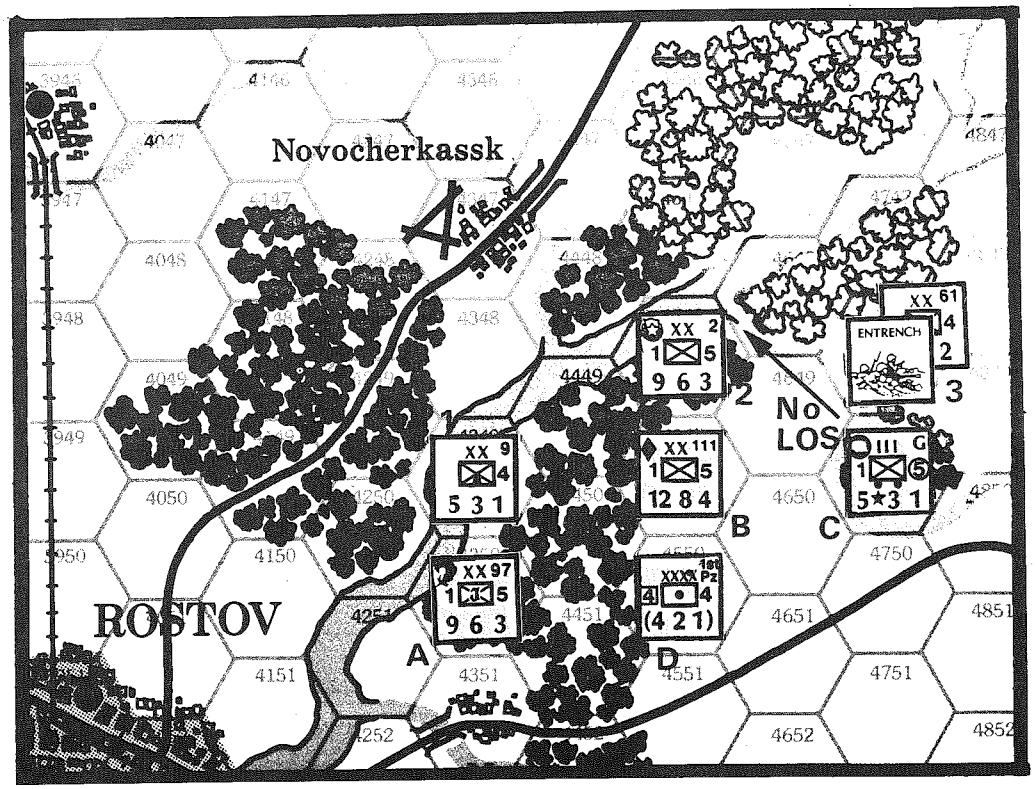
12.252: Aircraft and Naval units may always provide FPF if committed to the defense of the hex, but any Heavy AFs used are halved too.

12.3 Line of Sight (LOS)

Units which wish to use their AFs need only be adjacent to the hex they will attack. To use Heavy AFs at a two hex range, some friendly Combat, Support or HQ Class unit, which is currently in Good Order, must have a clear LOS to the target hex and the spotting unit must be within **two** hexes of the unit firing the Heavy AFs. The spotting unit need not be adjacent to the target hex. Units possessing Heavy AFs **may** spot for themselves at a two hex range. Remnants, Transport or Irregular Class units may not serve as spotters.

12.31 Restrictions: A clear LOS always exists between adjacent hexes, regardless of terrain. Units may spot enemy units up to a **two** hex range but **any** terrain feature with the exception of rivers, lakes, canals, sea or depression (like balkas) hexes will block the LOS. Two hex observation may be traced through Clear terrain or across water or depression obstacles only, exclusive of the hex occupied by the spotting unit. Enemy units which are in any terrain other than Clear may **not** be spotted at a two hex range, but may be spotted if the spotting unit is **adjacent regardless of terrain.** Weather effects may prohibit two hex spotting. All Heavy AFs which are fired with the spotting unit two hexes from the target hex are **halved.**

EXAMPLE: In the diagram below, a Player wishes to conduct a Barrage Mission against the enemy position. Assume each of his units, A, B and C have 1 Light AF each and Unit D has 4 Heavy AFs. In the Barrage Segment, the Player must decide where to allocate his AFs



Note that Units A, B and C are within the required 2 hexes of Unit D, and that Unit D is within range of the two enemy units, 1 and 2. Unit A can spot Unit 1 because it is adjacent. Unit B can spot Unit 2 because it is adjacent. It ***cannot*** *spot Unit 1 because the intervening Woods hex blocks the LOS. Unit C can observe Unit 3 because it is adjacent, but* ***cannot*** *spot Unit 2 because it is in a Woods hex. Units occupying non-clear terrain types may not be spotted at two hexes. The Player elects to Barrage Unit 1, using the 1 Light AF of Unit A and the 4 Heavy AFs of Unit D for a total of 5 AFs.*

In the same example above, assume that Unit 2 is in Clear terrain and Unit B is Disrupted. If the Player wanted to Barrage Unit 2, he could not use Unit B to spot because Disrupted units may not spot for any artillery, or even use their own AFs printed on the counter. As the hex Unit 2 is in is Clear terrain, however, Unit C ***could*** *spot Unit 2 and call in Unit D's Heavy AFs. In this case, because Unit* **C** *is using two hex spotting, Unit D's 4 AFs are halved to 2. Unit C could not Barrage Unit 2 because it is not adjacent. The only target Unit C could Barrage with its Light AF would be Unit 3.*

12.4 Artillery Missions and Command Control

Normally, Combat and Support Class units with AFs are placed in Command Control during the Command Control Segment of the Communications Phase via the rules described in Section 9.1. Heavy Artillery Support Class units **must** be assigned to a parent Operational HQ (or are OCC) but do not count against the HQ's Command Rating. Units with AFs which are OCC or ISO may not conduct Barrage or Counterbarrage Missions.

12.41 Artillery Missions and Good Order: Only units in Good Order may fire Artillery Missions. Units that are Disrupted or Rooted may not fire any Artillery Missions at all.

12.5 Artillery Missions and Supply

During the Supply Mode Segment of the Communications Phase, mark Heavy Artillery Support Class units that are assigned to an Operational HQ with the same Supply Mode marker as the parent HQ adopts. This Supply Mode marker is free, and does not require the HQ to expend any extra SPs. Light AFs on Combat and Support Class units are automatically in the Supply Mode of the parent HQ.

12.51 Who May Fire: Units in Offensive Mode may fire any Artillery Mission. Units in Defensive Mode may fire Counterbarrage, Close Support or FPF Missions (no Barrages). Units in Depleted Mode may not fire any Artillery Missions at all.

EXCEPTION: Even in Depleted Mode, units and HQs with Heavy AFs may conduct FPF Missions in their own defense with a strength of 1 AF when Assaulted.

12.52 Supply Mode Reduction: The following rules apply to Supply Mode reduction when conducting Artillery Missions:

1) Whenever a Heavy Artillery Support Class unit (but not HQs) with Heavy AFs conducts a Barrage, Counterbarrage or Close Support Mission, reduce the unit's Supply Mode marker 1 level. HQ Class units with Heavy AFs never suffer Supply Mode reduction regardless of what Artillery Mission is fired. HQs must still be in Offensive Mode to Barrage (see 12.51 above).

2) The Light AFs on Combat and Support Class units do not consume supply when fired. Do not alter the parent Operational HQ's Supply Mode marker for Combat and Support Class units that conduct Artillery Missions with their Light AFs. A Combat or Support Class unit must still be in Offensive Mode to Barrage, but this does not cause the parent HQ to undergo Supply Mode reduction.

12.6 Heavy Artillery Units

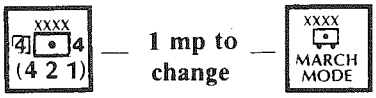
Heavy Artillery Support Class units represent the really large caliber guns that were instrumental in successful barrages. These guns were difficult to move and once set up were immobile. A Heavy Artillery Support Class unit has two sides, a "Deployed Mode" representing the unit ready to fire, and a "March Mode" representing the unit ready to move. A Heavy Artillery unit can be in only **one** of these "modes" at any given time. Heavy Artillery Support Class units in Deployed Mode project a mobile unit type ZOC equal to its ZOC/SR which requires all units to pay +1 MP to leave the ZOC (see Rule 4.23). It does not project a ZOC in March Mode.

EXCEPTION: Operational HQs with Heavy AFs are not restricted to "Modes" in the paragraph above. HQs are always considered mobile ***and*** *ready to fire. HQs do* ***not*** *have to change "mode". HQs with Heavy AFs do* ***not*** *project any ZOC at all (being considered an HQ Class unit for this purpose).*

12.61 Deployed Mode Restrictions: Heavy Artillery Support Class units in Deployed Mode may not move. Thus if forced to Retreat as a result of combat the unit is eliminated. The unit defends using its PCF or SCF (make an EC), and may use its AFs for Counterbarrage or FPF Missions if attacked. Heavy Artillery Support Class units receive a-1 Armor Bonus CRT die roll modifier in addition to their AFs when defending against attacks by enemy mobile units.

EXCEPTION: Rocket artillery units do ***not*** *possess the favorable die roll modifier when defending against attacks by enemy mobile units.*

12.62 March Mode Restrictions: A Heavy Artillery Support Class unit in March Mode may not fire. If attacked while in March Mode it does not assume Deployed Mode, but defends in March Mode with its SCF. In this case the unit may not use its AFs to conduct Counterbarrage or FPF Missions (may only do so when deployed) and has no Armor Bonus die roll modifier when defending against attacks by enemy mobile units.



Deployed No Mvmt. **March mode**

12.63 Changing Mode: Heavy Artillery Support Class units may change mode by expending +1 MP to do so. Mode may be changed at any point in the phasing Player's Operations Phase and mode may be changed more than once if the unit has enough MPs. A Player may **never** change a friendly Heavy Artillery Support Class unit's mode during the opposing Player's Operations Phase.

13.0 THE OPERATONS PHASE

The Operations Phase is the heart of the game system, where all Combat, Support and Transport Class unit movement and combat occurs. In this system, movement and combat are "integrated" rather than "sequential."

13.1 General Rule

Instead of completing the movement of all units prior to initiating any combat, units (or stacks) conduct operations one at a time and any combat which that unit (or stack) wishes to conduct must be resolved **before** another unit (or stack) is allowed to conduct its operation.

EXCEPTION: Units conducting the Engagement Operation may all conduct certain Engagement Options before the combat is resolved. This concept is dealt with in the Engagement Operation rules.

Conducting activities with a given unit or stack of units will hereafter be referred to as the "operations" of that unit or stack.

13.2 Conducting Operations

There are five Basic Operations that may be undertaken by a unit or stack of units. In addition, there are Special Operations which may be combined with the Basic Operations at the end of the Operations Phase. Generally, a Player may perform any number of operations in any order during the Operations Phase so long as no unit does more than one Basic Operation plus any Special Operations it is eligible for. There are some exceptions and these are presented in the appropriate sections below. The five Basic Operations permitted are:

1) **The Holding Operation:** where units remain stationary with the aim of defending positions on the map (possibly assuming Improved Positions as well).

2) **The Transport Operation:** where eligible units move SPs, form Supply Dumps or entruck leg units to provide them greater mobility.

3) **The Maneuver Operation:** where units expend MPs to move across the map, but do not engage in combat.

4) **The Engagement Operation:** where units begin or move adjacent to enemy units and conduct an Assault, Limited Assault or Sup-

port Option, resolve combat and then Advance After Combat.

5) **Refit/Regroup:** where units attempt to absorb replacements or recover Good Order if Disrupted or Routed.

In addition there are:

6) **Special Operations:** where units conduct unique operations in conjunction with the five basic operations above.

The five Basic Operations are more fully discussed below followed by Special Operations.

13.3 The Holding Operation

Units which **do not engage in Transport, Maneuver, Engagement, or Refit/Regroup Operations** are said to be **"Holding"** a given hex on the map. They sit there throughout the Operations Phase.

13.31 Which Units May Hold: Combat, Support, Transport and HQ Class units may all conduct the Holding Operation. Units may conduct Holding Operations regardless of their Supply Mode.

13.311: Combat and Support Class units which are OCC or ISO may not conduct Holding Operations in an enemy ZOC. Transport and HQ Class units alone in a hex may not conduct Holding Operations in an enemy ZOC. No unit that **begins** its Operations Phase in **Disrupted or Routed** Status may conduct Holding Operations in an enemy ZOC.

*EXCEPTION: Disrupted (not Routed) German units **may** perform Holding Operations in enemy ZOCs if they first pass a MC. Failure to pass means they may not Hold.*

13.32 Holding and Emergency Supply: Only Combat and Support Class units which conducted a Holding Operation during their Operations Phase are eligible to receive Emergency Supply during the enemy Player's Operations Phase.

*EXCEPTION: German units need **not** have conducted a Holding Operation to receive Emergency Supply. They may have Maneuvered, Engaged, etc.*

13.4 The Transport Operation

The Transport Operation is used mainly to shuttle SPs from rear area Superior HQs and move them forward to where the troops can use them. However, Transport Operations can be used to increase the mobility of leg units.

13.41 Who May Conduct Transport Operations: Only Transport Class units may conduct all of the Transport Operations below. HQ Class units may Transport SPs and form Supply Dumps, but may not Transport leg units.

13.411: The principal Transport Class unit in the game is the Supply Column but other types exist as well. Supply Columns which are not already on the map are deployed in the Strategic Overphase during the Superior HQ's Operations Segment, and are allowed a Bonus Operations Segment to perform Transport Operations, but normally conduct operations each turn during the Operations Phase.

13.42 Combining Transport and Other Operations: Any of the Transport Options listed below may only be combined with the Maneuver Operation. Units being Transported may only attempt Special Operations if they unloaded from the Transport Class unit first during the Operations Phase. Players may not conduct multiple Transport Operations transferring leg units or SPs to additional Transport Class units for extra movement. A Transport Class unit can load and unload its cargo in the same Operations Phase, however.

13.43 Leg Unit Transport: Any Transport Class unit (not HQs) which is not loaded with any SPs is capable of carrying a certain number of PCFs of Combat and Support Class leg units. The limit is printed on the back of the counter.

EXCEPTION: Cavalry leg units may not be transported.

In order to entruck or detruck a leg unit, the Transport Class unit and the leg unit must be in the same hex. Either unit may conduct operations first to reach each other and stack together. Each leg units must expend +2 MPs to entruck, and +2 MPs to detruck, and Supply Columns must also expend +2 MPs each to load and unload the leg unit. While transported the leg units move at the higher Movement Allowance of the Supply Column unit. The loading and unloading of leg units may not take place in an enemy ZOC.

13.44 Supply Point Transport: Any Transport Class unit that is not loaded with units is capable of carrying a certain number of SPs. This number is printed on the back of the counter. The Transport Class unit must be stacked with the SPs to transport them. It costs a Supply Column unit +½ MP to **load or unload** each SP. Once loaded, the Transport Class unit is free to spend the rest of its Movement Allowance Maneuvering over the map. The loading and unloading of SPs may not take place in an enemy ZOC.

13.441: HQ Class units may load and unload SPs up to the limit printed on the back of the counter. There is no MP cost to do so. They may carry these SPs around with them as they Manuever over the map.

13.45 Form Supply Dump: Supply Dumps may be created by HQs, Transport Class units, and by Air Supply Missions to airfields. To create a Supply Dump, unload the SPs into the hex where the Dump is to be created. Supply Columns units must expend +½ MP per SP to unload. HQ Class and Air Supply Missions load and unload SPs for free.

13.451: Supply Dumps may only be created in Town, City, Rail Depot, or road junction hexes (any hex which contains an intersection of roads or roads and railroads) not in an enemy ZOC.

13.452: Supply Dumps are no more than concentrations of SPs on the map. They may not move or distribute SPs in any way. Supply Dumps are Installations, and have no ZOCs, and do not restrict the movement of enemy or friendly units in any way. HQ Class units which have a Supply Lift capability (see Rule 9.21) may draw SPs from Supply Dumps during the Supply Mode Segment as long as they are within their respective Supply Lift Radii of the Supply Dump. Combat and Support Class units must be stacked with the Supply Dump in order to use any SPs stacked there.

13.5 The Maneuver Operation

Units which wish to change their position on the map but which do not wish to conduct an Engagement Operation are said to be "Maneuvering" instead (although the Engagement Operation may entail Maneuvering prior to combat).

13.51 Who May Maneuver: All classes of units may conduct the Maneuver Operation, regardless of Command Control or Supply Mode. However, Command Control restrictions may govern **where** they can move. A unit's Supply Mode may restrict the number of MPs available, and may inhibit Combat and Support Class units from leaving their parent HQ's Communications Radius.

13.52 Procedure: All units are given a Movement Allowance expressed in MPs and they move from hex to hex by expending a certain number of MPs to enter a hex or cross a hexside (see the Terrain Effects Chart-TEC). The Movement Allowances for all units are listed on the Unit Summary Chart (USC). Movement Allowances are different for leg and mobile units as are the terrain costs for entering a hex or crossing a hexside. Mechanized units (and some motorized units) also have a "Reaction/Advance" Movement Allowance listed on the USC which is explained later (see Rules 13.70 and 14.22).

13.521: Superior HQs are mobile units. Although mobile units, Superior HQs pay the most favorable terrain cost to enter a new hex (either mobile or leg).

13.522: Operational HQs are also mobile units. However, they pay the mobile unit terrain costs when moving.

13.523: Transport Class units are mobile units and pay the mobile unit terrain costs when moving across the map across the map. Train markers possess a Movement Allowance of 50 hexes, and may only move along rail lines.

13.53 Maneuver and ZOCs: Enemy ZOCs may restrict a unit's freedom of Maneuver (see Rule 4.23).

13.54 Desperation Breakout: Sometimes units will become trapped behind enemy lines or surrounded while in Depleted Mode. Normally, these units would never be able to reach friendly lines again as these units may not enter an enemy ZOC. In such cases a Player may declare a "Desperation Breakout" attempt, which enables Depleted units to enter and move through enemy ZOCs. Leg units using "Desperation Breakout" are given a special Movement Allowance of **3 MPs** (regardless of how many they really possess) and mobile units receive **4 MPs.**

13.541: Irregular Class units may not attempt Desperation Breakout. Support, Transport and HQ Class units may not unless they are **stacked** with friendly Combat Class unit(s) having at least **two** Steps of strength. HQ Class units attempting Desperation Breakout do so in

the Operations Phase, rather than in the Operational HQ Operations Phase.

13.542: Units must be able to reach the first enemy ZOC using the above Movement Allowances. If a unit cannot reach the first enemy ZOC due to terrain costs, it may not attempt Desperation Breakout this turn. Units performing Desperation Breakout **must** end their movement in a hex which is free of enemy ZOCs and closer to their parent HQ (if a Combat or Support Class unit) or their USS (other units). After moving, each stack of units must suffer a Step Loss for **each** enemy ZOC it moved through and then all unit(s) **automatically** Disrupt.

13.543: Units may not end Desperation Breakout in an enemy ZOC. They must continue to move (even if they have exhausted their special Movement Allowance) until they reach the first hex free of enemy ZOCs (and suffering a Step Loss for each ZOC moved through during the breakout move). Units which exceed the special Movement Allowance during the breakout must make a MC **after** assuming the mandatory Disrupted state. Units which pass the MC suffer no further penalties; units which fail must immediately Rout and Retreat 1 additional hex (no additional MC is required). If different MRs exist in the stack, use the **highest** MR present to make the MC for all the units in the hex.

13.55 Force March: At the start of the Operations Phase, Combat and Support Class units which are in Command Control, Good Order and in Offensive or Defensive Mode may attempt to **Force March.** Units must pass a MC to Force March. In addition, units in Defensive Mode which wish to leave their HQ's Communications Radius must also pass a second MC. If these conditions are met, the unit(s) are marked with a Force March marker. Force Marching units have their Movement Allowance increased by +2 MPs.

13.551: Force March may **not** be combined with General Retreat (see Rule 13.93). OCC or ISO units may not Force March but ACC and IND units may. Force Marching units may not begin the Operations Phase adjacent to, or in the ZOC of enemy Combat or Support Class units. They may not move adjacent to, or enter the ZOC of enemy Combat or Support Class units during the rest of the Operations Phase. They may not conduct Engagement Operations. Units which Force March are −1 ER if attacked. After the Force March has been completed the marker **remains** on the unit until the **next** friendly Operations Phase when it may be removed.

13.552: Units which begin the Operations Phase with a Force March marker on them may choose to conduct a Maneuver Operation with their normal Movement Allowance that turn (or conduct a different operation) in which case the marker is removed. They may also choose to Force March a second time. No additional MCs are required. Flip the marker over to its reverse side that reads "2nd Force March". The unit(s) may move again with +2 MPs but are −2 ER until the start of their next friendly Operations Phase.

13.553: Units which Force Marched twice in a row may choose to conduct a Maneuver Operation at their normal Movement Allowance (or conduct a different operation), but must deduct −1 MP from their Movement Allowance that Operations Phase to remove the "2nd Force March" marker. Units may instead choose to Force March a **third** time (no MC is required) but must immediately Disrupt at the end of the Force March. Remove the 2nd Force March marker and place a Disrupted marker on the unit(s). As with all Disrupted units, they are −2 ER and −1 ZOC/SR. The units must perform the Regrouping Operation to recover Good Order.

13.554: HQ, Irregular, and Transport Class units may not Force March. Combat and Support Class units that do not require Command Control or a Supply Mode to function may not Force March either.

13.6 The Engagement Operation

The Engagement Operation is defined as an offensive operation undertaken against enemy units **involving combat of some type and use of the CRT.** An Engagement Operation is made up of Engagement Options. Engagement Options include Maneuver Before Combat, Assault, Advance After Combat, Support additional Assaults by friendly units and even Maneuver After Combat. Two or more units can be involved in the same Engagement Operation, but may perform different options (which neatly models the fluid nature of operational warfare). If a Player declares an Engagement Operation but fails to make use of the CRT, the operation is considered to be a number of Maneuver, Holding, etc. Operations instead.

13.61 Who May Engage: Combat Class units are the primary units used in an Engagement Operation. Support, Transport and HQ Class units may conduct certain Engagement Options either alone or stacked with Combat Class units, but don't contribute combat factors (they may contribute AFs) when attacking (which is the main purpose of an **Engagement** Operation).

13.62 Engagement Points: All Operational HQs possess an Engagement Point (EP) Rating. The EP Rating is enclosed in a diamond to the right of the HQ symbol. This rating simulates the HQ's ability to coordinate a combat situation. The higher the number the greater the capabilities of the units under the command of the HQ. As units conduct the Engagement Options outlined below, a simple running count of EPs expended is kept against the HQ's Rating to determine when the Engagement Operation must end. As long as the units were judged in Command Control during the Communications Phase, they may continue to expend their parent HQ's EP allotment, even if they moved outside Communications Radius earlier in the turn or during the Engagement Operation itself (they are required to pass a MC leave their HQ's Communications Radius if in Defensive Mode, and Depleted Mode units cannot leave at all unless Reassigned).

13.621: When units under the command of more than one HQ are named to an Engagement Group, the EP Rating of the **lowest** rated HQ is used to determine the total number of EPs available for all the units during the Engagement Operation. Note that the two HQs could be in different Supply Modes, which would cause the units to have two different sets of movement and fighting capabilities. However, an Engagement Group composed of units under different HQs still has its components trace Command Control and Supply back to their respective HQs. Depending on the size of the Engagement Group named, both HQs can undergo Supply Mode Reduction (see Rule 9.27). Any units in Defensive Mode are still required to pass a MC before being allowed to exit their parent HQ's Communications Radius, even when operating with other units in Offensive Mode as part of an Engagement Group. Units "borrowed" by one HQ to conduct an Engagement Operation still count against their parent HQ's permissible total that turn (see Case 13.722).

13.622: Units not under the command of an HQ are given a fixed allotment of EPs to conduct Engagement Operations with (see Section 9.1).

13.63 Engagement Groups: When a Player wishes to undertake an Engagement Operation he must state all the units which are to be used for that Engagement Operation. Once defined, these units become an Engagement Group.

13.631: Each **stack** of units assigned to the Engagement Group expends its controlling HQ's EPs when undertaking one of the specific Engagement Options listed below (see Rule 13.64). If a Player only names one unit (or one stack) as an Engagement Group then the controlling HQ's available EP total is **halved** (round down). If a Player combines stacks during an Engagement Operation, the controlling HQ's remaining EP total is halved from that point on for the rest of that Engagement Operation.

EXAMPLE: An HQ with 8 EPs names two stacks in different hexes to an Engagement Operation. The two stacks both Maneuver Before Combat (1 EP each) to the same hex which is adjacent to an enemy unit. Before an Assault Option is announced, the Player halves the HQ's remaining EPs (6 halved is 3). The Engagement Group has 3 EPs left to continue the Engagement Operation with.

13.632: A stack may contain **one or more** units up to the hex's legal stacking limit. A unit that is currently stacked with other units may be named to an Engagement Group without automatically committing the others.

13.633: A unit (or stack) that is OCC or ISO must be designated the sole unit (or stack) in an Engagement Group. They may not operate with units in Command Control under an HQ, or other ACC, IND, OCC, or ISO units.

13.634: IND units may only be named to operate with other IND units or with units that don't require Command Control or a Supply Mode to operate.

13.635: Combat and Support Class units that do not require Command Control or a Supply Mode to operate (and Transport Class units as well) may form Engagement Groups by themselves or with IND units. They may also be

named to Engagement Groups along with units in Command Control or ACC under an HQ as long as they were determined to be within that HQ's Communications Radius during the Command Control Segment. In this case they expend the controlling HQ's EPs as if they were directly controlled by that HQ.

13.636: If a Player does form an Engagement Group from units with fixed EP totals (like OCC, ISO IND units, etc.), they may not add their EPs together but instead operate using the unit with the fewest EPs as the Group's EP total.

13.637: When performing an Engagement Operation, only mixed stacks containing leg and mobile units, or stacks containing mobile units only, may have the mobile units leave the stack during Maneuver Before or After Combat Options to form new stacks. Stacks containing leg units may not break apart during the Maneuver Before or After Combat Option.

EXCEPTION: This rule does not apply during Advance After Combat or Exploitation Advance, nor to units that are performing a normal Maneuver Operation (see Section 13.5). Those units may break apart freely during the Operations Phase.

EXAMPLE: If two mobile and two leg units were to begin the Operations Phase stacked together and named as an Engagement Group, and then Maneuvered Before Combat to attack a target hex from two different hexsides, only the mobile units could form the new stack. The total EP cost would be 5. One EP is expended to Maneuver both stacks (since they began stacked together, only 1 EP is required) and 2 EPs per stack are expended to Assault (since they are now in two different hexes).

If only one leg unit in the stack was named to the Engagement Operation at the start of the Operation, it could break away from the stack to perform various Engagement Options by itself. If both leg units were named, they must remain stacked together throughout the operation.

13.638: If a Player forms additional stacks during the course of the Engagement Operation, then the new stack will expend the original controlling HQ's EPs as well if it conducts any Engagement Options. If a Player consolidates stacks, then the combined units expend EPs as one stack.

EXAMPLE: A Player Assaults with two stacks and advances units from each during Advance After Combat to form a third stack in the defender's original hex. All three stacks may now expend any of the controlling HQ's remaining EPs among them. The third stack may only expend the original HQ's remaining EPs. It may not be named to a new Engagement Group or expend another HQ's EPs.

A Player Maneuvers Before Combat two stacks to the same hex (1 EP each) and then Assaults with the combined units. The combined stack now expends only 2 EPs to Assault. It would have cost 4 EPs to Assault with two different stacks in different hexes.

13.64: Combining Engagement Options: Units which conduct Engagement Operations may conduct only **one** of the following Engagement Options per Engagement Operation:

Option	EP Cost per Stack
Maneuver Before Combat	1
Maneuver After Combat	2

Units may also conduct **one of each** of the following Engagement Options per Engagement Operation:

Option	EP Cost per Stack
Assault	2
Sustained Assault	2
Limited Assault	1
Exploitation Advance	1

Units may also conduct **one or more** of each of the following Engagement Options per Engagement Operation:

Option	EP Cost per Stack
Support	1
Advance After Combat	0

Explanations of these Engagement Options is listed below.

13.65 The Maneuver Before/After Combat Option: Units conducting the Maneuver Before Combat Option as part of an Engagement Operation **must** then conduct an Assault, Limited Assault or Support Option (or must have already done so if Maneuvering After Combat) or the Maneuver is not considered part of an Engagement Operation and is treated as an ordinary Maneuver Operation instead (see Section 13.5). The Maneuver rules (see Section 13.5) govern Maneuver Options when Maneuvering as part of an Engagement Operation but units may not Force March or conduct Desperation Breakout as part of an Engagement Operation. The EP cost to Maneuver Before Combat is 1 EP per stack for any stack that has not yet conducted an Assault, Limited Assault or Support Option. The cost rises to 2 EPs per stack if a Player wishes to Maneuver After Combat. Units may only Maneuver After Combat if they do not Advance After Combat or Exploitation Advance. While units may Maneuver Before or After Combat, a unit may **not** Maneuver Before **and** After Combat. A unit must choose one or the other (do not count movement during Advance After Combat or Exploitation Advance as Maneuver).

13.66 The Assault Option: The Assault Option is used to conduct attacks against enemy units in a specific target hex. Units may utilize the Maneuver Before Combat Option prior to resolving the Assault to reach the enemy units at a cost of 1 EP per stack. Stacks wishing to use the Maneuver After Combat Option must expend 2 EPs per stack to do so. Refer to Rule 14.12 to resolve an Assault Option.

13.661: Only Combat Class units which are in Offensive or Defensive Mode may conduct Assaults. Other units may stack with the Assaulting Combat Class units (to conduct Close Support Artillery Missions if eligible), but do not contribute combat factors to the Assault.

13.662: The following restrictions apply for units that plan to conduct an Assault Option:

1) All units or stacks that begin the Operations Phase adjacent to the enemy unit(s) in the target hex may be named to Assault (2 EPs per stack) plus;

2) Up to **one** leg unit or any **one stack** of leg units or any **one mixed stack** of leg and mobile units which did not begin the Operations Phase adjacent to the target hex may be named to Assault (1 EP per stack to Maneuver adjacent and 2 EPs per stack to Assault) plus;

3) Any number of mobile units or stacks comprised entirely of mobile units which did not begin the Operations Phase adjacent to the target hex may be named to Assault (1 EP per stack to Maneuver adjacent and 2 EPs per stack to Assault).

13.67 Sustained Assault Option: Combat Class units in Offensive Mode which **pass** their EC but fail to obtain a desired CRT result when the combat is resolved may declare a "Sustained Assault", and Assault a **second** time expending an additional 2 EPs per stack. The CRT result obtained by the Sustained Assault must be accepted. Refer to Rule 14.13 to resolve a Sustained Assault.

13.671: Only Combat Class units which are in Offensive or Defensive Mode may conduct Sustained Assaults. Other units may stack with the Combat Class units, but do not contribute combat factors to the Sustained Assault.

13.672: Unless otherwise permitted by a game's Exclusive Rules, only **German mobile Combat Class units** may conduct a Sustained Assault.

13.68 Limited Assault Option: In order to attack enemy units at a lower EP cost per stack and avoid Supply Mode reduction (see Rule 9.27), Combat Class units may initiate a Limited Assault. This option is similar to the normal Assault Option but costs 1 EP per stack to conduct. The unit restrictions in Case 13.662 above apply to Limited Assaults as well. See Rule 14.14 for resolving a Limited Assault.

13.681: Only Combat Class units (in any Supply Mode, even Depleted) may conduct Limited Assaults. Other units may stack with the Combat class units, but do not contribute combat factors to the Limited Assault.

13.682: Players may not have some units Assault and other units conduct a Limited Assault against a target hex as a combined combat action. A Player must choose one or the other per combat resolution. Units that conduct a Limited Assault may not conduct a Sustained Assault if they do not like the CRT result.

13.69 The Support Option: Support is an option where a Combat Class unit which is unable (due to EP costs or commitment restrictions) or unwilling to attack may still participate by contributing its Support Rating to the attacker's final combat factor total. This simulates the fact that the presence of another unit adjacent to the target of the attack would exert pressure there, and force the defender to deploy some of his strength to that front. The Support Option costs 1 EP per stack to conduct.

13.691: The number in the lower right hand corner of all Combat and Support Class units serves as both the ZOC Rating and, for Combat Class units only, the Support Rating. A unit's Support Rating is equal to its current ZOC/SR (as modified for Command Control, the terrain being selected to mount the Support into, etc.). **All** Combat Class units in a stack total their Support Ratings when conducting a Support Operation (but only the top division in a stack projects a ZOC).

13.692: In order to conduct a Support Option, a Combat Class unit must be in Good Order and either be in Offensive or Defensive Mode. **Depleted Mode units may not conduct Support Operations.** Though units must be in Offensive or Defensive Mode to Support, **the Support Option consumes no supply.** Do not flip the parent HQ's Supply Mode marker for a Support Option. Units conducting the Support Option must either begin their Operations Phase adjacent to an enemy unit which is being Assaulted by another friendly unit, or they must move adjacent via the Maneuver Before Combat Option. The Support Option may only be used in conjunction with the Assault Option. It may **not** be used with a Limited or Sustained Assault.

13.693: Support is an **offensive option,** and may never be applied in defense. Units may not contribute their Support Rating to the defense of another hex.

EXCEPTION: German mobile Combat Class units in Good Order which are adjacent to friendly units which are being attacked ***may contribute their Support Ratings to the defense of that hex.*** *Add the mobile unit's ZOC/SR to the defender's combat factor total. There is no limit to the number of times a defensive Support Option may be conducted. Mobile units which conduct defensive Support Options suffer no penalty if they themselves are attacked and in addition, are still considered eligible for receiving Emergency Supply (see Rule 9.28). This defensive Support Option requires no EPs to conduct.*

13.694: Unit that Support are **not** affected by adverse combat results.

13.70 Advance After Combat Option: If, as a result of combat, an attacking or defending enemy unit is either eliminated or forced to Retreat from a hex, the victorious units are allowed an "Advance After Combat" of one or more hexes. Advance After Combat should not be confused with the Exploitation Advance Option (see Rule 13.71). Advance After Combat costs 0 EPs per stack, and so either the attacking or defending Player may conduct it.

13.701: All Combat Class units that conducted an Assault, Sustained Assault, Limited Assault or Support Option may always advance into the hex which was formerly occupied by the defending enemy units (up to the hex's stacking limit) as may any Support, Transport and HQ Class units that are stacked with an eligible Combat Class unit. Defending Combat, Support, Transport and HQ Class units **may** advance if the attacking units are forced to Retreat instead.

13.702: If **any** units wish to Advance After Combat, then at least **one** Combat Class unit **must** enter the hex which was formerly occupied by the defender. Other units eligible for Advance After Combat may move in **any other direction** as long as they do not move from one enemy ZOC to another.

13.703: Advancing units may always advance at least one hex, regardless of terrain restrictions except where a particular type of terrain is prohibited. For instance, non-Naval units could not advance into an all sea hex.

13.704: Leg units may **never** Advance After Combat more than **one** hex. Mobile units may Advance After Combat **more than one** hex in certain cases. They may always advance a number of hexes equal to the number of hexes which the enemy unit Retreated. However, hexes other than Clear terrain (including Elevations, Rivers, Ridges, etc.) count as if they were **two** hexes to an advancing mobile unit. Roads negate this penalty and mobile units may treat road hexes through any sort of terrain as a Clear terrain hex.

EXAMPLE: An enemy unit is defending in a forest hex and suffers a result of R2, and decides to Retreat two hexes. Even though mobile units are allowed a two hex advance, they must count any non-Clear terrain hex entered as if it were ***two*** *hexes. So the mobile units would only be allowed to enter the forest hex, and could proceed no further. Of course only one of the units has to enter the hex. The others may advance in different directions if eligible (see Case 13.702).*

13.705: In some cases units may choose to suffer a Step Loss or other result instead of Retreating (see Case 14.233). In the example above the defending unit could have chosen to suffer a one Step Loss and Retreated only one hex instead of two. If this were the case, the mobile unit could still advance into the hex formerly occupied by the defender, even though it is a forest hex, because units may always advance at least **one** hex when an enemy is eliminated or forced to Retreat.

13.706: In addition to advancing as many hexes as an enemy unit Retreats, a mobile unit may also advance **one** additional hex for every Step loss called for by the combat result which is not taken by the defending unit(s).

EXAMPLE: Unit A (with one Step) is attacked by mobile Unit 1. The combat result is D2R2, which means that the defender must suffer two Step Losses and Retreat two hexes. Since Unit A has only one Step, the resulting additional Step Loss may be claimed as an additional hex by the Unit 1. It may now claim an advance of three hexes; one for the untaken Step Loss and two for the "R2" combat result. Remember to count any non-Clear terrain hexes (except roads) as two hexes in such an advance.

13.707: Units that Advance After Combat **ignore** all enemy ZOCs which are projected into the hex formerly occupied by the defending unit(s). All other ZOCs are in full force, and a unit may **never** advance from one ZOC to another during an Advance After Combat after occupying the Retreating unit's original hex.

13.708: During Advance After Combat all Command Control restrictions apply. Units in D Mode must pass a MC to advance beyond Communications Radius of the parent HQ, and Depleted Mode units may not do so at all. Remember that Supply Mode changes do not occur until the end of the Operations Phase.

13.71 Exploitation Advance Option: This is an additional Advance After Combat that may occur after a normal Advance After Combat Option (see Rule 13.70). Unlike Advance After Combat, Exploitation Advance is riskier, and may or may not occur. Exploitation Advance costs 1 EP per stack to attempt so only the phasing Player can attempt it (the defender has no EPs to expend). Only **mechanized Combat Class** units which conducted an Assault or Sustained Assault Option, and then Advanced After Combat may attempt the Exploitation Advance Option. Do not count **mechanized Support Class** or any **non-mechanized** units. Leg and motorized units may never Exploitation Advance, even if stacked with mechanized Combat Class units. Support, Transport and HQ Class units may **not** attempt the Exploitation Advance Option, even if stacked with eligible mechanized Combat Class units, nor any units which conducted a Limited Assault or Support Option.

13.711: The attacking Player must decide whether to attempt an Exploitation Advance if he is eligible to do so and nominate an unoccupied target hex adjacent to his eligible mechanized Combat Class units. The defender must decide whether to oppose the Exploitation Advance. Defending units adjacent to the chosen target hex (even if Disrupted or Routed) may be named to oppose the Exploitation Advance using their ZOC Rating (even if they are rated 0 or less). However, if the Exploitation Advance attempt is unopposed by the defender, the attacking Player may add +2 to his roll on the Exploitation Advance Table (EAT) which will probably result in a safe advance. Deciding to oppose the Exploitation Advance will expose the defender's units to an adverse result on the EAT. By **not** opposing the advance, the defender's units cannot be affected.

13.712: To determine if the Exploitation Advance is successful, total the Advance Ratings (the SCFs) for **each mechanized Combat Class** unit in the stack attempting the Exploitation Advance. Subtract the total of **all** defending unit's ZOCs projected into the target hex (as adjusted for terrain) where the advance is to occur (this is an exception to the normal ZOC rules where ZOCs from different hexes are never totaled). Normally only the top division in a stack projects a ZOC, but for Exploitation Advance attempts total **all** the ZOC/SRs in each defending opposing stack adjacent to the nominated target hex. Treat units with a ZOC/SR of zero or less that wish to resist the Exploitation Advance as if they were rated zero, but project a ZOC (of zero). Once this differential has been obtained, consult the EAT under the proper column and roll one die. Apply any modifiers listed on the EAT to the die roll.

13.713: Cross index the die roll with the differential on the EAT to get a result. The letter "A" preceding a result means the advancing units are affected by the result. The letter "D" preceding the result means the defending units are affected.

ARD: The advance has been repulsed, and the advancing units may not enter the hex. In addition, all units which attempted to advance are Dsirupted.

AR: The advance has been repulsed, and the advancing units may not enter the hex, but no Disruption occurs.

AD: The advance occurs but the advancing units are Disrupted after the advance.

AM: The advance occurs provided that the advancing units successfully pass a MC. If a unit passes it may advance. Should it fail it may not advance. No Disruption occurs.

C: The advance occurs but an enemy Counterattack has been triggered after the advance is completed (see Rule 14.22). If the defender declines to Counterattack, the result is treated as "—" below.

—: (Empty): The advance occurs.

DM: The advance occurs, and in addition, all defending units who used their ZOC Rating to attempt to stop the advance must make a MC. Should they pass, no ill effects occur, but should they fail, they must either Retreat one hex and then make a second MC (possibly Disrupting), or stay in place and automatically Disrupt. Already Disrupted units Rout instead.

DD: The advance occurs, and in addition, all defending units which used their ZOC Rating to oppose the advance must make a MC. If they pass they may hold their position, but if they fail they must Retreat one hex and then make a second MC (possibly Disrupting). All Defenders are then automatically Disrupted in addition. Already Disrupted units Rout instead.

DR1: The advance occurs, and in addition, all defending units which used their ZOC Rating to oppose the advance must now Retreat one hex and then make a MC. Units which pass are unaffected; units which fail are Disrupted. Already Disrupted units Rout instead.

NOTE: These results attempt to simulate the confusion and disruption that a successful mechanized breakthrough could cause to the defenders. As any MCs required by the EAT occur after combat has been resolved on the CRT, use the unit's MR as adjusted for any combat results it might have undergone. A unit that had been Disrupted as the result of combat would check morale at −2 during an Exploitation Advance.

13.714: Units that advance may move a number of MPs equal to the Movement Allowance listed under the **Reaction Movement/ Exploitation Allowance** column (see the USC). Do not confuse it with the unit's normal Movement Allowance used for Maneuver or with the Advance Rating of a mechanized unit, which is equal to its SCF.

13.715: Advancing units must first occupied the nominated target hex. Units which have obtained a successful Exploitation Advance result on the EAT may ignore the presence of all enemy ZOCs projected into the target hex they are advancing into. Thereafter, all ZOCs are in force and units may never move during an Exploitation Advance from one enemy ZOC to another. Units may use any remaining Exploitation Advance MPs to continue advancing in any direction if they do not move from one enemy ZOC to another.

EXAMPLE: An armor regiment (rated 5-3-1) with two mechanized infantry regiments (each rated 4-2-1) are in the same hex. These units conduct an Assault Option and force an enemy unit to Retreat two hexes. The units make their normal two hex Advance After Combat, but the attacking Player wishes to push the units out further to exploit the situation. Consulting the USC he sees that his mechanized units have a Exploitation Advance Movement Allowance of 2 MPs and decides to declare an Exploitation Advance. The units could advance into any nominated adjacent target hex as long as:

1) it was not occupied by an enemy unit.

2) the hex chosen for advance does not require more than 2 MPs for a mechanized unit to enter or is prohibited terrain.

3) the advance does not violate stacking or Command Control restrictions, if any apply (units in Defensive Mode must pass a MC to exit their parent HQ's Communications Radius).

The Player then totals his Advance Ratings (the SCFs of all the units attempting the advance). This equals 7. All enemy ZOC Ratings which project into the hex chosen by the attacking Player as the target of his Exploitation Advance are now totaled. Assume this equals 2. The attacking Player rolls on the +5 column (7−2=5) on the EAT adding +1 to the die roll for advancing into a Clear terrain hex). If successful, he now has 2 MPs to use in Exploitation Advance. The first hex entered must be the one he chose as the target of his advance, but as this was a Clear terrain hex, he would still have 1 MP left to advance further.

13.716: Units may never attempt an Exploitation Advance into terrain which would cost them more MPs to enter than their Exploitation Advance Movement Allowance permits. Assume a unit has a Exploitation Advance Movement Allowance of only 1 MP. A Player's units may only attempt an advance into Clear terrain (or along a road). If the units had an Exploitation Advance Movement Allowance of 2 MPs they could advance two Clear terrain hexes, or into one Town, Woods, or Village hex, as these hexes cost mobile units 2 MPs to enter.

EXAMPLE: German units could only advance into Clear terrain across a Minor River when a Temperature Weather Condition of either "Stream Freeze" or "Deep Freeze" is in force, which reduces the movement penalty for mobile units to cross a Minor River from a normal +2 to only +1.

13.72 Concluding an Engagement Operation: As the units named in an Engagement Group conduct Engagement Options, keep a running total of all EPs expended. Once this total equals the controlling HQ's EP Rating (or the fixed EP allotment), the Engagement Operation for that Engagement Group is over. Units assigned to the Engagement Group may **not** undertake further operations of any sort that turn (nor conduct Support Options for future Engagement Groups that turn).

EXCEPTION: Units may perform any Special Operations they are eligible for that turn.

13.721: An Engagement Operation may be voluntarily concluded at any time by the phasing Player. Any ongoing Engagement Operation **must** be concluded before naming a new Engagement Group to perform a new Engagement Operation. EPs unused by one Engagement Group may not be transferred to another Engagement Group.

13.722: After an Engagement Group has finished its Engagement Operation, the phasing Player may form another Engagement Group from units under the command of the same HQ that was named for the first Engagement Group. The HQ's full EP total is available again for the second Engagement Group to conduct an Engagement Operation of its own. Players may continue to form Engagement Groups for units under the command of the HQ (up to the limit of the units under the command of the HQ) and conduct Engagement Operations with them.

13.723: Players do not have to conduct Engagement Operations in any particular order. A Player could name an Engagement Group under the command of one HQ to conduct an Engagement Operation, finish it, name a new Engagement Group under the command of a second HQ, conduct an Engagement Operation, and then go back to the first HQ and name a new Engagement Group of units that were not named earlier, and so on.

13.724: At the conclusion of the Engagement Operation, adjust the Supply Mode markers for any HQs and/or units that Sustained Assaulted, but wait until the end of the Operations Phase to adjust Supply Mode markers for HQs and/or units that only Assaulted.

13.8 The Refit/Regroup Operation

Combat and Support Class units wishing to absorb replacements must engage in the "Refit" operation. All Combat, Support, HQ and Transport Class units which are currently Disrupted or Routed may engage in the "Regrouping" operation to recover Good Order status. Collectively these two types are referred to as the Refit/Regroup (R/R) Operation.

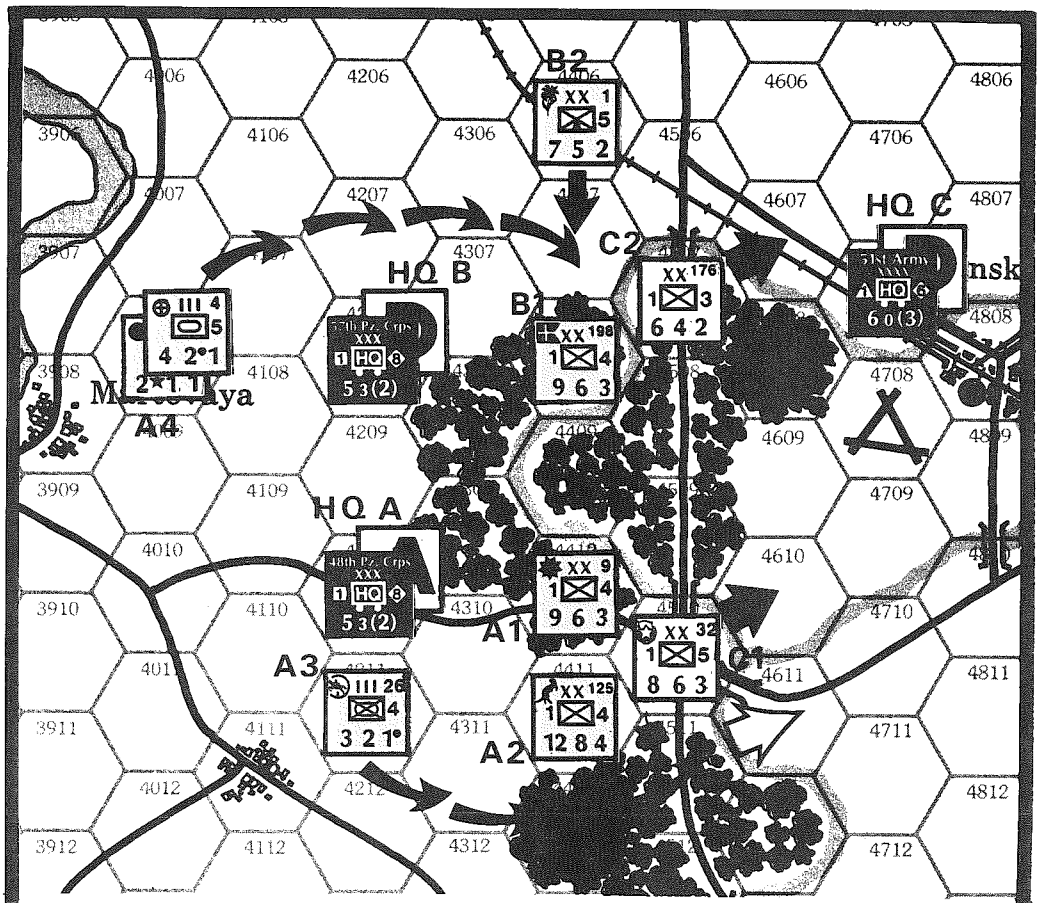
13.81 Refit Procedure: All Combat and Support class units that Refit may not undertake any other operation (including Special Operations) during the Operations Phase. The Refit Operation takes up all of the Operations Phase. Refitting is used to incorporate replacement Steps given in the scenarios. Players may add Steps to friendly units to build them back up to full strength, up to the limit of replacement Steps received.

13.811: Refitting units must be in Command Control and inside Communications Radius of their parent HQ. The units may not be ACC, OCC or ISO. The units must be in a City, Town, road junction, or Rail Depot hex, and not in an enemy ZOC.

13.812: Players may use the Refit Operation to exchange Steps between two or more friendly eligible Combat or Support Class units which begin the Operations Phase stacked together. The Player may redistribute Steps, transferring strength between units until the desired balance is reached. Units must be of the same class to exchange Steps and be printed with that same Unit Type symbol. In addition, units may only exchange Steps with other units which have an ER which is **equal to or less than** their own. They may not exchange with units of superior effectiveness. A unit with an ER of 3 could not give Steps to a unit with an ER of 4, though the higher unit could give Steps to the lower. After the Refit Operation has occurred, mark the unit(s) with a Refit Marker. This marker will stay on the units until the start of the next friendly Operations Phase.

EXAMPLE: Two infantry divisions (each with an ER of 3) begin the Operations Phase stacked together in a town hex. Each division has one Step remaining. If the Player wishes he could have one division give one Step to the other to build it up to full strength. In this case, the first division would be eliminated; the second would be at full strength and marked Refit.

13.813: Remnant units (see Case 14.253) may be absorbed by any larger unit bearing the same unit type symbol as a replacement Step.



EXAMPLE OF AN ENGAGEMENT OPERATION: The German Player controls HQ A (with 8 EPs) which is in Offensive Mode and commands 5 divisions in 4 stacks (stacks A1, A2, A3 and A4). He also controls HQ B in Defensive Mode (so it has 6 EPs instead of its full 8) which controls two divisions in 2 stacks (stacks B1 and B2). The Player wishes to attack enemy unit C1. Stacks A1 and A2 begin the Operations Phase adjacent to enemy unit C1 and all other stacks begin some distance away. The Player names an Engagement Group consisting of stacks A1, A2 and A3. This Engagement Group will have 8 EPs to expend. The Player decides to Assault with stack A1 (2 EPs), Support with stack A2 (1 EP), and Maneuver Before Combat and then Assault with stack A3 (3 EPs). The total number of EPs expended so far is 6. The result for the Assault is rolled on the CRT (assume enemy unit C1 is forced to Retreat 1 hex). The Player still has 2 EPs left to expend for his Engagement Group. His options are:

1) Ignore the CRT result and declare a Sustained Assault with stack A3 (not A1 or A2) for 2 EPs or;

2) Accept the CRT result and if he wishes, Advance After Combat (0 EPs). Assume he does this.

Stack A2 occupies the defender's hex which allows stacks A1 and A3 to advance 1 hex in any direction they choose. Assume A3 advances to the new position shown. The Player still has 2 EPs left. He may;

1) Conduct a Limited Assault against enemy unit C1 with stacks A2 and A3 (1 EP per stack) or;

2) Attempt an Exploitation Advance with stack A3 (1 EP per stack) or;

3) Conduct a Limited Assault with one stack and an Exploitation Advance with A3 or;

4) Assault enemy unit C1 with stack A2, which Supported earlier (2 EPs to Assault) or;

5) To Maneuver After Combat with stack A1, which Assaulted earlier but didn't Maneuver Before Combat or Advance After Combat (costs 2 EPs to Maneuver after combat) or;

6) Voluntarily conclude the Engagement Operation.

Once the Engagement Operation is finished, the Player still has another stack, A4 under the command of HQ A. He could name a second Engagement Group consisting of stack A4 only. This Engagement Group would have 4 EPs to expend (a single stack would have only ½ its normal EP total) for its Engagement Operation as well. The Player could also make use of HQ B and its units. He could name a new Engagement Group under HQ B consisting of stacks B1 and/or B2. He could also name stack A4 to the Engagement Group as well. Assume he does so. Wishing to attack enemy unit C2, he declares stack B1 will Assault (2 EPs), B2 will Maneuver and Assault (3 EPs) and A4 will Maneuver and Assault (but stacks A4 on top of B2 so the Assault EP costs paid by B2 covers A4's Assault as well so only 1 EP is expended by A4 for a total of 6 EPs). When resolving the Assault, the Player must note that the units in stack A4 are in Offensive Mode and Assault at their full ER while stacks B1 and B2 are in Defensive Mode and so Assault at −2 ER. The combat is resolved and assume enemy unit C2 must Retreat 1 hex. Advance After Combat is permitted and the Player advances stack B1 one hex (he could advance the others as well but chooses not to) at a cost of 0 EPs. The Engagement Group now has no EPs left under HQ B and the Player concludes the Engagement Operation.

For every two Remnant units which are attached, add 1 Step to the unit they will join. Normal eligibility requirements for the Refit Operation apply.

EXAMPLE: Assume a infantry division has suffered a Step Loss and is now flipped to its weak side. Wishing to build this unit back up to strength the Player moves this unit to a town hex along with two Remnant markers. Because they did not start the Operations Phase stacked together, they may not Refit this turn. In the following friendly Operation Phase the Player declares he will Refit the division. The two Remnant markers are removed from play, and the division is flipped back to its strong side and marked with a Refit marker. The marker is removed at the start of the next friendly Operations Phase The division may now undertake operations.

13.82 Regrouping Procedure: Combat, Support, HQ and Transport Class units may be in one of three states of order. Usually units are in Good Order but combat results may cause Disruption or Rout. The three states of unit order are:

1) Good Order
2) Disrupted
3) Routed

Each of the three successive stages is considerably worse in terms of organization. In a Regrouping Operation, a unit spends its Operations Phase recovering from Routed or Disrupted Status. When Regrouping, a unit may only improve its state of order by **one** level per Regrouping Operation. A unit in Routed Status must first Regroup to Disrupted Status during an Operations Phase, and then Regroup to Good Order in another Operations Phase. A Player announces that his unit is Regrouping during the Operations Phase and flips the Routed marker to Disrupted, or removes the Disrupted marker. A Regroup marker is then placed on the unit and removed at the start of the next friendly Operations Phase. Unlike Refitting, Regrouping may occur in any kind of terrain hex and there are no Command Control requirements. Units may **never** attempt to Regroup in an enemy ZOC.

EXCEPTION: Disrupted (not Routed) German units **may** *attempt to Regroup in an enemy ZOC provided that they pass a MC. German units which fail their MC when attempting to Regroup in an enemy ZOC remain Disrupted and must move out of the ZOC (see Rule 14.26).*

13.821: While Regrouping is an operation that normally requires an entire Phase to complete, units may attempt to Regroup (but **not** Refit) while also performing the Maneuver Operation. A unit must first Maneuver and then Regroup using its last remaining MPs. Units may **never** Regroup and then Maneuver. A unit may only recover **one** level of order per Operations Phase. A Routed unit requires +3 MPs to Regroup to Disrupted status. A Disrupted unit requires +2 MPs to Regroup to Good Order.

NOTE: This rule simulates "regrouping on the run."

13.83 Refit/Regrouping and Combat: Units which are engaged in Refit or Regroup Operations are −2 ER (only) until the start of their next Operations Phase unless already Disrupted or Routed in which case those penalties apply. They may not conduct any other operations during the turn they Refit or Regroup.

13.9 Special Operations

Special Operations are refinements of the game rules which embrace special activities of units. Special Operations are presented here in order to integrate them into the Operations Phase and define general considerations such as Supply Mode requirements, Command Control, etc.

13.91 General Rule: The following information is applicable to any Special Operation undertaken. Special Operations are declared at the **end** of the owning Player's Operations Phase (or during the enemy Player's Operations Phase as noted). A unit may undertake as many Special Operations as it is eligible for if the opportunity arises. The only restriction is that it may **not** perform the same Special Operation more than once per turn. Units must be in Good Order to undertake Special Operations. Units which are currently OCC or ISO may not attempt Special Operations but ACC, IND, and units which do not require Command Control may. There are no Supply Mode restrictions. In general, Special Operations **do not require the expenditure of supply** by units undertaking them. Do not alter the unit's or parent HQ's Supply Mode marker.

13.92 Bridge Laying: All Superior and Operational HQs have the capability to "bridge" Major and Minor River hexsides. To do so, the HQ unit must move adjacent to the river during its respective Operations Phase and announce the bridging attempt. The HQ must remain adjacent for the rest of the turn in Good Order (Superior HQs must remain adjacent three turns). If a hex directly opposite the HQ where the bridge is to go is not enemy-occupied or in an enemy ZOC, a pontoon bridge marker may be placed at the start of the HQ's next Operations Phase. Bridges across Minor Rivers eliminate any terrain penalties for that hexside. Leg units may cross bridged Major River hexsides at a +1 MP penalty, and mobile units may cross at +2. Should the HQ unit move away, the bridge is removed.

EXCEPTION: Bridges built by Superior HQs are ***permanent.***

13.93 General Retreat: When Players may wish to disengage a large group of units and withdraw them from a dangerous situation they may order a "General Retreat" for any Operational HQ. Only Operational HQs may declare a General Retreat, and their subordinate Combat and Support Class units execute it during the Operations Phase.

13.931: General Retreats may only be ordered in at the end of a Player's Operational HQ Operations Phase. A single Operational HQ may declare a General Retreat without other Operational HQs being obliged to do so and multiple HQs may announce General Retreats. After declaring a General Retreat all Operational HQs which did so must pass a coordination success check. Roll **two** dice and if the number is **equal to or less than** the Operational HQ's Retreat Coordination Number the Operational HQ has successfully coordinated the General Retreat with no penalties. Operational HQs which fail this check have been unable to effectively coordinate the General Retreat. Flip the General Retreat counter over to its reverse side which reads "Disorganized". The Operational HQ is Disorganized, and all Combat and Support Class units which are subject to the General Retreat are −1 ER during their own Operations Phase and the enemy Player's Operations Phase. The Disorganized marker is removed at the start of the next friendly Operational HQ Operations Phase. When rolling for General Retreat coordination, only Operational HQs are affected. Superior HQs do not roll for the coordination check, as the details of the General Retreat are the responsibility of the Operational HQ. All Operational HQs which conducted General Retreat roll separately for coordination.

13.932: When Operational HQs declare a General Retreat, all subordinate Combat and Support Class units that are in Command Control or ACC are subject to the order. Regardless of the success coordination roll, a General Retreat declaration allows all subordinate Combat and Support Class units to increase their Movement Allowance by +2 MPs. Subordinate Combat and Support units conducting General Retreat may not conduct any operations except Maneuver. Combat and Support Class units conducting the General Retreat move in the Operations Phase and must always move towards their parent HQ along the path of fewest MPs. Irregular, Transport and Combat or Support Class units that do not require Command Control or a Supply Mode to function do not receive the increased Movement Allowance for a General Retreat (although they may Retreat as best as possible along with other units).

13.933: HQs and their subordinate units may be in any Supply Mode and still make a General Retreat. Subordinate Combat and Support Class units may not combine Force March (see Rule 13.55) with General Retreat. Combat and Support Class units conducting a General Retreat may **not** enter an enemy ZOC or conduct Engagement Operations. Any Combat and Support Class unit subject to the "General Retreat" order in an enemy ZOC **must** immediately withdraw if possible. Units which are trapped behind enemy lines but are in Command Control or ACC **must** attempt "Desperation Breakout" (see Rule 13.54). All HQs and units conducting a General Retreat assume Depleted Mode at the moment they **end** their General Retreat. Immediately remove any "A" or "D" markers from the Operational HQ, as well as any SPs stacked with the HQ, as the haste of the General Retreat causes these SPs to be "abandoned".

13.934: If Players wish, **one** division or division equivalent of Combat and Support Class units may be designated IND (ie. a "rearguard") by each HQ in General Retreat, even if the unit is not normally eligible to assume IND status. If an Operational HQ is currently in "A" Mode the rearguard retains this mode (place a marker on the unit). If the HQ is currently in "D" Mode the rearguard may retain this mode **or** be **upgraded** to the "A" Mode by the Operational HQ expending 1 Emergency SP (see Rule 9.28). If the HQ was Depleted, it may upgrade the rearguard to "D" Mode by expending 1 Emergency SP. Rearguards do not have to General Retreat along with the rest of the Operational HQ's command. Rearguards upgraded to Offensive or Defensive Mode may enter enemy ZOCs and conduct Engagement Operations with 5 or 3 EPs respectively as would any normal IND unit.

13.94 Demolitions: Engineer Combat Class units may attempt to destroy various things with demolitions. Use the following rules to govern demolitions:

13.941: Engineers may attempt to destroy their own or enemy SPs with demolitions. Stack the Engineer unit with the SPs to be destroyed and at the end of the Operations Phase, make an EC. If the engineer unit passes its EC, it may destroy a number of SPs equal to its PCF. If it fails its EC it may destroy SPs equal to its SCF.

13.942: Engineers can automatically destroy bridges that are not in enemy ZOCs by moving adjacent to them and remaining adjacent to them the rest of the turn. At the start of the next friendly Operations Phase, remove the bridge. In a similar way, engineers may attempt to blow bridges where one side of the bridge is in an enemy ZOC (or occupied). In this case it must roll **less than or equal to** its printed PCF to destroy the bridge in the following friendly Operations Phase. No EC is made. Once the demolition attempt is resolved, the Engineer unit is then free to conduct further operations.

13.943: Engineers can inflict Damage Level 2 on Installations that are not occupied by enemy units or their ZOCs by occuping them and remaining there the rest of the turn. At the start of the next friendly Operations Phase, place a Damage Level 2 marker on the hex. In a similar way, engineers may attempt to destroy Installations that are in an enemy ZOC. In this case it must roll **less than or equal to** its printed PCF to inflict Damage Level 2 in the following Operations Phase. No EC is made. Once the demolition attempt is resolved, the Engineer unit is then free to conduct further operations.

13.95 Occupy Improved Positions: From time to time Players will find it advantageous for their units to occupy Improved Positions. The principal type of Improved Position is the Field Works (the Exclusive Rules may list other types)

which represents fortifications to help defending units resist enemy attacks and Artillery Missions. Field Works are assigned to a side in the scenario set up instructions and normally cannot be constructed during the course of the game. Only non-cavalry Combat and Support Class leg units may occupy an Improved Position for the defensive benefit. They must perform the **Holding** Operation during the Operations Phase and then occupy the Improved Position at the end of the phase.

EXCEPTION: Eligible German leg units need not perform a Holding Operation to occupy an Improved Position. German units may occupy Improved Positions off of a Maneuver Operation by expending +2 MPs. These must be the last 2 MPs the unit expends for the Operations Phase. A unit must first Maneuver and then occupy the Improved Position.

13.951: Place the units occupying the Improved Position under the marker to show they are in it; otherwise place them on top to show the units are in the hex but not occupying the Improved Position. A unit may leave an Improved Position at any time. Do not remove Improved Positions markers if unoccupied; they remain on the map until reoccupied by friendly units. However, if occupied by enemy units, the Improved Position is destroyed and removed from the map.

13.952: Any unit in a Improved Position has its ZOC/SR reduced to 0 as long as it is occupying it. It projects a ZOC of 0 and may **not** conduct Support Options out of the Improved Position to assist other friendly attacking units.

13.953: Units occupying a Field Works receive −2 CRT die roll modifiers against enemy attacks and a −1 CRT die roll modifier against enemy Barrage and Counterbarrage Missions.

13.96 Recon in Force: Reconnaissance Combat Class units may perform a "reconnaissance in force". To do so, the recon unit chooses 1 vacant adjacent hex at the **end** of the Operations Phase and places a Recon in Force marker arrow in this hex. Any enemy unit which enters the hex may trigger a Counterattack. Whenever an enemy unit enters the hex make an EC for the recon unit. If it passes, a Counterattack has been triggered as in Rule 14.22. If it fails, the recon arrow is removed and no other effects occur. The enemy unit is free to continue with its operations.

13.97 River Crossings: Minor Rivers can be crossed by units during the Operations Phase by paying the additional cost listed on the TEC in MPs. Crossing a Major River is a special Operation and uses the procedure outline below. The following rules are applicable to all units except Irregular Class units:

13.971: Leg units must stop as soon as they come adjacent to an unbridged Major River hexside they wish to cross and may move no further that turn. A Crossing Arrow marker is then placed into the hex the unit wishes to cross into. Crossing Arrows may be placed into hexes which are enemy-occupied. Only one Crossing Arrow per division (or equivalent) may be placed by the division (or equivalent) per Operations Phase. On an Operations Phase following the one in which the Crossing Arrow was placed, the leg unit may cross the Major River hexside at a cost of +2 MPs if the hex entered is unoccupied. An enemy unit can, of course, prevent the crossing by occupying the hex containing the Crossing Arrow and remaining in that hex the rest of its Operations Phase. The crossing unit would then have to attack the enemy unit to disloge it if it wanted to cross.

13.972: Mobile units may only cross a Major River hexside at a major or minor road bridge, pontoon bridge or railroad bridge. Cavalry leg units are treated as mobile units for purposes of the above rule.

13.973: Irregular Class units may freely move across rivers of any sort with no penalty.

13.98 Screening: Whenever an enemy unit moves adjacent to a reconnaissance Combat Class unit which did not conduct the "Recon in Force" Operation (see Rule 13.96), and which is **not** already in an enemy ZOC, the recon unit may elect to "screen and withdraw". Make a MC for the recon unit. If it passes it may Retreat up to 2 hexes, and **any** unit stacked with, or adjacent to the recon unit may also elect to Retreat 2 hexes without making a MC. If the recon unit fails its MC it may not Retreat, nor may any other unit of the defending side withdraw.

EXCEPTION: Heavy Artillery Support Class units in Deployed Mode and defending units occupying Improved Positions may not withdraw along with the recon unit.

NOTE: Unlike the recon in force rule, this rule presumes that the recon unit is screening the front in its area and warns of an impending enemy attack. As such it is different from the recon unit's ability to Retreat Before Combat (see Rule 14.11).

13.981: If the defending Player elects to withdraw the recon unit, the phasing Player may advance the unit(s) which triggered the Retreat 1 hex in any direction. No further operations may then occur for those units their Operations Phase. Any remaining EPs are lost.

NOTE: This rule simulates the effectiveness of the defending recon unit which successfully passed its MC. It was able to act as as "covering force" long enough to force the advancing enemy to deploy for an attack—hence only the one additional hex of pursuit is allowed.

13.99 Small Unit Actions: If the only enemy units in a hex are active Irregular Class units, then Combat and HQ Class units may attack **all** of the active Irregular Class units in a hex using a Small Unit Action. If there are any other classes of enemy units (except Aircraft or Naval units) in the hex along with the Irregular Class units, then the attack cannot be made. A Small Unit Action is not considered part of an Engagement Operation and requires no EP expenditure. Units conducting a Small Unit Action may **not** conduct any further operations (even other Special Operations) after conducting a Small Unit Action. Attacking units may **not** occupy the defender's hex if they eliminate or deactivate all the Irregular Class units in the hex. Refer to Rule 14.15 to resolve a Small Unit Action.

NOTE: The above restriction simulates the frustration in chasing irregulars through the hills.

14.0 COMBAT AND CRT RESULTS

Combat actions could result in anything from an easy rout of the enemy to a stubborn defense resulting in high casualties to both sides. The combat rules and CRT results in the game system model these wide variations.

14.1 General Procedure

The attacking Player states which units are attacking or conducting a Support Option (to assist Assault Options only), and then declares any Close Support Missions by eligible units with AFs. The defending Player then states if he wishes to Retreat Before Combat or Counterbarrage any of the attacking units or use any eligible units with AFs for FPF Missions.

14.11 Retreat Before Combat: All HQ's, active Irregular, Transport, and reconnaissance Combat Class units may Retreat Before Combat at the instant any enemy unit declares an Assault or Limited Assault Option against them. The Retreating unit moves **two hexes** away from the enemy unit, but may not enter an enemy ZOC to do so. When defending units use the "Retreat Before Combat" option, the Assaulting unit(s) has consumed no supply (do not flip the parent HQ's Supply Mode marker), did not attack (do not expend any EPs) and may continue with Engagement Operations against the same or other enemy units.

14.111: There is no limit to the number of times that this Retreat Before Combat may be conducted, but if the units are carrying any SPs they will lose 1 SP each time they Retreat Before Combat. In addition, if HQs or Transport Class units are forced to Retreat Before Combat more than once, they (and any units they are carrying) Disrupt and must Regroup before resuming their normal functions.

14.12 Resolving Assaults: If no Retreat Before Combat has occurred, the defending Player may conduct a Counterbarrage Mission against the attacking Player (see Rule 12.22).

14.121: After any Counterbarrage Missions have been resolved, the Assaulting Player rolls two dice of different colors. One die is used to make an EC for all attacking units and the other die is used to make an EC for all defending units.

14.122: All Assaulting units which have rolled equal to or less then their current ER have "passed" their EC and use their PCFs to determine the odds ratio. Those which roll over their ER have failed their EC and use their SCFs instead. The same principle is applied to the defending units to determine which set of combat factors will be used. Units with a single PCF or DCF automatically contribute these without making an EC. One die roll is sufficient to

check the effectiveness of all units on a given side. Players need not roll separately for each unit.

14.123: Having determined which set of combat factors the units will be using, the odds may be calculated. Add up the Assaulting combat factors (plus the ZOC/SRs of friendly Combat Class units conducting Support Options) and compare the total to the defending units' combat factor total. Assaults must be made against all the units in the defender's hex; none can be singled out by the attacker to Assault separately. Express the comparison of combat factors as a **ratio** of the attacker's total to the defender's total, always rounded in favor of the defender. Find the defender's CRT defense line from the Terrain Effects Chart (TEC) and locate the corresponding line on the Combat Results Table (CRT) and move to the odds column for this combat. If Assaulting a defender whose final combat factor total is 0 or less use the "Max" column on the CRT.

EXAMPLE: 20 to 10 would be a 2/1 ratio, but 19 to 10 would only be a 1/1 as odds are always rounded in favor of the defense.

14.124: If the Assault Option fails to meet the minimum odds printed on the CRT all Assaulting units automatically Disrupt instead. The Assault still counts against the HQ for Supply Mode reduction (see Rule 9.27) but **not** against the defender for ER reduction (see Case 9.271).

14.125: Players now check to see if they have any CRT **die roll modifiers** in their favor for this combat. Die roll modifiers can be more significant than odds in obtaining a favorable result. The die roll modifiers are listed throughout the rules and printed near the CRT. All modifiers are cumulative. Take the total of all the attacking Player's die roll modifiers and **subtract** the total of all the defender's die roll modifiers to get the **modifier differential.**

EXAMPLE: If the attacking Player had 5 die roll modifiers and the defender had 3 the modifier differential would be +2 (5−3=2).

The die roll modifier differential, whether positive or negative, is always added to the die roll when rolling for a combat result. Roll one die and add the modifier. Cross indexing the **modified** die roll with the proper odds column will give the combat result.

*EXAMPLE: An armor unit (rated 7-4-2) is Assaulting a infantry unit (rated 3-2-1) in Clear terrain (Line 1 on the CRT). The armor unit has an ER of 4, the infantry unit has an ER of 3. In the pre-combat EC, assume the armor unit passes, and the infantry unit fails. Because the armor passed, it will use its PCF (7), **plus** it will count it SCF as armor bonus die roll modifiers (see Case 2.291). The infantry unit will defend using its SCF (2) as it failed its EC. The combat odds are 3 to 1 (7 divided by 2, rounded down). The armor unit is allowed to add +4 to the die roll for its armor bonus. Consulting the CRT under the 3 to 1 column for CRT Defense Line 1, the Assaulting Player rolls one die and adds +4. Assume he rolled a five. Adding +4 the new total is nine, a result of "DR2".*

14.126: At the conclusion of the Operations Phase, the Assaulting units' parent HQ(s) is(are) automatically reduced one Supply Mode level if more than one division or equivalent performed an Assault Option.

14.13 Resolving Sustained Assaults: If a Player declares a Sustained Assault, any Step Losses suffered by the attacker in the initial Assault are first removed but any other CRT results are ignored. Combat resolution is conducted like the Assault Option above except no Retreat Before Combat, Counterbarrage, Close Support, or FPF Artillery Missions for either side are allowed. Both sides may use any other CRT die roll modifiers they are entitled to. The Player conducting the Sustained Assault may not conduct Support Options to assist. The Sustained Assaulting units automatically use their SCFs without an EC. The defender suffers −1 ER reduction for this second attack (unless Emergency Supply is expended—see Rule 9.28) but otherwise makes an normal EC.

14.131: At the conclusion of the Operations Phase, the attacking units' parent HQ(s) is(are) automatically reduced to Depleted Mode (even if only one division or equivalent performed Sustained Assault).

EXCEPTION: German Operational HQs may expend 1 Emergency SP per division (or division equivalent) that conducted a Sustained Assault and avoid entering Depleted Mode, remaining in Defensive Mode instead.

14.14 Resolving Limited Assaults: The mechanics for conducting a Limited Assault are similar to the Assault Option above except the attacking units use their current ZOC/SR as a combat factor when determining odds on the CRT rather than use their normal PCFs or SCFs. No pre-combat EC is required by the attacking units, but the defending unit(s) still makes an EC to see if the defender's PCF or SCF is used to determine the odds. If the defender wishes, he may defend using **his** ZOC/SR to avoid the cumulative −1 ER penalty for each successive defensive combat after the first (see Case 9.271). Do not modify either Player's units' ZOC/SRs for terrain. In a Limited Assault, neither side may use any CRT die roll modifiers except for occupying Improved Positions they might normally be entitled to. The defender may Retreat Before Combat (see Rule 14.11) but Counterbarrage, Close Support or FPF Artillery Missions cannot be conducted by any unit on either side in a Limited Assault. If the defender has an effective combat strength of 0 or less, treat it as 1 instead.

14.141: Unlike Assaults and Sustained Assaults, a Limited Assault consumes no supply. Do not alter a unit's parent HQ's Supply Mode marker at the end of the Operations Phase for Limited Assaults.

14.15 Resolving Small Unit Actions: When attacked by units conducting a Small Unit Action, Irregular Class units may **not** Retreat Before Combat (unlike an Assault or Limited Assault Option). The mechanics of a Small Unit Action are similar to the Assault Option above except that combat values are calculated differently. Combat Class units use their current ZOC/SR value and multiply it by their current ER. Do not modify the ZOC/SR for terrain. HQ Class units multiply their DCF by 4. Each defending Irregular Class unit makes an EC and if passed, multiplies its PCF by its ER: if failed, multiply its SCF by its ER. Once the two totals are found, subtract the defender's total from the attacker's total and find this new total on the BCRT. Make a separate comparison and separate die roll on the BCRT for **each** defending Irregular unit. Neither side may use any die roll modifiers they might normally be entitled to in a Small Unit Action. Neither side may use any Artillery Missions to assist the combat. Totals of less than 1 on the BCRT are automatically no effect. Otherwise results are as follows:

—: No Effect.

M: Target makes a MC and flips inactive if failed. Otherwise No Effect.

M1, M2: Target makes a MC with the indicated number as a negative modifier to its MR and flips inactive if failed. Otherwise No Effect.

D: Target automatically flips to its inactive side.

1: Target Eliminated.

14.151: As Small Unit Actions are Special Operations, they consume no supply. Do not alter Supply Mode markers for Small Unit Ations.

14.16 Terrain Features and Combat: The CRT Line for Rivers (or any linear obstacle like a Ridge or Elevation) is only used when conducting attacks exclusively across the River (or obstacle) hexsides. Use of the River CRT Line is only avoided if the unit attacking across the River (or obstacle) has a friendly unit also attacking the target hex on the other side. If the friendly unit on the defender's side of the River is only conducting a Support Option, the River CRT Line is still used. When attacking across a linear obstacle into more favorable defensive terrain, use the CRT Line most favorable to the defender.

14.17 HQ and Transport Class Units and Combat: If attacked by enemy units these units (including Train markers) have the option to Retreat Before Combat 2 hexes but may not enter an enemy ZOC to do so. There is no limit to the number of times they may Retreat Before Combat, but they will automatically lose one SP they are carrying (if any) for each Retreat Before Combat. In addition, if forced to Retreat Before Combat more than once, they Disrupt. They may stand and defend with their DCF.

14.171: HQ Class units have no MR (they always fail a MC) and possess one Step for purposes of combat losses and may be eliminated. HQ Class units may be HQ Class units may be attacked by Irregular units using Special Operations or by Barrage Missions. HQ Class units that are eliminated are permanently out of the game, and may not be "recreated".

14.172: Transport Class units have a MR of 3 and possess one Step for purposes of combat losses and may be eliminated. Any units carried by the Transport Class unit suffer the combat result against the Transport Class unit. Transport Class units may be attacked by Irregular units conducting a Transport Raid or by Barrage Missions. Transport Class units that are eliminated are permanently out of the game, and may not be "recreated".

14.18 Irregular Class Units and Combat: Only active Irregular Class units may be attacked. Inactive Irregular Class units cannot be attacked in any way. Active Irregular Class units

may only use their PCFs and SCFs to **defend** themselves when attacked by an enemy Combat Class unit. They may never conduct an attacks as a Combat Class unit could.

14.181: Active Irregular units that are attacked by Assaults or Limited Assault Options may Retreat Before Combat 2 hexes if they wish (but not if attacked by a Small Unit Action). They may Retreat through an enemy ZOC only if they first pass a MC. If they fail, they must stay in place and be attacked, or go inactive and thus prevent the attack. Inactive Irregular Class units may not be attacked in any way.

14.182: Irregular Class units possess one Step for combat loss purposes. Any other result except a MC forces the Irregular Class unit to go inactive. If an active Irregular Class unit must take a MC, a pass means the unit is unaffected. A failure deactivates the Irregular Class unit.

14.183: Active Irregular Class units can be attacked by Barrage Missions (see Rule 12.21).

14.19 Installations and Combat: Installations (like airfields and Supply Dumps) have no intrinsic Defense Factor. Should an enemy unit enter the hex, the Installation is captured. Refer to Rules 16.13 and 9.30 for information on captured airfields and Supply Dumps. Installations can be attacked by Irregular units conducting the Sabotage Operation or by Barrage Missions.

14.2 CRT Results

Combat Results are executed in strict order. All Retreats take place before any MCs and MCs take place before any Step Losses. Follow the priorities below:

1) Counterattacks
2) Retreats
3) Morale Checks
4) Step Losses
5) Assume Disrupted/Routed Status
6) Additional Retreats due to Rout

14.21 Interpreting the CRT: All CRT results preceded by the letter **A,** apply to the attacker. Results preceded by the letter D apply to the defender. Certain results (C and E) affect both Players. Any **number** result following the first letter indicates a **Step Loss.** The second letter "R" stands for **Retreat.** Numbers following the letter "R" refer to the number of hexes to Retreat. Examples are explained below:

A2R2: All attacking stacks Retreat two hexes. All of the attacking units must make a MC (possibly Disrupting). The attacking units then suffer two Step Losses among them.

A1R1 or A1R2: All attacking stacks Retreat one or two hexes. All of the attacking units must make a MC (possibly Disrupting). One attacking stack then suffers a Step Loss.

AR1 or AR2: All attacking stacks Retreat one or two hexes and make a MC (possibly Disrupting).

AD: All attacking units must make a MC. Units which pass may remain in position; units which fail must Retreat one hex (but no additional MC is required). All units are then automatically Disrupted.

AM: All attacking units must make a MC. Units which pass may hold position; units which fail must Retreat one hex (but no additional MC is required).

C: Counterattack: The defending Player may move certain mobile units and Counterattack enemy units that initiated the attack.

E: All attacking and defending units must make a MC. Units which pass may hold position; units which fail may either remain in place and automatically Disrupt **or** Retreat one hex (no additional MC is required). Then one of the attacking stacks and the defender's stack both suffer a Step Loss. If this would cause the elimination of **both** the attacker and the defender, Ignore the Step Loss and simply make the MC instead.

DM: All units in the defending stack must make a MC. Units which pass may hold position; units which fail must either Disrupt **or** Retreat one hex (but no additional MC is required).

DD: All units in the defending stack must make a MC. Units which pass may hold position; units which fail must Retreat one hex (but no additional MC is required). All defending units are then automatically Disrupted.

DR1 or DR2: The defending stack must Retreat one or two hexes and make a MC (possibly Disrupting).

D1R1 or D1R2: The defending stack must Retreat one or two hexes and make a MC (possibly Disrupting) and then suffers a Step Loss.

D2R2 or D2R3: The defending stack must Retreat two or three hexes and make a MC (possibly Disrupting) and then suffers two Step Losses.

D3R2 or D3R3: The defending stack must Retreat two or three hexes and make a MC (possibly Disrupting) and then suffers three Step Losses.

14.22 Counterattack: When this result is obtained on the CRT or Exploitation Advance Table (EAT), all action by the phasing Player stops. Any Aircraft units committed by either side return to their Airfields. The defending Player checks his units which were just attacked and determines what Operational HQ(s) those units are under the command of (if any). As a Counterattack is called for, the defending Player may now name an Engagement Group to conduct an Engagement Operation. This Engagement Group may consist of the original defending stack of units (or those units resisting an Exploitation Advance attempt) plus any **mobile Combat and Support Class units** which are under the command of the same Operational HQ(s) as the defending unit(s) which triggered the "C" result. All mobile Combat and Support Class units under the command of the same HQ(s) as the unit(s) which were attacked may be named.

14.221: The Counterattacking Player uses the HQ's EP total to conduct the Counterattack. EP costs per Engagement Option per stack are normal, but the original defending stack may only conduct Assault, Support and Advance After Combat Options. Other Counterattacking mobile Combat and Support Class units may only use Maneuver Before Combat, Assault, Support and Advance After Combat Options.

EXCEPTION: Units that Maneuver Before Combat are not required to Assault as in a normal Engagement Operation. They may simply move and need not Assault.

14.222: Each HQ controlling the Counterattack uses its current Supply Mode when conducting the Counterattack unless 1 Emergency SP (per division or equivalent the Player wishes to Counterattack with) is expended. This places the HQ in Offensive Mode for the Counterattack Operation only (the HQ reverts back to its previous Supply Mode once the Counterattack is resolved). As the Counterattack is considered a defensive action, it qualifies for Emergency Supply (see Rule 9.28).

14.223: The Movement Allowance next to the **Reaction/Movement** row on the USC is the maximum number of MPs the Counterattacking units may expend when conducting a Maneuver Before Combat Option. Units may move their full Reaction Movement Allowance regardless of their current Supply Mode. If the Counterattacking units are able to move adjacent to the enemy units that conducted the original attack (or Exploitation Advance), they may conduct an Assault or Support Option along with the original defending unit(s). Counterattacking units may Assault any of the original attacking enemy units they choose, even singling out a unit or units in a stack to attack.

NOTE: The ability to single out a unit to attack applies only in Counterattacks. Normally, units must attack all the defending units in a hex when Assaulting.

14.224: The Counterattacking Player may not conduct Barrage Missions nor may original attacker Counterbarrage, but eligible units on either side may conduct Close Support and FPF Missions. New Aircraft units may be committed by either side with the Counterattacking Player being considered the "attacker" (he may commit up to two Aircraft units for Close Support, the other Player may commit one unit to intercept or for FPF.

14.225: The Counterattacking units are not considered to have undergone ER reduction from the original attack that triggered the Counterattack, nor have the original attacking units suffered Supply Mode Reduction yet. All units use their normal ER as modified for other conditions.

EXAMPLE: The 2nd Player in a turn has a division whose HQ is in "D" Mode attacked by the 1st Player with 3 brigades. A "C" result is obtained. This means that the division is calling on its Operational HQ for a Counterattack. The 2nd Player may now interrupt the 1st Player's Operations Phase and Counterattack with the division and any mobile Combat and Support Class units which are also under the command of the same Operational HQ as the division is. The 2nd Player chooses to Counterattack with an armor regiment. He expends 2 Emergency SPs to place his HQ in Offensive Mode for the Counterattack (1 SP for the division and 1 SP for the armor regiment). The armor regiment now moves up to the limit of its Reaction Movement Allowance (assume this is 2 MPs) at a cost of 1 EP. Assume it moves to stack with the division. Together these units may Assault one, two or all three of the original attacking brigades at a cost of 2 EPs.

If the 2nd Player's HQ was currently in Depleted Mode instead and refused to expend Emergency

SPs, its subordinate units would normally be prohibited from entering an enemy ZOC. The armor regiment would be able to move its normal 2 MPs of Reaction Movement, but could not enter an enemy ZOC or conduct an Assault.

14.226: If the attacking Player attacks units that are incapable of calling for a Counterattack (like Transport or Irregular Class units, or Combat and Support Class units that do not require Command Control and therefore not under command of an HQ), or if a defending Player declines to exercise a Counterattack option, or merely moves units without Assaulting, or has no units capable of Counterattacking, or rolls a "C" result on the CRT himself, the combat result is "no effect" and no result occurs. The original Assault Option that triggered the Counterattack **does** then count against the attacker for Supply Mode reduction and the defender for ER reduction.

14.227: After the defending Player's Counterattack is resolved, or the defender declines to respond, the phasing Player's Engagement Group loses any remaining EPs and the Engagement Operation is over for that Group.

14.23 Retreat: The Retreat result requires units to conduct Retreat movement. In these cases the owning Player always conducts this movement. Retreating units or stacks must Retreat in such a way that they are the Retreat number result distance in hexes from the enemy units that caused the Retreat and if possible, closer to their parent HQ (for Combat and Support Class units) or a friendly Ultimate Supply Source (all others). A Retreating stack of units may not Retreat in different directions.

14.231: Whenever possible, units should attempt to Retreat into hexes free of enemy ZOCs. Combat and Support Class units **may** Retreat through enemy ZOCs. Transport and HQ Class units are eliminated if forced to Retreat alone through an enemy ZOC, but may Retreat through enemy ZOCs if they are stacked with a Combat or Support Class unit with at least **two** Steps of strength.

14.232: Any stack of units which Retreats through an enemy ZOC during its Retreat must make a MC immediately at the end of the Retreat for **each enemy ZOC Retreated into** during the Retreat. Should the unit(s) pass all of the required MCs they Disrupt automatically at the end of the Retreat. For each MC failure the stack must suffer a Step Loss (see Rule 14.25) and then all remaining units automatically Disrupt at the end of the Retreat. Units forced to Retreat through two or more enemy ZOCs automatically Rout instead (see Rule 14.27) at the end of the Retreat (but still must check for Step Losses for each ZOC Retreated through).

EXCEPTION: When Retreating through enemy ZOCs German units (only) still must make MCs to determine if Step Losses occur. However, they may make an additional MC as well. If they pass this special MC they do **not** *automatically Disrupt (for units that Retreat through 1 enemy ZOC) and Routed units are Disrupted instead (for Retreats through 2 or more enemy ZOCs) at the end of the Retreat. Should they fail the special MC, they are Disrupted or Routed just like other units at the end of the Retreat.*

14.233: Units can ignore Retreating up to 1 hex from any "Retreat" result on the CRT by taking one Step Loss or having all the units in the stack Disrupt instead. Units must **first** pass a MC before being allowed to substitute results in this manner. Use the unit with the highest MR to check for all the units in the stack. If a unit passes this special MC it may substitute results as desired. If the unit fails the MC, it must Retreat the full amount and then automatically Disrupts. All units must then make a second MC after this Retreat (possibly becoming Routed as well).

14.234: Units may Retreat into hexes in excess of stacking limits but this violation must be immediately corrected in the next friendly Operations Phase. In such cases, the Disruption penalty for overstacked hexes does not apply (see Rule 4.13) but the Retreated unit does not contribute its combat factors to the overstacked hex. In addition, to correct this stacking violation in the next Operations Phase, it will cost all units in the overstacked hex an additional +1 MP to **leave** that hex.

14.235: Players may choose to displace a friendly unit(s) which is in the way of one of his Retreating units to avoid overstacking. If this is done, the displaced unit may move up to 1 hex away from enemy units if possible, and then must make a MC. Should it fail this MC it will become Disrupted.

14.24 Morale Checks (MC): Units may be required by the CRT to make a MC. A MC may also be called for by the EAT, and by the BCRT. Unless otherwise noted, units must always make a MC after a Retreat (of any length). They are also required to make a MC if a friendly unit which is Disrupted or Routed, Retreats through or ends its Retreat on the hex they occupy.

14.241: A MC is defined as a check of a unit's MR as a **result** of combat. To pass the MC the unit must roll **equal to or lower than** its printed MR as modified by conditions affecting a unit's MR. These conditions are printed throughout the rules, and are summarized on the Combined Effects Chart. Morale is always checked using the MR of the unit as it **began the Operations Phase.** If a unit is forced to make more than one MC during an enemy Engagement Operation, use the unit's initial MR for all the MCs. Units which pass a MC are unaffected. Units which fail a MC become **Disrupted** (Remnants are Eliminated instead) and already Disrupted units become **Routed.** HQ Class units have no ER or MR. They always fail MCs, automatically Disrupting.

EXAMPLE: A full strength unit with a MR of 4 is attacked and forced to Retreat 2 hexes, one of which is through an enemy ZOC causing the unit to automatically Disrupt at the end of the Retreat. The unit must make two MCs, once to check for a Step Loss, the other because units must always make a MC after a Retreat. Both MCs are checked against the unit's MR of 4, before the automatic Disruption (with its −2 MR penalty) or the possible Step Loss (which may lower the unit's MR) apply because of CRT result priorities.

14.25 Step Losses: Step Losses represent sufficient casualties and disorganization to make a material impact on a unit's fighting ability. When carrying out a Step Loss, it is important to note whether the unit selected is a one or two Step unit. The owning Player always chooses which of his units take a Step Loss.

14.251 Two Step Units: Most Combat and Support Class units which are back-printed with a second side have **two** Steps of strength. One Step Loss result causes the counter to be flipped over to its weak side. The second Step Loss will eliminate it.

14.252 One Step Units: Combat and Support Class units **not** back-printed with a second side or already on their second side, and all HQ, Irregular, and Transport Class units are *eliminated* if they suffer a Step Loss.

14.253: In certain cases units will be back-printed with a "Remnant". Remnants are Support Class units, and do not require Command Control or a Supply Mode to function. These formations have a PCF of 1 which may only be used to **defend.** They may not conduct Special Operations. They need not make an EC and usually have a MR of 2. These units do not project a ZOC, except into the hex they occupy. They may not spot for artillery. These units are principally used to provide replacement Steps for units that are Refitting (see Rule 13.81).

14.26 Disruption: The Disruption result has the following effects on the different classes of units:

1) Combat and Support Class units which Disrupt suffer −2 ER and MR, and −1 ZOC/SR. Disrupted units may not conduct Engagement or Special Operations. Disrupted units may not be loaded/unloaded or Transported by any sort of Transport Class unit nor may they Force March or declare Desperation Breakout. Remnants are Eliminated.

2) Irregular Class units which Disrupt immediately flip to their inactive side.

3) HQ Class units which Disrupt may not be used to give Command Control for subordinate units. They may not assume new Supply Modes or draw SPs via Supply Lift, form Supply Dumps, conduct Transport or Special Operations. They possess 0 EPs. They may not claim Anti-Aircraft die roll modifiers if attacked by Aircraft units.

4) Transport Class units which Disrupt are −2 MR. They may not load/unload SPs or units nor Form Supply Dumps. HQs may not draw SPs from them via Supply Lift.

Units which Disrupt remain so until they perform the Regrouping Operation (see Rule 13.82). Disrupted units may not voluntarily enter enemy ZOCs and if they begin their Operations Phase in an enemy ZOC, they may not conduct a Regrouping or Holding Operation.

EXCEPTION: Disrupted German units **may** *attempt to Regroup in an enemy ZOC provided that they pass a MC. Disrupted German units which fail the MC when attempting to Regroup in an enemy*

ZOC remain Disrupted and must move out of the enemy ZOC (subject to the restrictions above).

14.262: Disrupted units may not use their AFs, if any, nor may friendly units (even Aircraft units) conduct Artillery Missions for them. They may not spot for friendly Artillery units. Any unit which is currently Disrupted and fails a MC, or suffers another Disruption result, becomes Routed. If a Disrupted unit Retreats through or stops on an undisrupted friendly unit, the undisrupted unit must make a MC to see if it maintains Good Order. A failed MC means the friendly unit is **Disrupted** too.

14.27 Rout: The Rout result has the following effects on the different classes of units:

1) Combat and Support Class units which Rout are −4 ER and MR, and −2 ZOC/SR. Routed units may not conduct Engagement or Special Operations. Routed units may not be loaded/unloaded or Transported by any sort of Transport Class unit nor may they Force March or declare Desperation Breakout.

2) HQ Class units which Rout may not be used to give Command Control for subordinate units. They may not assume new Supply Modes or draw SPs via Supply Lift, form Supply Dumps, conduct Transport or Special Operations. They possess 0 EPs. They may not claim Anti-Aircraft die roll modifiers if attacked by Aircraft units.

3) Transport Class units which Rout are −4 MR. They may not load/unload SPs or units nor Form Supply Dumps. HQs may not draw SPs from them via Supply Lift.

Units which Rout remain in a Routed state until they perform the Regrouping Operation (see Rule 13.82) and achieve Disrupted status. Routed units may not voluntarily enter enemy ZOCs and if they begin their Operations Phase in an enemy ZOC, they may not conduct a Regrouping or Holding Operation. Routed units may not use their AFs, if any, nor may friendly units (even Aircraft units) conduct Artillery Missions for them. They may not spot for friendly artillery. Any unit which is currently Routed and fails a MC, or suffers another Disruption result, remains Routed. If a Routed unit Retreats through or stops on a friendly unit, the unit must make a MC to see if it maintains Good Order. A failed MC means the friendly unit is **Disrupted** too.

14.271: The instant a unit assumes a Routed state, it is immediately required to execute a Retreat of **one** hex-this is over and above any Retreat result called for by the CRT (but no additional MC is required for this additional Retreat).

15.0 SPECIAL UNITS

A number of specialized units were used by most armies to perform specific tasks. The special rules here simulate the effects they had on battles. Not every type will be present in each game in the series.

15.11 Anti-Tank (AT) Units: Throughout the war, AT units were an essential part of the defense against enemy armor attacks. AT units are Support Class units. Stacks containing AT units that are in Good Order **always** receive a −1 Armor Bonus CRT die roll modifier when they are attacked by at least one or more enemy mobile units. If attacked solely by leg units then they receive no die roll modifiers. AT units also contribute their PCF or SCF to the defense of the hex when attacked (make an EC). They may be named as part of an Engagement Group.

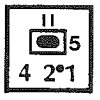
15.12 Anti-Aircraft (AA) Units: These Support Class units represent Anti-Aircraft guns used to defend against air attack. In addition AA units were often called upon to serve as Anti-Tank units. Superior and Operational HQs possess an intrinsic AA capability as well. Some Naval units possess an AA capability too.

1) Aircraft units conducting Artillery Missions against units in hexes stacked with, or adjacent to, an AA unit in Good Order will have their AFs **reduced** by the AA unit's PCF if the AA unit passes its EC or by the AA unit's SCF if the EC is failed.

2) Aircraft units conducting Artillery Missions against units stacked with, or adjacent to, an Operational or Superior HQ in Good Order automatically have their AFs reduced by 1 (no EC is required).

3) Aircraft units conducting Barrage Missions against Naval units have their AF total reduced by the Naval unit's AA Rating.

15.121: Stacks containing AA units in Good Order **always** receive a −1 Armor Bonus CRT die roll modifier when they are attacked by at least one or more enemy mobile units. If attacked solely by leg units then they contribute no die roll modifiers. AA units also contribute their PCF or SCF to the defense of the hex when attacked (make an EC). They may be named as part of an Engagement Group.



15.13 Heavy Armor Units: These units represent heavy tanks, like Tigers, which made their appearance on the front as the war continued. These Combat Class units function in all respects as regular armor units except Heavy Armor units may not Force March (see Rule 13.54). Heavy Armor units have the following effect on combat:

1) Regular armor units attacking or defending against Heavy Armor units may only claim their Armor Bonus die roll modifiers (the dotted SCF) if they pass their EC. Failure prevents regular armor units from using any Armor Bonus die roll modifiers in attack or defense.

2) Regular non-armor units attacking or defending against Heavy Armor units do not receive any Armor Bonus die roll modifiers (those with a dotted ZOC/SR) at all.

3) The effect of Anti-Tank (and AA) units remains **unaltered** against Heavy Armor units.

15.14 Engineer Units: These Combat Class units are specialized bodies of troops with extra equipment and expertise to aid in the attack or defense of Cities or Towns. Whenever they conduct an Assault or Sustained Assault Option against a City or Town hex (or when defending such a hex), a Player receives a favorable CRT die roll modifier per engineer unit involved. Engineer units in Good Order may also perform the Demolition Special Operation (see Rule 13.93).

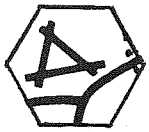
15.15 Reconnaissance Units: These Combat Class units represent the frontline "scouts". As such they have several special abilities. Reconnaissance units may be up to 1 additional hex away from their parent HQ's Communications Radius and still be in Command Control and able to assume Supply Modes.

EXAMPLE: A German mobile recon unit could be up to 8 MPs + 1 additional hex away from its parent Operational HQ and still be in Communications Radius of the HQ.

15.151: Reconnaissance units have an **additional +1 MP** above normal leg or mobile unit Movement Allowances. Reconnaissance units in Good Order may also Retreat Before Combat (see Rule 14.11). Reconnaissance units in Good Order are capable of performing the Recon in Force and Screening Special Operations (see Rules 13.96 and 13.98).

16.0 AIR OPERATIONS

Command of the skies is a useful asset when planning ground offensives. As in the actual campaigns, Players will find their air forces not decisive by themselves, but strongly influencing the success or failure of the ground game.



16.1 Airfields

Airfields are Installations. All Aircraft units in play must be based at a friendly Airfield. Airfields may be printed directly on the map or may be "off board." Consult your Exclusive Rules Booklet for the location of off board Airfields.

16.11 Airfield Capacity: Each Airfield may hold a maximum of **two** air units. Unless flying a Transfer mission, Aircraft units must return to the same Airfield they took off from.

16.12 Airfield Supply: (Optional) If Players wish they may require each Aircraft unit to expend 1 SP for each Artillery Mission flown during the Operations Phase. These SPs would have to be stacked on the Airfield where the Aircraft unit was based.

16.13 Airfields and Combat: Being Installations, Airfields have no intrinsic combat defense value. If occupied (or last occupied) by enemy units they are captured and may not be used by the original owner until recaptured. Captured Airfields may be used by the capturing Player two turns after they have been captured (an Airfield captured on Turn 1 may be used on Turn 3). Use the control markers to indicate who controls an Airfield.

16.131: Any friendly Aircraft units based at a captured Airfield are placed at the nearest friendly Airfield within their printed range (as modified for Air Superiority). Ignore the two Aircraft unit stacking restriction above for this purpose, but the Aircraft units must conduct the Transfer Mission to relocate to other friendly Airfields during the next Operations Phase to meet the 2 Aircraft units per Airfield restriction. If there is no friendly Airfield in range, or if the current Atmosphere weather condition is Storm, the Aircraft units are eliminated instead. Relocated air units may not conduct any Air Missions until the next enemy Operations Phase (any Air Supply Missions are spoiled but Air Superiority results still stand).

16.132: Airfields may be attacked by Barrage and Counterbarrage Missions and by Irregular Class units conducting the Sabotage Operation. Airfields with Damage Level 1 may operate a maximum of 1 Aircraft unit. Excess Aircraft units may not operate at all that turn. Damage Level 2 prevents any Aircraft units from using the airfield. Airfields may remove 1 level of Damage per turn in the same phase of the following turn in which they were damaged. The repair capability is free and does not require units or SPs to accomplish.

EXAMPLE: *An Airfield is damaged during the enemy Barrage Phase. It repairs one level of damage during the next enemy Barrage Phase.*

16.2 The Air Superiority Mission

Unlike Artillery Missions, the Air Superiority Mission occurs only during the Strategic Overphase every three turns.

16.21 Which Air Units May Participate: Only Fighter Aircraft units may participate. Any Fighters which participate may not be used to fly Air Supply Missions that Overphase, nor may they fly Artillery Missions (or intercept them) or Transfer Missions in the three upcoming Operations Phases. Fighter units assigned to the Air Superiority Mission ignore the current Weather conditions. Weather has no effect on Air Superiority Missions. Aircraft unit range has no effect on Air Superiority Missions. Simply pick up the Fighters committed to the Air Superiority Mission from the map and place them to one side.

16.22 Air Superiority Procedure: Air Superiority is determined by fighting a series of air combats using the Air Combat Results Table (ACRT). Players compare the Air to Air Ratings of their Fighters to determine a differential and roll on the ACRT for a result. The attacker's total is simply compared to the defender's total to obtain the attacker's advantage or disadvantage. Count totals of less than −2 as −2 and more than 5 as +5. Rounds of combat continue until one side yields to the other. Each round of combat may involve one or more of a given side's Fighters until each participating unit has been engaged. Players may divide their units in any manner they wish so long as every friendly and enemy unit committed to Air Superiority Combat is engaged. All enemy units must be engaged, and no friendly units can be "held back" from the round of combat. After both sides have decided how they will pair off their rounds of Air Superiority combat, each separate round is resolved, first by the 1st Player, and then by the 2nd Player. No results of the combat are applied to either side until both sides have completed their rounds. Thus, even if the 1st Player were to force some of the 2nd Player's air units to Abort, these results are not applied until the 2nd Player has determined the outcome of his air attacks. If, at the end of the first round of combat, Aircraft units of both sides have survived, Players may reallocate their units and fight another round until one side has attained Air Superiority by forcing all enemy units to Abort. At any time in the Air Superiority process, one side may decide that there is no longer a chance of winning and simply yield the advantage to his opponent.

EXAMPLE: *Assume four of the 1st Player's Fighters, each with an Air to Air Rating of 4, are matched against two of the 2nd Player's Fighters rated at 6 each. The 1st Player can choose to total all his units into one attack against all enemy units (16 vs. 12), yielding one attack at the +4 differential, or he could match two of his Fighters against one enemy in two separate engagements at the +2 differential (8 vs. 6), or he could match three of his Fighters against one of the 2nd Player's Fighters (12 vs. 6) and his last Fighter against the one remaining enemy unit (4 vs. 6). The 2nd Player, in turn, can divide his attacks in any manner as long as he engages each of the 1st Player's four Fighters in some manner.*

16.23 Special Air Superiority Combat Results: The following Combat Results have special effects in Air Superiority Combat:

—: No Effect.

AA: No Effect—Ignore all "AA" results on the ACRT for the purposes of Air Superiority combat. They are treated as "no effect".

1A, 2A: 1 or 2 Defenders Abort—The units return immediately to their airfields and may not participate in further rounds of Air Superiority combat this Overphase. The units are free to fly any Air Mission again in the next Overphase.

1D, 2D: 1 or 2 Defenders Disrupt—A Disruption result will reduce a defending Fighter's Air to Air Rating for future rounds of Air Superiority this Overphase by **one half** (round down). The effects of Disruption will endure for that Fighter until one side has won Air Superiority. A second Disruption on the same Fighter causes an Abort. For convenience sake Players can mark Disrupted Fighters with a Disrupted marker.

16.24 Effects of Air Superiority: Air Superiority affects the range of Aircraft units flying Air Supply Missions in the Overphase, Transfer and Artillery Missions in the Operations Phase, the Strategic Supply Table die roll, and the Air Supply Table die roll. Air units belonging to the side which has Air Superiority may use their full printed range. Air units belonging to the side which has lost Air Superiority must reduce this range by 10 hexes. During the Strategic Supply Phase and for Air Supply Missions, add +1 to the die roll if your side does not have Air Superiority.

16.3 Air Supply Missions

In certain cases HQ, Combat and Support Class units which cannot trace a Communications Path to an on-map supply source may be allocated supply by air. All Air Supply Missions must be announced in the **Strategic Overphase** and resolved during the **next** Strategic Overphase. Aircraft units allocated to Air Supply Missions during the Strategic Overphase may not engage in the Air Superiority, Artillery or Transfer Missions during the next three turns until the next Strategic Overphase. Air Supply Missions can fly in Storm or Overcast weather if that is the current turn's weather condition but the Player must add the appropriate die roll modifier to the Air Supply Table (AST) roll.

16.31 Procedure: Players will note that their Aircraft units are printed on two sides. The side with the silhouette is the Aircraft unit's combat side, and the side with the cargo plane drawing is the Aircraft unit's air lift mode. Each SP to be airlifted requires a minimum of 1 Lift Point to be allocated. The more Lift Points allocated, the greater the chance some SPs will be delivered. Players should consult the AST to determine the number of Lift Points which may be required to deliver the desired SPs. A Player must state exactly how many SPs he is attempting to deliver, then how many Lift Points he is using to make the run, (which may exceed the number of SPs attempted in the delivery, but never be less). Simply cross index the number of Lift Points allocated with the modified die roll. The result is the number of SPs which were delivered. A Player may form a Supply Dump in the airfield hex to stack the delivered SPs.

EXAMPLE: *A Player attempts to deliver 8 SPs by air. He assigns the 10 Lift Points worth of Aircraft units to the Air Supply Mission. On the following Strategic Overphase he resolves the Air Supply Mission by rolling on the AST under 10 Lift Point column. Assume he rolls a 3 with no die roll modifiers. Only 6 SPs were delivered. The remaining two are lost (presumed shot down by enemy action or anti-aircraft).*

16.32 Restrictions: Lift Points may be provided by any number of friendly Aircraft units. These units need not all be based at the same Airfield, but they must have the SPs **at the Airfield they**

are based at in the Overphase they declare the Air Supply Mission. Aircraft units based at Airfields which do not have any SPs that Overphase may not be used in an Air Supply Mission. Players may not attempt to deliver SPs to hexes beyond the range of their Aircraft units (remember to account for who has Air Superiority this turn).

16.321: Superior HQs receiving SPs by air may be assigned the SPs in the Strategic Supply Phase if occupying a Town or City hex within 3 MPs (leg MP costs) of the Airfield hex and distribute them normally. They can form Supply Columns to transport SPs as well.

16.322: Operational HQs wishing to receive SPs by air must be stacked in a hex containing a friendly Airfield or be within Supply Lift Radius of a Supply Dump formed in the Airfield hex.

16.323: Combat and Support Class units can receive SPs by air also. The only difference is that the SPs can be flown to a non-airfield hex if the Player desires. In this case the SPs are presumably "paradropped". Add +2 to the AST die roll in addition to any other modifiers. Combat and Support Class units consume paradropped SPs at the rates listed in Rule 9.29.

16.4 Artillery Missions

Aircraft units may conduct Barrage Missions (alone or with other units that are also Barraging), Close Support or FPF Missions for ground units that are attacking or defending. They may attack any hex in range of the Airfield where they are based (as modified by enemy Air Superiority and Weather). Each Aircraft unit may only conduct one Artillery Mission per Operations Phase.

1) Aircraft conducting Barrage Missions against a target hex move in the Barrage Phase of the turn and conduct the Barrage Mission at that time along with any other units that are Barraging that hex. The defender then states if he will "intercept" and moves his Aircraft unit to the target hex. Naval units may only be attacked via Barrage Missions.

2) Aircraft that are conducting Close Support or FPF Missions move when the Assault Operation is conducted. After declaring which ground units are making the Assault, and allocating his other AFs for Close Support, the Assaulting Player then announces his intention to use Aircraft units to also provide Close Support for the Assault Option and moves his Aircraft units (see Rule 16.42) to the target hex. The defender then states if he will "intercept" or conduct a FPF Mission and moves his Aircraft unit to the target hex.

16.41 Attacker's Procedure: Any **two** Aircraft units may be used to conduct Artillery Missions against any one target hex. These units must be flown from their Airfields and may not attack targets outside of their range. Any of the attacker's Aircraft units which survive interception by the defender (see below) may conduct Barrage or Close Support Missions. All Aircraft units are flown to the target hex **before** any combat odds calculations are determined.

16.42 Defender's Procedure: The defending Player must decide whether he will allocate Aircraft units to the defense. He may allocate **one** unit. The unit may perform either an "intercept" **or** FPF Mission, and the defender must specify which mission his defending Aircraft unit will fly. All units are flown to the target hex **before** any combat odds calculations are determined.

16.421: Interception of enemy Aircraft units is always conducted before they are allowed to Barrage or before the Assault Option is resolved. Interception takes place in the same hex where the enemy Barrage or Assault Option occurs. When intercepting the enemy Aircraft units, compares the defender's Air to Air Rating to the **total** of all the attacker's Air to Air Ratings to get a differential. Cross index this differential with the die roll on the Air Combat Results Table (ACRT) for a result. Total differentials of less than −2 as −2 and more than +5 as +5. Only one round of Air to Air Combat takes place on interception.

16.422: FPF Missions take place **only** when resolving the enemy's Assault Option. If the defending Player has chosen a FPF Mission for his unit, the attacker may use any Fighter Aircraft units he assigned to Close Support to instead attack the defender's Aircraft unit in the manner described above. If the defender's Aircraft unit is not driven off in one round of combat by the attacker's Aircraft, it may contribute to the defense of the hex with its FPF Mission (Aircraft may not Counterbarrage). The defender may **not** choose to intercept or attack enemy planes in any way when flying the FPF Mission. If the attacker does not have any Fighters present over the hex, or if he simply does not wish to attack the defending Aircraft unit, he would then use his Aircraft units in the Close Support Mission.

EXAMPLE: Two Fighters (Air to Air Rating of 4 each with 1 AF) are flying Close Support to assist an Assault Option. An enemy Ground Support unit (Air to Air Rating of 2 with 3 AFs) is moved to conduct a FPF Mission against the Assault Operation. The 1st Player decides to use one Fighter to attack the enemy Ground Support unit and Close Support with his remaining Fighter. The attacker's Air to Air Rating advantage would be +2 and the combat would be resolved on the +2 column of the ACRT. Assume the result is No Effect. The remaining Fighter contributes +1 CRT die roll modifier for its Close Support Artillery Mission and the Ground Support unit contributes −3 CRT die roll modifiers for its FPF Mission. The Assault Option die roll has −2 applied to it (1 − 3 = −2).

16.5 Air Combat Results

In all interceptions the Player rolling the dice is considered the attacker. Thus in the 1st Player's turn, if the 2nd Player were intercepting the 1st Player's Aircraft units over the target hex, the 2nd Player would be considered the attacker. If the 2nd Player opted for a FPF Mission, and the 1st Player elected to attack the defending unit with one of his Fighters originally on Close Support, the 1st Player would be considered the attacker. Air Combat Results are interpreted as follows:

—: No effect.

1A, 2A: One or two defending Aircraft units Abort. The unit returns immediately to its Airfield without conducting its Artillery Mission and may not fly again for the remainder of the turn.

1D, 2D: One or two defending Aircraft units are Disrupted. They may perform their Artillery Mission, but at −1 AF. An Aircraft unit with 3 AFs would be reduced to 2, etc. Air units which suffer "Disruption" return to their normal state upon landing at their original Airfield. Disruption only affects their current mission and is not permanent.

AA: All attacking units Abort. No effect to defending units.

16.6 Air Transfer Missions

In order to transfer an Aircraft unit to a new Airfield, a Player may choose to conduct an Air Transfer Mission instead of an Artillery Mission during the Operations Phase. An Aircraft unit may move up to **twice** its printed range in hexes to reach the new Airfield (subject to enemy Air Superiority or Weather) but may conduct no other missions that Operations Phase.

17.0 THE COMMAND GAME (Optional)

This system will affect the implementation of certain "decisions" as they apply to your units on the board. Whenever Players wish to undertake an operation which is covered by the system they must first obtain "permission" to do so using these rules.

17.1 Types of Operations

Operations covered by the system will include: Strategic Withdrawals, General Retreats, Limited Withdrawals, Abandoning Cities or Bridgeheads, Transferring units from one command to another, or Relieving Officers. These areas of strategic policy were usually determined by the High Command and then implemented on the battlefield by the frontline officers. These policy areas are defined below.

17.11 Strategic Withdrawal: is defined as the utilization of the "General Retreat" rule by **all** Operational HQs and their subordinate units under a given Superior HQ in a single turn.

17.12 General Retreat: is defined as the utilization of the "General Retreat" rule by more than one (but not all) Operational HQs and their subordinate units under a Superior HQ during a turn.

17.13 Limited Withdrawal: is defined as the utilization of the "General Retreat" rule by **one** Operational HQ and its subordinate units during a turn.

17.14 Abandoning a City: is defined as the failure to garrison every city hex in question whenever an enemy Combat or Support Class unit is within five hexes of the city.

17.15 Abandoning a Bridgehead: a bridgehead is any major road, minor road or railroad bridge on a Major River. The Player whose units **last** used the crossing point to move from one side of the river to another will be able to "control" the bridgehead, and must indicate this control by placing a control marker on the bridge hex which is closest to the nearest enemy unit. Abandoning the bridgehead is defined as the failure to project a friendly ZOC into **every** hex adjacent to a bridgehead control marker as long as an enemy Combat or Support Class unit remains within five hexes of that marker. This rule also applies to pontoon bridges which have been built by Superior or Operational HQs.

17.16 Transferring Units: will be defined as the reassignment of more than **one** division or division equivalent from one Operational HQ to another or an Operational HQ and all of its subordinate units from one Superior HQ to another. A single division (or equivalent) may be transferred each turn without requiring permission.

17.17 Relieving Officers: is defined as the replacement of the Commanding Officer (CO), or the Superior or Operational HQ commanders with an officer not listed as "commanding" in the setup instructions for scenarios or campaign games.

17.2 Commander Chits and Command Boxes

Located on the Player's Army Organization Display are a series of boxes printed with the names of the Superior and Operational HQs used in the game, as well as an overall CO box. There is also a box marked "Reserve Pool." These boxes are used to track who is in command of the of each position, as well as who is available to replace current commanders.

Also included are counters printed with the names of various commanders and a number. This number is the commander's Decision Rating and represents the commander's ability to contribute to command decisions posed by the game system. At the start of the game, place a commander chit in the box he is in command of as given in the set up instructions. Place any spare commanders in the Reserve Pool box.

17.3 Using the Command Decision Table (CDT)

All command decisions outlined in Section 17.1 are resolved in the Command Control Segment of each turn. Both Players resolve their decisions at the same time. If Players wish to keep their plans secret, they may mutually write their questions down and then reveal them. You may not change your mind after learning the enemy Player's intentions. If you have written a question down it must be carried through the process.

There is no limit to the number of decisions which may be decided in any given turn, but Players who overuse their options will soon find that their CO is fast losing his ability to "persuade" the High Command to accept his point of view. If permission for an operation has been denied, the matter may not be brought before the High Command again for three turns. Players denied permission for a Strategic Withdrawal could ask for a General Retreat, however, or some other operation. Be careful of trying to force a question that the High Command is clearly in no mood to entertain as failure will force the disposition track one space to the right for every denial.

17.31 Phrasing the Question: Whenever they wish to undertake operations governed by the command decision process Players must first indicate the category of the decision and the units which will be involved. This should be done for the benefit of the opponent to minimize haggling between Players. Make a clear statement of your intention.

EXAMPLE: "I am requesting permission for a General Retreat by the 48th and 57th Panzer Corps."—"I am requesting permission for the transfer of 2nd Guards Army to the Southwest Front.""I am requesting permission to relieve Knobelsdorf as commander of the 48th Panzer Corps."—etc.

17.32 Deliberations: Once the "question" has been phrased, Players will begin the deliberation process using the CDT. First find the category of the question in the "decision" column. Follow this row to the right under the "Consultation" column to determine which commanders must be consulted in regards to this decision. The "CO" column refers to the current overall "Commanding Officer". The "SUP HQ" column refers to the Superior HQ commander. The "OP HQ" column refers to the Operational HQ commander. If an "X" appears in any of these columns, the commander currently serving at that command level must be "consulted" for his opinion.

EXAMPLE: If a Player were to request a Strategic Withdrawal by a Superior HQ and all its subordinate Operational HQs and units, he would "consult" only the CO, but not the Superior and Operational HQ commanders.

17.321: All commands with an X on the chart for a given operation must contribute their Decision Ratings to form a total called the "Weight of Opinion". This total determines what column will be used in this segment of the decision process.

17.322: Note the symbol (X) appears in the "Relieve Officer" row of the CDT. This means that the Decision Rating of the commander you are attempting to relieve must be **subtracted** from the "Weight of Opinion" total instead of added. Anyone who is being promoted into the new position will add his Decision Rating however.

17.323: After all commanders have been "consulted" and the "Weight of Opinion" determined, cross index the roll of one die with the correct total column to determine the result. This will be a number between −3 and +4 called the "Decision Number". This number is a die roll modifier which will now be used to affect results on the "High Command" chart. Add +1 to the die roll if the CO has exceeded his Decision Limit (see Rule 17.33 below).

17.324: Commanders of OCC Operational HQs (see Case 17.111) may **not** be consulted in the deliberation process, and operations governed by this system may only be undertaken by an OCC Operational HQ commander using the Iniative Rules (see Section 17.5).

17.33 CO Decision Limits: Note that the CO is always consulted, but there is a limit to the number of times he may contribute his opinion. This limit is equal to his Decision Rating. Each time the CO is "consulted" place numbered chits (use spare SP markers) on top of the CO's counter, 1 for the first consultation, 2 for the second, etc. Regardless of the current decision count, the CO contributes his full printed Decision Rating to the Weight of Opinion process. When the CO has been consulted a number of times equal to his Decision Rating he has exhausted his ability to further persuade the High Command. Though he may still be consulted, there is a possibility that he will be relieved. For each subsequent consultation, roll two dice, and if the total is **lower** than the difference between the current consultation chit level and the CO's printed Decision Rating, the CO is relieved of command and must be replaced with another commander (this is free; no High Command approval is required). If the CO is not relieved, the CO continues to contribute his full Decision Rating to the Weight of Opinion process but adds +1 to the Weight of Opinion die roll. Only the CO counts the number of consultations in this manner. Other commanders simply contribute their Decision Ratings to the decision process, as often as called for.

17.4 The High Command Table (HCT)

Both Players are provided with a HCT. The HCT represents the senior officers and political leaders of your country. At the top of each table is a row of twelve boxes which are used to track the current "disposition" of the High Command. At the start of each scenario each player will mark the starting dispositions of his High Command by placing a chit in the appropriate box (a control chit will do). Starting dispositions will be specified in the scenarios. As the game progresses, certain events may cause this chit to be moved to the left or right along the disposition track. Note that the track is also sub-divided into four areas which serve to indicate the general "mood" of the High Command at different points along the track (i.e., Reasonable, Uncertain, Obstinate, etc.). Inside each of the twelve boxes there is also a number which represents the degree to which the High Command is exerting control over operations in the field. This number will therefore be called the "Control Number".

17.41 Control Number Effects: Many commanders were profoundly influenced by the authority of their superiors in the High Command. This influence embraced many factors such as loyalty, indoctrination, tradition, intimidation, and even fear in many guises. If the current control number is **equal** to a given commander's Decision Rating the commander may only contribute **half** his Decision Rating

(rounded down) to the Weight of Opinion total (the commander is vacillating between his own opinion and adherence to the High Command point of view). If the current control number is **higher** than the commander's Decision Rating he is "controlled" by the High Command and may **not** contribute his Decision Rating to the Weight of Opinion total. If the current control number is twice that of a commander's Decision Rating, or more, the commander is "intimidated" and must **subtract** his Decision Rating from the Weight of Opinion total.

17.42 Using the HCT: Directly below the disposition track on the HCT is a list of all of the operations governed by the system. A series of numbers extends to the right of each operation. Note that each number is directly below one of the twelve disposition boxes on the track above. These numbers are called the "Approval Numbers". To attempt to obtain "permission" from the High Command for an operation, cross index the operation in question with the current disposition on the track above to find the Approval Number. Roll two dice and apply the "Decision Number" obtained earlier as a modifier. If the modified sum **exceeds** the Approval Number under the disposition track for that operation, permission has been granted for the operation. If the modified die roll is **equal** to the Approval Number the matter is said to be under consideration by the High Command. No action may be taken at this time, but the Player may roll for permission again on the next turn. If the modified roll is **less than** the Approval Number permission has been denied and the operation may **not** be undertaken. In addition, the disposition track marker is moved **one** space to the right when a denial occurs, and this matter may not be brought before the High Command again for **three** turns.

17.5 Initiative and Disobedience

If Players wish they may attempt to disregard certain instructions received from the High Command using the initiative of some Operational HQ's commander. The CO and Superior HQ commanders may **not** use this option.

17.51 Restrictions: Only the following operations may be undertaken using the initiative method: Limited Withdrawal, Abandon City, Abandon Bridgehead. The initiative method may only be used **after** the question or operation has already been submitted to the High Command "through regular channels" as described above, and denied. Players who feel that the situation is vital may then attempt to act on the initiative of an Operational HQ's commander. To do so, roll one die. If the result is **equal to** or **lower than** the commander's Decision Rating, the operation **may** be undertaken.

17.511: An OCC Operational HQ may also attempt to act on the initiative of its own commander using the above method, but subtract −2 from its "disobedience" die roll check if it does so (see Rule 17.52 below).

17.512: Operational HQ commanders may **not** attempt to use their initiative if the current Control Number on the HCT exceeds their Decision Rating. They are controlled.

17.52 Punishment: Though from one point of view the word "initiative" may apply, the High Command will view your use of this option as "disobedience"! When such incidents occur there is a chance that "heads will roll"! Therefore whenever an Operational HQ commander has used his initiative to disobey a High Command Decision roll two dice and **add** his Decision Rating to the sum. If the total is **less than** 10, the commander is "relieved" of his command. Choose another commander from the Reserve Pool to take his place (no High Command approval is required). If the result is between 10 and 15 the commander is disciplined but not relieved. Move the disposition track one box to the right on the HCT. The commander in question is to be considered "controlled" for the next three turns regardless of his Decision Rating as it compares to the control number. If the result is greater than 15, the commander has gotten away with no ill effects. His prestige was sufficient to carry it off without reprisal.

17.6 Commander Assignments and Promotions

A commander's "at start assignment" for any given scenario is listed in the scenario set up instructions. Each side is given one CO, and as many Superior and Operational commanders as needed.

17.16 General Rule: If Players desire they may relieve commanders and appoint others in their place. Remember that commanders who are being relieved will **subtract** their Decision Ratings from the "Weight of Opinion", and all new "assignments" must be approved by the High command. If an commander is being relieved in order to be **promoted** to a higher position, his Decision Rating is not subtracted—but the rating of the commander he would be replacing **is** subtracted. When attempting to replace a CO, consult the current consultation count chit for the CO. If it is currently higher than his Decision Rating deduct this difference from his Rating before the subtraction is made. Also, do not add +1 to the Weight of Opinion die roll in this case.

EXAMPLE: Assume it is late in the game, and a Player has pressed his CO with so many decisions that he has lost his effectiveness—in fact, it is possible that he will be relieved soon, but the Player does not want to wait for the dice to fall in this matter. He chooses to promote one of his Superior HQ commanders to the role of CO which will give him some more "questions" he may present to the High Command before this newcomer wears out his welcome also. This would create a vacancy in the Superior HQ position, and he chooses an Operational HQ commander to take on this role. Most of the Operational HQs commander's units are destroyed by now anyway, and his Decision Rating will be of use in the new role. Another commander from the reserve pool is called in to assume command of the first Operational HQ. Though the CO, and the Superior and Operational HQ commanders are all technically being "relieved" of their commands, both the Superior and Operational HQ commanders are being reassigned to higher levels of command and are thus being ***promoted.*** *Only the original CO's Decision Rating is subtracted from the "Weight of Opinion" total, and the Ratings of every other commander involved in the planned reassignments may be added. The Superior and both Operational HQ commanders add their Ratings together (say it is a total of 9), and then the CO's Rating (say 7) is subtracted for a net result of 2. This would make it difficult to relieve the CO. Therefore, consult the current decision count chit for the CO. If it is currently higher than his printed Decision Rating, deduct this difference from his rating before the subtraction is made. Assuming that the decision count stands at 11, the CO would have his "negative opinion" reduced from the full −7 to only −3. Because he has exerted himself four times beyond his printed rating in haggling with the High Command these four points are deducted from his ability to resist the planned change of command. Instead of being only 2, the deliberation total is now elevated to 6 (9−3=6) and can use a better column on the "Weight of Opinion" chart. There is no die roll modifier for the CO exceeding his Decision Limit for this roll.*

17.7 Modifications to the Standard Rules

The following changes to the Standard Rules are used when playing with the Command Game Rules.

17.71 Engagement Points: Each time an Engagement Group is named that is under the control of an Operational HQ, roll one die and compare the result to the current Control Number on the HCT. If the die roll is **less than** the Control Number, **subtract** the difference from the controlling HQ's EP total for that Engagement Group.

NOTE: If either side's High Command becomes "outraged" a Player's operations really begins to show the paralyzing effects of this displeasure as a result. You will always roll under a 7 or 8 with a six-sided die! Offensive flexibility will evaporate, and formations will tend to slog around in Holding Operations, assuming Improved Positions, and so on—just like Hitler and Stalin often ordered them to!

17.72 General Retreat: When using the Command Decision system it will become obvious that the only time Players are going to be able to disengage and withdraw significant groupings of units is through the application of "General Retreat" (see Rule 13.93). Though this rule confers a considerable loss of supply when using it. Operational HQs which were able to successfully coordinate their retreat do **not** enter Depleted Mode, and any Supply Mode markers are retained. HQs lose none of their SPs. HQs which fail to properly coordinate the retreat will lose ½ of their SPs (round down) and enter Depleted Mode (as do all their subordinate units).

17.73 Bridgeheads: At the beginning of the Command Control Segment both Players may check to see if all bridges within **five** hexes of his units which are currently "controlled" by the enemy are properly garrisoned. A proper garrison is defined as the occupation of, or the projection of a ZOC into every hex adjacent to the bridge. Terrain reductions for

ZOCs **do** apply in this case. A unit with an effective ZOC/SR of 0 could only guard one of the six adjacent hexes, and it would do so by occupying it.

17.171: If a Player spots an "abandoned bridgehead" he may immediately move his opponent's High Command Disposition marker **one** space to the right. Should the oversight be corrected by the enemy Player during his portion of his next turn, he may move his disposition marker back **one** space to the left. The penalty described above does not apply to enemy bridgeheads that have been abandoned **with** the permission of the High Command. Also, the disposition track may never be moved more than **one** space to the right per turn for an infraction of this type—even if there are two or more bridges which have been left undefended.

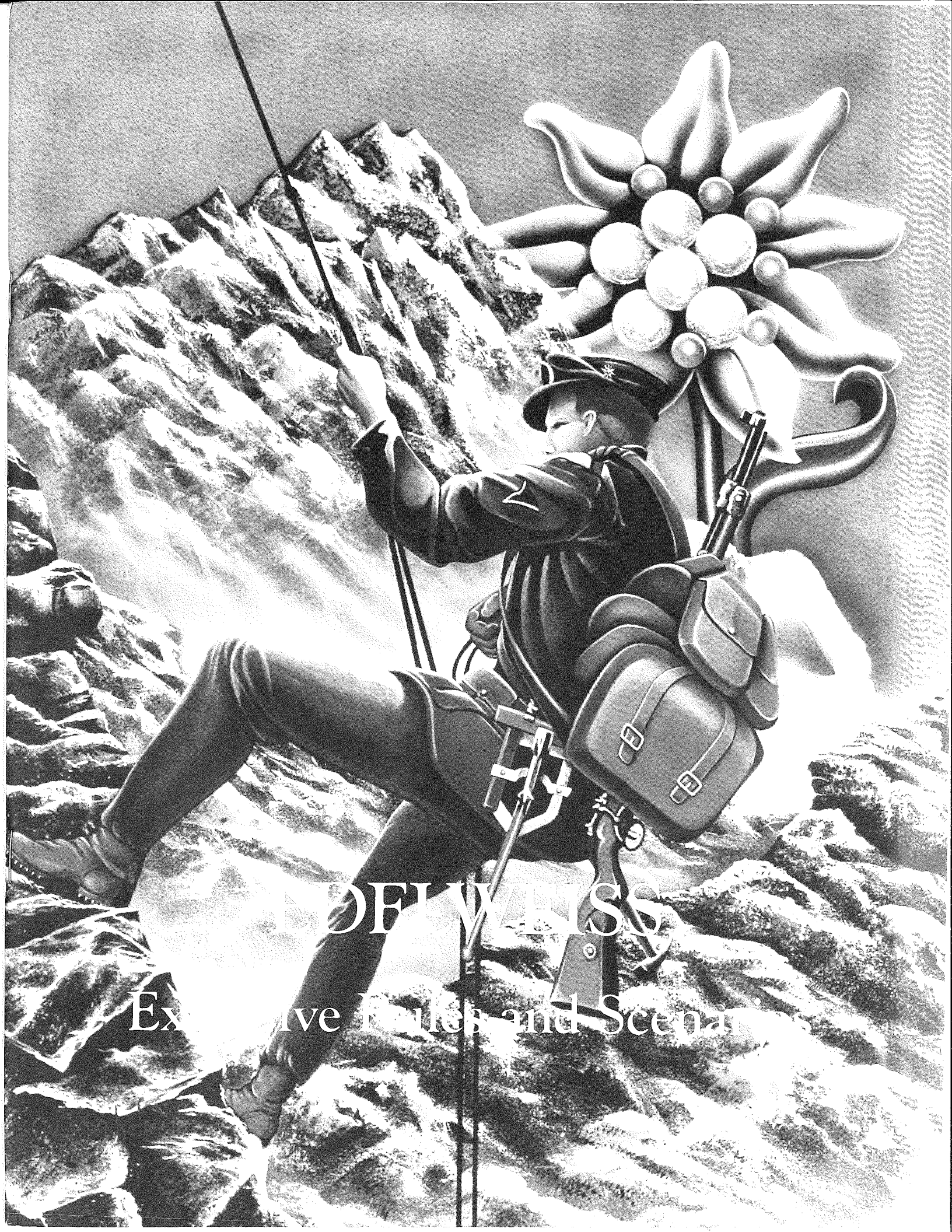
17.172: If a Player conducts an operation that uncovers a bridgehead, he must have rolled high enough to have received permission to abandon the bridgehead as well, or he must install a proper garrison or move his disposition marker **one** box to the right.

EXAMPLE: Suppose the 1st Player requests a General Retreat and requires a 7 or more to receive permission. He rolls a 7 and begins to retreat, but the 2nd Player notices he is abandoning a bridgehead. Assume permission to do this requires a score of 8 or more. The 1st Player must declare a rearguard and hold the bridgehead, since his roll was too low to permit this option also. If this is too burdensome, the 1st Player may accept the one disposition box shift to the right penalty outlined above and try and roll for permission to abandon the bridgehead next turn.

Sequence of Play

1. **Mutual Reinforcement Phase**
2. **The Weather Phase**
3. **The Irregular Unit Operations Phase**
   - a) The 1st Player conducts Irregular Class unit operations.
   - b) The 2nd Player conducts Irregular Class unit operations.
4. **The Strategic Overphase (every three turns)**
   - a) Mutual Air Supply Missions (from the previous Overphase's Air Allocation Segment).
   - b) Mutual Aircraft Allocation Segment.
   - c) Mutual Air Superiority Combat Segment.
   - d) Mutual Superior HQ Operations Segment and Transport Class Unit Bonus Operations Segment (optional) or in 4f below.
   - e) Mutual Strategic Supply Segment:
     - 1) Determine Available Supply Points
     - 2) Supply Point Assignment. Irregular Class units may conduct Rail Interdiction.
   - f) Mutual Superior HQ Operations Segment and Transport Class Unit Bonus Operations Segment (for those that did not conduct Operations in Step 4d above).
   - g) Mutual Supply Mode Marker Removal.

5. **The Communication Phase**
   a) Mutual Command Control Segment:
      1) Both Players check for Superior HQ Command Control.
      2) Both Players check for Operational HQ Command Control, state Reassignments and resolve Command Decisions. Both Player's Irregular Class units may attempt Communication Path Interdiction.
   b) The 1st Player's Supply Mode Assumption Segment:
      1) Operational HQs perform Supply Lift.
      2) Operational HQs assume Supply Modes.
      3) Determine Supply Modes for ACC, IND, OCC, and ISO units.
   c) The 2nd Player's Supply Mode Assumption Segment:
      1) Repeat Steps 5b1 - b3 for the 2nd Player.
6. **The Rail and Naval Operations Phase**
   a) The 1st Player conducts Rail Operations (including movement to and from trains, entraining, rail movement, detraining). The 2nd Player's Irregular Class units may conduct Rail Interdiction. The 1st Player then conducts Naval Operations (including movement to and from ships, embarking, sea movement, disembarking or amphibious landings).
   b) The 2nd Player then repeats Step a above reversing the 1st and 2nd Player's roles.
7. **The 1st Player's Operational HQ Operations Phase**
   a) Remove Disorganized Markers and place Pontoon Bridges from the previous turn.
   b) Conduct operations with Operational HQs.
   c) Conduct Special Operations with eligible Operational HQs. Declare Bridging attempts and declare General Retreats and mark Rearguards. Check for Disorganization for Operational HQs which declared a General Retreat.
8. **The 1st Player's Operations Phase**
   a) Conduct Barrage Missions (including Aircraft unit Barrage Missions, which the 2nd Player may Intercept. Alter Supply Mode Markers for any Heavy Artillery Units (only) which Barraged.
   b) Conduct all Operations in any order. Transport Class units (except trains) may operate (including Combat and Support Class unit movement to and from Transport Class units, loading/unloading leg units or SPs and actual Transport unit movement). Place Refit/Regroup, Force March, and other markers as needed. Add replacement Steps and remove Disruption/Rout markers from units which Refit/Regroup. Remove Refit/Regroup markers from units that did so the previous Operations Phase. Remove Force March markers from units which did so the previous Oerations Phase. Alter Force March Markers on units which do so again this Operations Phase.
   c) Engagement Operation Subroutine:
      1) Declare Engagement Groups and conduct Engagement Options (Aircraft units conducting Close Support Missions move, and the 2nd Player may then move Aircraft to Intercept or conduct a FPF Mission).
      2) The 2nd Player may conduct Counterbarrage Missions. Alter Supply Mode Markers for any Heavy Artillery Support Class units (only) which Counterbarraged.
      3) Determine Combat Results.
      4) 2nd Player Counterattacks are resolved.
      5) Either Player may Advance After Combat (if eligible).
      6) 1st Player Announces and Resolves Exploitation Advances (if eligible).
      7) 2nd Player Counterattacks are resolved.
      8) Alter Supply Mode Markers for Heavy Artillery Support Class units (only) which performed Close Support or FPF Missions.
      9) Repeat Steps c1 - c8 above whenever the 1st Player initiates an Engagement Operation.
   d) Conduct Special Operations with eligible units (Recon in Force, assume Improved Positions, place Crossing Arrows, etc.).
   e) The 1st player alters his HQ Supply Mode Markers if more than 1 subordinate division or equivalent conducted an Assault Option. ACC, OCC, ISO, and IND units alter Supply Mode markers if they conducted any Assault Options.
9. **The 2nd Player's Operational HQ Operations Phase**
   a) Repeat Phase 7 with the 1st and 2nd Player roles reversed.
10. **The 2nd Player's Operations Phase**
   a) Repeat Phase 8 with the 1st and 2nd Player roles reversed.
11. **The Turn Record Phase**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11.0 HISTORICAL COMMENTARY

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Printed in the USA

1.0 INTRODUCTION

Edelweiss was the German code name for the third phase of their "Case Blue" summer offensive, and the operational plan for the invasion of the Caucasus in late July of 1942. The German objectives were dictated by both military and economic imperatives. Hitler's obsession with oil to fuel his expanding Reich made the petroleum works at Maykop, Groznyy and distant Baku the primary targets of the German advance. Only one of the major production targets was ever taken, and no significant economic benefit was realized due to the massive damage there. Still, Hitler saw a virtue in denying the Soviets the use of the fields, and continued to press for operations aimed at securing unconquered areas to the east and south. On the military side, the Germans hoped to destroy the retreating Soviet divisions, secure all of the Black Sea ports to neutralize Soviet naval operations there, and persuade Turkey to join the Axis alliance. These goals were never achieved.

A combination of terrain, supply problems and tough Soviet resistance brought the German offensive to a standstill like a wave breaking against the rugged mountains of the Caucasus range. Further, the German adventure in the Caucasus tied down two entire armies which might have intervened decisively in the fighting to the north around Stalingrad. By the time the Soviets launched their winter counteroffensive in November, the German position in the Caucasus had become a major liability. By early January they were in full retreat to the north, in a race against time for survival itself.

In **Edelweiss** Players will represent commanding officers in control of the campaign for either side. Scenarios covering small portions of the battle, as well as a variable length campaign game, will focus on the German offensive operations undertaken in the Caucasus. Campaign game options will allow Players to experiment by altering the historical order of battle to determine just what the German possibilities for a victory were. Was the offensive doomed from the start, or could the right combination of planning and military force have secured the objectives? In **Edelweiss** both Players will put that question to the test as they struggle to outperform their historical counterparts.

1.11 Game Components: Your copy of **Edelweiss** should include the following parts:

1) One Standard Rules Booklet

2) One Exclusive Rules and Scenarios Booklet containing charts and tables needed to play the game.

3) Three different counter sheets representing the playing pieces and markers needed to play the game

4) Two Army Display Sheets

5) Two differently colored dice

6) Four 22" × 34" maps covering the area of the battle. The fourth map must be cut apart to place the Taman, Sochi and Batum extensions accurately. Superimposed over the map is a field of hexagons to regulate movement.

If any of these parts are damaged or missing, write to:

Clash of Arms Games
P.O. Box 668
King of Prussia, PA. 19406

1.12 Game Scale: Each hexagon on the map represents 5 miles from side to side. Each turn is two days of real time. Units represent battalions, regiments, brigades, and divisions.

1.13 Unit Color Identification: The following color schemes are used to help Players identify the playing pieces:

Unit Type	Color
German	
Combat, Support	Black on Grey*
HQ Class	White on Grey
Transport Class	Black on White
Irregular Class	Grey on Black
Aircraft Units	Grey on White
*SS units are White on Black	
Rumanian	
Combat, Support	Black on Brown
HQ Class	White on Brown
Soviet	
Combat, Support	Black on Red*
HQ Class	White on Red
Transport Class	Red on White
Irregular Class	Black on Pink
Aircraft Units	Red on Pink
Naval Units	Red on Black
*Marines are Red on Black	

2.0 EXCLUSIVE WEATHER RULES

Forces operating in the Caucasus had to cope with wide extremes of temperature and weather conditions, from the sweltering heat of the summer to the icy frost of the high mountain passes.

2.1 Seasonal Modifiers

An Atmosphere and Temperature die roll modifier of −2 should be applied to all rolls made in July and August. A "Freeze" result in July or August is considered "Cold" instead. A modifier of −1 is applied to both rolls made in September.

2.2 Elevation Effects

Temperature conditions are affected by Elevation in the game. The prevailing temperature result rolled for the current game turn is applicable to Elevations 0 and 1. All temperatures at Elevations 2 and 3 will be **one** level lower than the actual prevailing result. All temperatures at Elevations 4 and 5 will be **two** levels lower. Thus a result of "Hot" temperature would be considered "Warm" on Elevations 2 and 3 and "Mild" on Elevations 4 and 5.

2.21 Ground Conditions: The Ground Conditions will change along with the different temperatures at higher Elevations. If a unit changes Elevations during a turn, or if HQs are attempting to trace Communications Paths across different Elevations, always use the worse effects when determining Movement Allowances, Supply Lift Radii, etc.

EXAMPLE: A German mobile unit is moving from Elevation 1 (Good Ground condition) to Elevation 2 (Light Snow condition). The unit loses 1 MP from its Movement Allowance as soon as it enters Elevation 2. It would not regain it by moving back down to Elevation 1.

2.3 Temperature Conditions

The **Temperature** will affect the physical terrain on the map and the ERs and MRs of certain units. Specific effects are detailed below.

2.31 Hot: No unit may conduct a Force March during turns of Hot weather (but may conduct a General Retreat). German and Rumanian leg units do **not** receive any ER benefit.

2.32 Warm: The ER of German and Rumanian leg units (only) will be increased by +1 during any turn where both Clear (atmospherics) and Warm (temperature) weather prevails. Soviet units are not affected.

2.33 Mild: German and Rumanian ERs remain normal. German and Rumanian leg units which are forced to make a MC (not EC) will have their MR increased by +1 during turns of Clear (atmospherics) and Mild (temperature) weather. Soviet units are not affected.

2.34 Cold: All unit ERs and MRs remain normal.

2.35 Freezing: All unit ERs remain normal. German and Rumanian leg units which are forced to make a MC (not EC) will have their MR reduced by −1. Soviet units are not affected.

2.36 Stream Freeze: The MP penalty for leg units crossing Minor Rivers and Swamps is negated. Mobile units must pay only +1 MP to cross Minor Rivers instead of the normal +2 and Swamps cost 2 MPs instead of their normal 3 MPs. ZOC/SR reductions across Minor Rivers and into Swamps do not apply, but defending units still use those CRT Defense Lines when attacked. All other effects of Freezing temperatures (see 2.35 above) are in effect.

2.37 Deep Freeze: The ER of **all** German and Rumanian units is reduced by −1. All other effects of freezing temperatures are in effect (see Rules 2.35 and 2.36). Soviet cavalry units are −1 ER (not MR). All other Soviet units are unaffected.

2.4 Atmospheric Conditions

The **Atmospheric** conditions will affect Air Missions, artillery spotting, Naval Operations, and the ZOCs of certain units. Specific effects are given below.

2.41 Clear: Aircraft units may perform any Air Mission, artillery spotting range is unaffected, and all ZOC/SRs are normal.

2.42 Mist: This condition represents intermittent low clouds and ground fog. Fighter Aircraft units may not perform Artillery Missions this turn. Ground Support and Bomber Aircraft units may perform Artillery Missions with a possibility that their AFs will be reduced by the mist. Roll one die when conducting an Artillery Mission. On a roll of 1–3 the AFs are reduced by −1. On a roll of 4–6 there is no reduction. Artillery spotting range is restricted to 1 hex. ZOC/SRs remain normal.

2.43 Overcast: Artillery Missions by Ground Support and Bomber units are not allowed. Artillery Missions by Fighters are normal. Artillery spotting range and ZOC/SRs remain normal.

2.44 Rain: No Air Missions except Air Supply are permitted. Artillery spotting range is 1 hex. ZOC/SRs are normal. Naval units pay double MP costs to load and unload SPs. Units may embark and disembark at ports but no Amphibious Assaults are allowed.

2.45 Storm: No Air Missions except Air Supply are permitted. Artillery spotting range is 0. Units with Heavy AFs must be stacked with the unit they are conducting Close Support or FPF for in order to do so. Barrage and Counterbarrage Artillery Missions by an unit are not permitted. All ZOC/SRs are reduced by −1. Naval units may not load or unload SPs or units at ports. No Amphibious Assaults are permitted.

2.5 Ground Conditions

The **Ground** condition will affect leg and mobile unit Movement Allowances and Operational HQ Communications and Supply Lift Radii as well as Engagement Point/Retreat Coordination Numbers. Specific effects are detailed below.

2.51 Good Ground: All units operate normally, within the limits set by Command Control and Supply Mode. All terrain effects are normal.

2.52 Light Mud or Light Snow: German and Rumanian mobile units (only) lose −1 MP. German and Rumanian HQ Communications and Supply Lift Radii are reduced by −1 MP. Soviet units are not affected in any way.

2.53 Deep Mud or Deep Snow: German and Rumanian mobile units lose −2 MPs. German and Rumanian leg units lose −1 MP. German and Rumanian HQ Communications and Supply Lift Radii are reduced by −2 MPs and their EP/Retreat Coordination Number is reduced by −2. Soviet mobile units lose −1 MP. Soviet leg units are unaffected. Soviet HQ Communications and Supply Lift Radii are reduced by −1 MP and their EP/Retreat Coordination Number is reduced by −1.

3.0 EXCLUSIVE TERRAIN RULES

A number of unique geographical features are present in **Edelweiss.** Special rules to deal with them are presented below.

3.1 Elevations

Each hex on the map is at an Elevation ranging from 0 (near sea level) to 5 (over 5000 meters). Elevation affects the Temperature in the hex (see Section 2.2) as well as combat, supply, and mobility.

3.11 Elevation and Communications Paths: Communications Paths may be traced normally for leg units at Elevations 0 through 3. At Elevation 4, Communications Paths for all leg units (except mountain units) must be traced via roads or trails. Communications Paths for mobile units are traced normally at Elevations 0 and 1. Communications Paths for mobile units may only be traced via roads when at Elevation 2 or 3 (they cannot enter Elevations 4 or 5, even on roads, at all).

NOTE: This rule causes all mobile formations to become road bound in high terrain, greatly limiting their use.

3.12 Elevation and Movement: The road movement MP cost varies by Elevation. Major roads in Elevations 0 through 2 cost ½ MP per hex. Major roads in Elevations 3 and 4 cost 1 MP per hex. Minor roads in Elevations 0 through 2 cost 1 MP per hex. Minor roads in Elevations 3 and 4 cost 2 MPs per hex.

3.13 Elevation and Stacking: Generally, the higher the Elevation, the lower the stacking limit and more severe the ZOC/SR reduction. Refer to the TEC for specific penalties.

3.14 Elevation and Combat: If at least one unit in an Assault or Sustained Assault occupies a higher Elevation hex than the defender occupies, the attacker gains a +1 (max) CRT die roll modifier.

3.2 Major and Minor Rivers

The strategic planning on both sides often revolved around the defense and securing of bridgeheads across rivers. Combat and movement across rivers was very difficult.

3.21 Combat Across Rivers: Any Combat Class unit may conduct an Assault, Limited Assault or Sustained Assault Option across a Minor River hexside (either bridged or unbridged). No Crossing Arrow is required but a maximum of 18 PCFs or ZOC/SRs per Minor River **hexside** may participate in the attack. Excess factors are ignored. Attacks across Major River hexsides are done with the restrictions outlined below:

1) Leg units attacking across unbridged Major River hexsides may only do so into hexes where they placed a Crossing Arrow the previous Operations Phase (and which are now occupied by enemy units).

2) Mobile units may **only** attack across hexsides which are bridged. All armor bonus die roll modifiers are automatically reduced ½ (round down) in addition to the penalties outlined below.

3) No more than 12 PCFs (or ZOC/SR factors for a Limited Assault) may be used to attack with across a Major River hexside (bridged or unbridged). Excess factors are ignored. All attacking units are −2 ER in addition to any other penalties. All attacking units (but not the defenders in the event of an attacker retreat result) may Advance After Combat across Major Rivers as normal, except into prohibited terrain.

3.22 Support Across Rivers: Units may conduct the Support Option to assist friendly units Assaulting across rivers. The leg and mobile unit penalties outlined above apply, and units may not Support with more than 12 or 18 ZOC/SR factors per hexside. The Supporting units do not require Crossing Arrows or bridged hexsides to Support per se, but Supporting units could **not** Advance After Combat across an unbridged Major River hexside. ZOC/SRs across Minor Rivers are −1, except at any type of bridged hexside where the penalty is 0. All ZOC/SRs are reduced by −3 across a Major River unbridged hexside, by −2 across a Major River railroad bridge hexside, and by −1 across any other type of bridged hexside crossing a Major River. These reductions are per division, or equivalent. All other terrain restrictions on ZOC/SRs remain in force and are cumulative with this river penalty.

3.23 Communications Across Rivers: Communications Paths can be traced over unbridged Minor River hexsides by expending the higher MP costs. Communications Paths across Major River hexsides can be traced only over a bridge of some type. The Communications Path for Command Control only (not Supply Mode Assumption) may be traced using "Automatic Command Control" (see Rule 9.15) across unbridged Major River hexsides.

3.3 Special Terrain Types

In addition to the standard terrain types found in all the games, **Edelweiss** contains the following special terrain types which have unique effects on unit stacking, communications, combat and movement.

3.31 Pipelines and Burial Mounds: These terrain types have no effect on play and are included for cosmetic purposes only.

3.32 Dunes: Units occupying Dunes receive a better CRT Defense Line when attacked but otherwise there is no effect on play.

3.33 Salt Pans: Mobile units attacking a unit defending in a Salt Pan hex are −1 ER in addition to the better CRT Defense Line the defender enjoys. Otherwise there is no effect on play.

3.34 Lowland and Lowland Woods: Communications Paths for mobile units may not be traced into or through these terrain types except by a major or minor road. All units are −1 or −2 ZOC/SR when projecting a ZOC or conducting a Support Option into these terrain types. Mobile units occupying these terrain types are −1 ER when attacking or defending regardless of the presence of a road.

3.35 Highland and Highland Forest: Communications Paths for mobile and leg units (except mountain units) may not be traced into or through these terrain types except by a major or minor road. Mobile units may not enter these terrain types at all except by a major or minor road. All units are −2 or −3 ZOC/SR when projecting a ZOC or conducting a Support Option into these terrain types. Mobile units occupying these terrain types are −1 ER when attacking or defending regardless of the presence of a road.

3.36 Mountains: Communications Paths for all leg units may not be traced into or through this terrain type except by a minor road or good or bad trails. Mobile units may not enter it at all. Only mountain units may attack or Support into this terrain type. All units are −3 ZOC/SR when projecting a ZOC or conducting a Support Option into this terrain.

3.37 Summits: Only mountain leg units whose PCF is 3 or less may occupy these hexes. Communications Paths may be traced into this terrain type but not through it. Only mountain units may attack enemy units occupying this terrain type but no unit can project a ZOC or conduct a Support Option into this terrain type.

3.38 Ridges: Ridges can appear at any Elevation. Communications Paths for all leg units may not be traced across this terrain type except by a minor road or good or bad trails. Communications Paths for mobile units may not be traced across them at all. All units are −2 ZOC/SR in addition to any other ZOC/SR terrain reductions when projecting a ZOC or conducting a Support Option across a ridge. Ridges will block LOS for Artillery Missions.

3.39 Balkas: Balkas are depressions and do not block LOS for Artillery Missions. There is an increased MP cost to cross a Balka (see the TEC). All units are −1 ZOC/SR in addition to any other ZOC/SR terrain reductions when projecting a ZOC into or conducting a Support Option across a Balka.

4.0 IRREGULAR UNIT OPERATIONS

An important part of the campaign was the activities of Soviet Partisans and the forces the Germans deployed to halt their depredations. All of the units listed in this module are Irregular Class units. Irregular Class units never require Command Control or a Supply Mode to function, nor do they require EPs to operate. In general they operate free of all communications restraints.

4.1 Partisans

Active Soviet Irregular units are called Partisans. Partisan counters are printed with either an infantry or cavalry drawing on one side representing an **active** counter, or with a hammer and sickle motif on the reverse. An inactive Partisan is called a cadre.

4.11 Deployment and Conversion: Scenario set up instructions will call for the deployment of a given number of Partisan units to begin the game in cadre status (unless otherwise noted). At the start of his Irregular Operations Phase, the Soviet Player may roll 1 die for every cadre, and on a result of 1–3, the cadre becomes active. If activated in the ZOC of a Patrol or Patrol Radius of an Outpost, then the German Player may immediately conduct an Irregular Combat attack (Patrols) or anti-Partisan Sweep (Outposts) against the Partisan (possibly destroying or deactivating it). This is a free attack and does not prevent the German from using his units later on (or previously if he is the 1st Player).

4.111: Whenever a Soviet rifle brigade is reduced to a "remnant" (see Case 8.121) the Soviet Player may elect to deploy a infantry anywhere within ten hexes of where the remnant would be placed. As above, the Soviet Player may roll one die for these cadres. On a roll of 1–3 the cadre is flipped to its active side.

4.112: If he desires, the Soviet Player may reduce any cavalry brigade one step and deploy a cavalry cadre within ten hexes. NKVD Political units may also be removed from the board and replaced by an infantry cadre within 10 hexes. Once converted, these Partisans may not be reformed back into the original cavalry or NKVD units.

4.12 Partisan Unit Limits: The maximum number of Partisan units the Soviet Player may have at any one time is limited. The Soviet Player may add 1 new Partisan beyond the initial scenario limits for every 5 City, Town or Village hexes he controls (even if he voluntarily destroys units to obtain new Partisans as in Cases 4.111 and 4.112 above. Control is determined by the degree of success in the Provincial Control Special Operation (see Rule 4.47 below). The Provincial Control Total is assessed every Reinforcement Phase and the Soviet Player must adjust his total Partisan mix on the board. New cadres may be deployed in any controlled hex.

4.13 Partisan Operations: All Partisan activities, including activation, movement and Special Operations, take place during the Irregular Unit Operations Phase. Active Partisan units may conduct the following Special Operations: Communications Interdiction, HQ Attacks, Provincial Control, Transport Raids, Rail Interdiction, Sabotage, and Irregular Combat. Certain Special Operations may trigger a reaction by German Patrols and Outposts. If such a reaction occurs, the Soviet Player's activity is temporarily suspended, and resumes at the conclusion of the German Player's reaction operation.

4.14 Movement: All infantry Partisans, whether active or a cadre, move **5 hexes** per turn, **ignoring all terrain costs and restrictions** except they may only operate in Elevations 0 through 3. Cavalry Partisans likewise may move up to **10 hexes** ignoring terrain restrictions except they may only operate in Elevations 0 through 3. No Partisan may operate in Elevations 4 and 5.

EXAMPLE: It would cost a Partisan only 1 hex of its Movement Allowance to move from a Clear terrain hex across a Major River hexside into a Woods hex.

4.141: Active Partisans may enter, but not move through, enemy ZOCs. Cadres may, however, do so ignoring all enemy ZOCs.

4.142: German Outposts and Patrols may further inhibit Partisan movement. Refer to the sections below for rules regarding this.

4.15 Cambat: Active Partisans may be attacked using the various Assault Options, Barrage Missions, Small Unit Actions or Irregular Combat. If attacked by enemy Combat Class Units, Partisans may Retreat Before Combat 2 hexes. They must first pass a MC if the retreat path passes through an enemy ZOC before being allowed to do so. Otherwise they stand and defend using their PCF or SCF (make an EC) or may choose to be automatically deactivated. Partisans are eliminated if forced to take a Step Loss. Any other result on the CRT except a MC deactivates the Partisan. Disruption and failed MCs result in the Partisan deactivating. Flip the counter over to its inactive side.

4.151: When attacked by enemy units using the Small Unit Action or by Irregular Combat, Partisans **may not Retreat Before Combat.**

4.152: Partisans may only attack active enemy Irregular Class units using the Irregular Combat Operation (see Rule 4.45). They may never Assault or Support the way a Combat Class unit would.

4.16 Cadre Status: When a cadre, a Partisan unit moves normally (5 or 10 hexes) though it may not initiate any Special Operations until activated. While in cadre status, Partisans cannot be attacked (but can be displaced) and can generally be ignored for all purposes. They may move through enemy ZOCs of any type, including the Patrol Radii projected by Outposts (see Rule 4.32).

NOTE: The cadre counter only represents the potential of Partisan activity in a given area of the map. The fact that the German Player can see where the Soviet Player is maneuvering his cadres is considered to be his general intelligence on the activities of Partisans, and he may be prompted to deploy Patrols and Outposts to counter a threatening buildup of Partisan activity in a given area of the map.

4.2 Patrols

Scenarios may call for the placement of German Irregular Class units called Patrols. These represent small **company-sized** units for patrol and escort duties. Like Partisans, German Patrols have both an active and an inactive (dispersed) side. The active side has a drawing of the Patrol. Similarly, they have a PCF and SCF but are given a ZOC (not Support) Rating of 1 which is effective against active Partisans only (a small "P" is printed besides the number). Patrols have a uniform ER of 5. The reverse side of the counter is printed with a swastika motif and represents an inactive ("dispersed") Patrol. An option in the campaign game scenario allows for the use of Patrols composed of local infantry and cavalry "recruits". These are treated in every way as regular Patrols, but with inferior ratings.

4.21 Deployment and Conversion: The German Player may deploy one new infantry Patrol (only) counter during the Irregular Operations Phase on each turn with a Strategic Overphase (every 3 turns) up to the limit of the counters

provided. Patrols are deployed on top on a German Superior or Operational HQ. Previously eliminated Patrols may be recreated by drawing from the "dead pile". Patrols are **always** deployed as **active** units; they do **not** have to roll to activate.

4.22 Patrol Operations: Patrols conduct Irregular Operations during the Irregular Unit Operations Phase. They may conduct Communications Interdiction, HQ Attacks, Provincial Control, Transport Raids, Rail Interdiction, Sabotage and Irregular Combat.

EXAMPLE: Patrols may attack active Soviet Partisans by moving adjacent and initiating Irregular Combat.

4.23 Movement: Infantry Patrols and Recruits may move up to **5 hexes,** and cavalry Patrols **7 hexes,** ignoring all terrain restrictions. Unlike Partisans, they may operate at any Elevation but count any Elevation 3 or 4 hex moved through as two hexes, and Elevation 5 as five hexes towards their Movement Allowance.

4.231: Patrols may not voluntarily move adjacent to or attack enemy Combat or Support Class units and thus may be unable to conduct certain Irregular Operations against enemy units or Installations if these types of units are guarding them. Patrols which end any friendly phase alone in a hex adjacent to enemy Combat and Support Class units are eliminated.

4.24 Combat: Active Patrols may be attacked by the various Assault Options, Barrage Missions, Small Unit Actions or by Irregular Combat. If Assaulted by enemy Combat Class units, Patrols may Retreat Before Combat 3 hexes (even through enemy ZOCs, but are eliminated if they end the Retreat adjacent to an enemy unit). They may stand and defend using their SCF (no EC is required). Patrols are eliminated if forced to take a Step Loss. A Retreat result is resolved normally but Patrols may ignore the first enemy ZOC they enter during a Retreat (no MC required). They are eliminated however if they end their Retreat adjacent to an enemy Combat or Support Class unit. Disruption and failed MCs result in the Patrol becoming "Dispersed". Flip the counter over to its Dispersed (swastika) side.

4.241: When attacked by enemy units using the Small Unit Action or Irregular Combat, Patrols **may not Retreat Before Combat.**

4.242: Patrols may only attack active enemy Irregular Class units using Irregular Combat. They may never Assault or Support the way a Combat Class unit would.

4.25 Dispersed Patrols: All Patrols that begin their Operations Phase dispersed must move toward the **nearest** German Superior or Operational HQ or Outpost. A dispersed Patrol is an inactive unit, and like Partisan cadres, may ignore enemy ZOCs, cannot be attacked, etc. (it may be displaced). Once the HQ or Outpost is reached, the German Player may, at his option, redeploy the Patrol as an active unit on his **next** Irregular Operations Phase.

4.3 Outposts

To help protect their extremely long flanks the Germans would set up Outposts to serve as small bases for recon, anti-Partisan and logistical support. Outposts are printed with a drawing and their parent HQ identification. At the bottom left is a number representing the Outpost's Patrol Radius in **hexes.** At the bottom right is a parenthesized number indicating the Outpost's DCF (as with HQs). To the right of the drawing is the Outpost's ER.

4.31 Creation and Deployment: During the Irregular Operations Phase on each turn with a Strategic Overphase (every 3 turns), the German Player may do **one** of the following:

1) have one Superior or Operational HQ create a Outpost (use the Outpost counter with the parent HQ printed on it) and deploy it in an unoccupied hex within the HQ's Communication Radius, or;

2) relocate **one** already existing Outpost. He **must** choose this option if there are **any** Outposts outside their parent HQ's Communications Radius but may relocate only one per phase.

Outposts are always deployed active. No die roll is required to activate the Outpost. If an Outpost's parent HQ is Eliminated, so is the Outpost.

4.32 Outpost Operations: Outposts may **not** conduct any Irregular unit Special Operations listed in Section 4.4 (except Provincial Control). Outposts were used mainly as a defense against enemy Partisans. To simulate this each Outpost is given a **Patrol Radius,** which is an extended ZOC effective **against active Partisans only.** For **each and every hex** within the Outpost's Patrol Radius that an active Partisan enters, or Retreats through, roll one die. If the result is **less than or equal to the Outpost's ER,** the active Partisan unit must either stop and move no further that turn, or become a cadre (flip the Partisan over) and continue moving. This is the Soviet Player's choice. If the EC fails, the Partisan unit may continue moving but will trigger another roll if it enters another hex within the Outpost's Patrol Radius. An Outpost may make as many checks as it is eligible for during the course of a turn.

NOTE: This rule simulates a successful anti-Partisan "sweep".

4.33 Movement: Outposts are immobile and must remain in place until relocated. They may be placed in any unoccupied hex in the Communications Radius of its parent HQ when deployed or relocated. The parent HQ may move outside Communications Radius from its Outpost but the Outpost must be relocated within Communications Radius of its HQ during the next eligible turn (see Rule 4.31).

4.34 Outposts and Combat: Outposts attacked by Combat Class units simply defend with their printed DCF. No EC is necessary. They ignore all MC results, but can be Disrupted (flip the unit over). A Disrupted Outpost is −2 ER and −1 Patrol Radius (instead of −1 ZOC/SR) until Regrouped. A Retreat or Step Loss result will eliminate the Outpost.

4.341: Combat Class units, or active Partisans which manage to penetrate adjacent to an Outpost, may attack the Outpost using a Small Unit Action or Irregular Combat. If required to make an MC, use the Outpost's ER as its MR. A failed MC and/or Disruption results cause the Outpost to flip over to its Disrupted side (with the reduced values) until Regrouped. A Step Loss eliminates the Outpost.

4.342: If eliminated, only **one** Outpost may be recreated at a cost of 2 SPs expended by the parent HQ during the Irregular Operations Phase of the next turn with a Strategic Overphase (every 3 turns). An HQ must still expend the required number of SPs to assume a Supply Mode later in the turn.

4.343: If Disrupted, Outposts may conduct the Regrouping Operation (see Rule 13.82).

4.4 Irregular Unit Special Operations

During the Irregular Operations Phase, each Irregular Class unit may conduct the Special Operations listed below. Irregular Class units must conduct Special Operations **one at a time.** Each unit must finish its operations for the turn before the next can begin. Active Irregular Class units (except Outposts) may undertake any Special Operation listed in this section. Inactive units may only move and may not attempt Special Operations. A unit may undertake **as many Special Operations as it is eligible for if the opportunity arises** each turn. The only restriction is that it may **not** perform the same Special Operation more than once per turn. There are no EP costs to do conduct Special Operations. Irregular Class units never require EPs.

EXAMPLE: An active Irregular Class unit with a Movement Allowance of 5 hexes could conceivably operate as follows: Beginning its turn adjacent to a enemy Supply Dump, it could attempt the Sabotage Operation, move two hexes adjacent to a enemy HQ and conduct an HQ Attack, move another hex adjacent to a enemy Supply Column and attempt a Raid, etc., until it has expended all of its Movement Allowance. Ending its operations astride a rail line it could attempt Rail Interdiction if the other Player tried to move SPs through the hex in the following Strategic Supply and/or Rail Movement Phases.

Irregular units may conduct the following Special Operations: Communications Interdiction, HQ Attacks, Rail Interdiction, Sabotage, Irregular Combat and Transport Raids. Certain of these may trigger a reaction by enemy Irregular Class units. If such a reaction occurs, the Player's activity is temporarily suspended, and resumes at the conclusion of the enemy Player's reaction operation.

4.41 Communications Interdiction: This operation can only occur during the opponent's Command Control and Operational HQ Supply Lift Phases. Non-Irregular Class units and their projected ZOCs will completely block Communications Paths when tracing Command Control and Supply Lift through the hexes they are in (unless the hex is already occupied by a

friendly unit) or project ZOCs into. Active Irregular units can **attempt** to block the Path if the Communications Path being traced by enemy units goes through the hex they are in. The blocking is based on an EC by the Irregular Class unit. If it passes, then the MP cost to trace a Communications Path through the hex occupied by the Irregular Class unit is increased by **twice** the Irregular Class unit's PCF. An EC failure raises the cost to trace a Communications Path through the hex by **twice** the Irregular Class unit's SCF.

4.42 Headquarters Attacks: This operation represents a small raid against an enemy HQ. Active Irregular units may attack HQ Class units of any type (including German Division HQs and Soviet Corps HQs), even singling out the HQ unit in a stack to attack it. However, if the HQ to be attacked is stacked with a Combat Class unit with a printed ER of **four or more, the attack cannot be made.** If two or more HQs are in a target hex, a Player must choose one to attack. Make an EC of the attacking Irregular Class unit and if passed, multiply the PCF by the ER. For a failed check multiply the SCF by the ER. Subtract the HQ's DCF from the total and find the resulting number on the BCRT. Roll one die and read the results as follows:

—: No Effect.

M: The HQ makes a MC using a value of 4 for its MR (HQ Class units normally have no MR and always fail a MC so use this value instead). A passed MC means No Effect. A failed MC causes the HQ to Disrupt.

M1, M2: The HQ makes a MC with the indicated number as a negative modifier to its MR (see above). A passed MC means No Effect. A failed MC causes the HQ to Disrupt.

D: The HQ automatically Disrupts. No MC is required.

1: The HQ takes a Step Loss and Disrupts. In addition, 1 SP stacked with the HQ (if any) is eliminated. Mark the HQ with a Step Loss marker. Subtract the Step Loss from the HQ's DCF. HQs whose DCF is reduced below 0 are eliminated.

NOTE: When attacking Division and Corps HQs, use their MR values when making MCs. German Division HQs use their SCF in place of the DCF in the above rules.

4.43 Rail Interdiction: This operation can occur during the Strategic Supply Phase or during the opponent's Rail Movement Phase.

1) During Supply Point (SP) assignment in the Strategic Supply Phase, when an active Irregular Class unit occupies a rail hex, and the opposing Player attempts to assign SPs along that rail line through the occupied hex, the Irregular Class unit makes a EC. Should it pass, it has successfully eliminated a number of SPs equal to its PCF. Should it fail it has eliminated a number of SPs equal to its SCF.

2) During the enemy's Rail Movement Phase, the enemy Player must spend an additional number of rail hexes when attempting to use rail movement through a hex occupied by an active Irregular Class unit. The Irregular Class unit makes a EC, and if it passes, the enemy train must spend twice the Irregular Class unit's PCF in rail hexes to move through the hex. If it fails, the opposing Player must spend twice the Irregular Class unit's SCF in rail hexes to pass through the hex. This movement penalty applies only to **rail movement.** Irregular units cannot destroy SPs using this rule. It affects only movement.

4.44 Sabotage: This operation represents a small raid against an enemy Installation (including Supply Dumps). Active Irregular units may attack Installations of any type, even singling out the Installation in a hex to attack it. However, if the Installation to be attacked is stacked with a Combat Class unit with a printed ER of **three or more, the attack cannot be made.** If there are two or more Installations in a hex, a Player must choose one to attack. Move adjacent to the desired target hex and multiply the Irregular Class unit's PCF by the ER. No EC is required. Find this total on the BCRT and roll one die, reading the results as follows:

—: No Effect.

M: No Effect.

M1, M2: No Effect.

D: Supply Dumps lose 2 SPs. Other Installations are Damaged. Place a Damage Level 1 marker on the hex.

1: Supply Dumps lose 4 SPs. Other Installations are severely Damaged. Place a Damage Level 2 marker on the hex.

4.45 Irregular Combat: Similar to the Small Unit Action, Irregular Combat is used by active Irregular Class units to attack active enemy Irregular Class units. Unlike a Small Unit Action, if there are two or more active enemy Irregular Class units in a hex, the Player may only choose **one** to attack. The attacking Irregular unit makes an EC and if passed, multiply the PCF by its ER. For a failed check multiply the SCF by the ER. Once the total is found, subtract the target's PCF or BCRT. Results are as follows:

—: No Effect.

M: Target makes a MC and flips inactive if failed. Otherwise No Effect.

M1, M2: Target makes a MC with the indicated number as a negative modifier to its MR and flips inactive if failed. Otherwise No Effect.

D: Target automatically flips to its inactive side.

1: Target Eliminated.

Unlike the Small Unit Action, Irregular Class units that sucessfully deactivate or eliminate the enemy unit may occupy its hex (displacing the now inactive enemy unit if necessary).

4.46 Transport Raids: This operation represents a small raid against an enemy Transport Class unit. Active Irregular units may attack Transport Class units of any type, even singling out the Transport Class unit in a stack to attack it. However, if the Transport Class unit to be attacked is stacked with (and not simply transporting) a Combat Class unit with a printed ER of **three or more, the attack cannot be made.** Irregular units that move adjacent to Transport Class units may conduct Raids against them. If there are two or more Transport Class units in a hex, the Player may only attack one of them. Make an EC of the attacking Irregular Class unit and if passed, multiply the PCF by the ER. For a failed check multiply the SCF by the ER. Find the resulting number on the BCRT. Roll one die and read the results as follows:

—: No Effect.

M: The Transport unit must make a MC. A passed MC means No Effect. A failed MC causes it and any units it is carrying to Disrupt and 1 SP would also be lost if carried.

M1, M2: The Transport unit must make a MC with the indicated number as a negative modifier to its MR. A passed MC means No Effect. A failed MC causes it and any units it is carrying to Disrupt and 1 SP would also be lost if carried.

D: The Transport unit and any units it is carrying automatically Disrupts and 1 SP is lost if carried.

1: The Transport unit automatically Disrupts. 1 Step Loss is inflicted on any one unit the Transport Class unit is carrying and all are Disrupted and 2 SPs are lost if carried.

4.47 Provincial Control: Both Players can attempt to assert control over Village, Town or City (populated) hexes. The Soviet Player derives an advantage in doing so, and the German Player denies the Soviet Player this benefit by doing so. Place Soviet Control Markers in hexes that are controlled (see below). For every **five** controlled hexes the Soviet Player has established, he may deploy **one** additional cadre beyond the scenario starting limits up to the countermix limit in one of the controlled hexes. Choose randomly from those available. Use the Soviet Control markers to mark which hexes are controlled and the two Provincial Control Markers on the numbered track on the Soviet Army Display Chart to keep track of the current total.

4.471: The Soviet Player may assert control over a Village, Town or City hex through any of the following methods:

1) By moving an Operational or Superior HQ or NKVD Political unit into the hex and remaining there the rest of the turn. Place a Soviet Control marker there. The unit is free to leave the next turn.

2) Any time an active Partisan enters an unoccupied Village, Town or City hex it may attempt to bring the hex under control. Make an EC for the Partisan and if passed, multiply the PCF by the ER. For a failed EC multiply the SCF by the ER. This total is the Control Number. Roll two dice, and if the sum is less than or equal to the Control Number, the hex is successfully controlled. Add +1 to the dice roll if the hex in question is a Town, and +3 if the hex is a City. If the target hex is within the Patrol Radius of a German Outpost the German Player may conduct an anti-Partisan "sweep" prior to the Soviet control attempt to try and deactivate the Partisan (even if the Partisan did not move prior to the control attempt). Similarly, any active Patrols adjacent to the hex may first attempt Irregular Combat against the Partisan. Surviving active Partisans may then attempt Provincial Control.

4.472: The German Player may reassert control over Soviet-controlled hexes as follows:

1) By moving any Combat Class unit with a printed ER of **four or more** into the hex and remaining there the rest of the turn.

2) By conducting a Provincial Control operation with a Patrol (use the above procedure for Partisan units). The Soviet Player may attempt Irregular Combat with any adjacent active Partisan units first.
3) By establishing an Outpost in the hex.
4) By moving an Operational or Superior HQ into the hex and remaining there the rest of the turn.

Remove the Soviet Control marker from the hex. The unit is free to leave the hex next turn.

5.0 ULTIMATE SUPPLY SOURCES

The following information on Ultimate Supply Sources is applicable in all the scenarios and the campaign game.

5.11 Soviet Supply Sources: There are three Soviet Ultimate Supply Sources in the game. These are:

1) The major road or railroad hexes exiting the eastern edge of maps 6 and 7, or the major road hexes exiting the southern edge of map 7. Specifically, these hexes represent connections to Astrakhan, Baku and Tiflis.
2) The town of Batum on Map 8c and all major road and railroad hexes leading to Batum when the Batum map is not in use.
3) The town of Elista on Map 3 may serve as a **limited** Ultimate Supply Source. Until occupied by the German Player, the Soviet Player may bring up to 2 SPs per Strategic Supply Segment on the map at Elista (The road connections back to the Volga and Astrakhan were very bad). A Supply Dump may be formed automatically in Elista, even if no unit capable of forming one is present.

SPs may be assigned via rail connections to Superior HQs as normal. To use a major road as a USS, Transport Class units must exit the map via the indicated major roads and spend 1 full turn off the map (exit Turn 1, return Turn 3) before re-entering fully loaded with SPs.

5.12 German Supply Sources: There are two German Ultimate Supply Sources in the game. These are:

1) The city of Rostov on Map 1, or the major road and railroad hexes leading to Rostov when the Rostov map is not in use. The German Player may wish to briefly align the Rostov map with the playing area to determine which major roads and railroads make a direct connection with Rostov. German Control markers can be used to indicate these specific roads and railroads. All SPs rolled for on the SST appear at Rostov and may be assigned via rail connections to Superior HQs. In scenarios where the Rostov map is not used, Supply Columns (not Caravans) may exit the indicated roads leading to Rostov and may return 3 turns later (exit Turn 1, return Turn 5) loaded with up to 4 SPs each (they are presumed to be in transit for a week).
2) Should the German Player capture any port hexes on the Sea of Azov or Black Sea coast, he may place an additional 2 SPs per Strategic Supply Segment over what he rolls on the SST into that port. He may bring only 2 SPs no mater how many ports he controls (this represents limited shipping capabilities from the Crimea). He may form a Supply Dump in the port hex even if no unit capable of forming one is present.

6.0 EXCLUSIVE RAIL AND NAVAL OPERATIONS RULES

This game uses all of the rules found in the Standard Rules Book concerning Rail and Naval Operations with the following additions outlined below.

6.1 Exclusive Rail Operations Rules

In addition to the material concerning Rail Operations in the Standard Rules, the following rules are used in **Edelweiss.**

6.11 Soviet Armored Trains: These units are primarily Support Class units, and not Transport Class units. Normally they conduct Operations in the Operations Phase instead of the Rail Movement Phase. However, if transporting troops or SPs they do so in the Rail Operations Phase like normal Train markers. They may not operate in both phases during the same turn. See Rule 8.23 for more information on these units.

6.12 Railhead Markers: Players are provided with "railhead" markers to delineate the limit of a particular friendly rail line. Railhead markers also represent crews of rail workers which may convert an unfriendly rail hex into a friendly one. Players receive one railhead marker for each point of Rail Capacity assigned by the scenario. Players may only assign one railhead marker to a friendly rail line to conduct repairs along it. Railhead markers may be freely redeployed along friendly rail lines during the Rail Operations Phase. The rail conversion process begins in a friendly Rail Depot and advances **two** hexes per turn along the enemy rail line every Rail Operations Segment.

6.2 Exclusive Naval Operations Rules

The Soviet Black Sea fleet maintained a limited transport capacity, along with several destroyers, patrol boats, and a few cruisers. Below are the Exclusive Rules for Naval Operations simulating the Black Sea Fleet's presence.

6.21 Characteristics: Naval units never require Command Control or a Supply Mode. They do not project ZOCs and ignore the effect of all enemy ZOCs. All Naval units in this game have a Movement Allowance of 30 hexes, expending one hex of movement to enter an all sea, coastal or port hex. They may not enter river hexsides. Naval units conduct operations in the Naval Operations Segment.

6.22 Transports: These Naval units may transport up to 12 PCFs of Combat and Support Class units or one Operational HQ from port to port as per Rule 6.32. In addition to units, Transports may also carry up to 4 SPs each. These units have no AFs, and have an Anti-Aircraft Rating of 1. It requires two "D" or one "1" result on the BCRT to sink a Transport.

6.23 Escorts: These Naval units represent destroyers and other small craft assigned to coastal defense. They have a limited transport capacity of 1 Marine unit of any strength **or** 1 SP (not both at once) and may do so subject to Rule 6.32. Escorts possess 1 Light AF (1 hex range) and an Anti-Aircraft Rating of 1. It requires two "D" or one "1" result on the BCRT to sink an Escort.

6.24 The Heavy Surface Unit: This single unit represents a Cruiser. The Cruiser has no transport capability. It does possess 4 Heavy AFs (2 hex range) and an Anti-Aircraft Rating of 2. Unlike the other Naval units above, it requires **three** "D" or **two** "1" results on the BCRT to sink the Cruiser.

6.3 The Naval Operations Segment

During the Naval Operations Segment the Soviet Player conducts operations with his Naval units. The different types of operations are described below:

6.31 The Maneuver Operation: When Maneuvering, Naval units expend 1 hex of their Movement Allowance to enter an all sea, coastal or port hex. An unlimited number of naval units may stack in a hex.

6.32 The Transport Operation: Combat, Support, Operational HQ Class units and SPs may travel by sea from port to port. Units and SPs must be stacked in a port with Naval units that possess a transport capacity at the beginning of the Naval Operations Segment in order to embark or disembark that segment. It does not cost any MPs for the units to embark or disembark but each SP loaded or unloaded costs the Naval unit 1 hex of its Movement Allowance to do so. Units being transported retain their Command Control and Supply Mode status established during the Communications Phase throughout the turn. Naval units then move up to the limit of their Movement Allowance. The Naval unit may remain at sea or dock at another friendly port. Units may only disembark at friendly ports (which may be in enemy ZOCs). The transported units may debark, but may not conduct any more operations that turn.

6.321: If at sea, Combat and Support Class units must trace Command Control and Supply like any other units. If they cannot, they will go OCC, assume Depleted Mode, etc. just like any other unit. If stacked with an HQ and/or SPs, they may avoid these penalties.

6.33 Amphibious Assaults: Unlike other Combat and Support Class units, Marine units (see Rule 8.18) **may land in an unoccupied coastal hex** instead of at a friendly port. Friendly Combat, Support and Operational HQ Class units may land in a coastal hex too if accompanied by a Marine unit. Units need not have embarked on the Naval unit in the same Naval Operations Phase. Units land in whatever Command Control and Supply Mode Status was established for them during the Communications Phase. Once landed, they may only conduct Special Operations that they are eligible for during their friendly Operations Phase.

*EXCEPTION: Any Soviet units landing in a German ZOC **must** immediately conduct an Assault Option in their friendly Operations Segment with a −2 ER penalty. They may Advance After Combat if successful, but are eliminated if forced to Retreat into the sea. They may not reembark on the Naval units that brought them there.*

6.331: On the turns following a landing, Combat and Support Class units must find a source to trace Command Control and Supply to.

6.34 Naval Combat: Naval units with AFs may conduct one Barrage Artillery Mission (see Rule 12.21) per turn against any hex within range. They roll on the BCRT as normal. They may not conduct Counterbarrage, Close Support and FPF Artillery Missions. Naval units attack during the Barrage Segment in the Operations Phase. Naval units may only be attacked via Barrage or Counterbarrage Missions (using ground and Aircraft units with AFs). Aircraft units may attack any enemy Naval unit in range. Ground units must be **in the hex with or adjacent to** the Naval unit to attack. Attacks are resolved on the BCRT. Naval units alone or stacked together may subtract their total Anti-Aircraft Ratings from the Aircraft unit's AF total on the BCRT. Any "D" (Damage) result against a Naval unit is noted but has no effect on the Naval unit's capabilities until the Naval unit is sunk. Damage cannot be repaired. Players can place Damage Level markers on Naval units to remember Damaged ships.

7.0 EXCLUSIVE GERMAN ARMY RULES

The German Army at this time possessed a number of inherent advantages due to well thought out doctrines of war, superior organization and dedicated professionals staffing the frontline units and rear service areas. These advantages are reflected in the following rules. Only **German** units may take advantage of these rules; Rumanian units may **not** use these rules.

EXCEPTION: Rumanian units may take advantage of Rule 7.31 and Sections 7.6 and 7.8.

7.1 Supply Shortages

To reflect the tremendous logistical difficulties the Germans faced the German Player may only deploy one Supply Column and two Caravans per Superior HQ in the game. These penalties may be waived in the campaign game if the German Player selects the Increased Supply Option.

7.2 Caravans

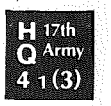
These counters represent makeshift groupings of livestock pressed into service to provide additional SP transport. Caravans are leg (not mobile) Transport Class units and are governed by all Standard Rules regarding the units except as noted below.

7.21 Characteristics: Caravans have a DCF of 0, not 1, and a MR of 3 (they have no ER). They have a Movement Allowance of 4, and pay leg unit terrain costs when moving. They may transport a maximum of 2 SPs, paying + ½ MP per SP loaded or unloaded, but may not transport leg units of any sort. They may form Supply Dumps. Caravans are created like Supply Columns during the Strategic Supply Segment and are allowed to conduct operations in the Transport Class unit Bonus Operations Segment in the Strategic Overphase.

7.22 Caravans and Combat: Caravans may be attacked by Artillery Missions or by Transport Raids (see Rule 4.46). Assess combat results normally. A second Disruption result against an already Disrupted Caravan eliminates it. Caravans are automatically eliminated if alone in a hex and attacked by an enemy Combat Class unit. Unlike other Transport Class units, they may **not** Retreat Before Combat but if eliminated from play they **may be recreated** (unlike other Transport Class units) by the German Player in the next Strategic Overphase by the Superior HQ(s) they belong to.

7.3 German Command Flexibility

The German Player has some options regarding his Command Control and Supply Mode arrangements.



7.31 Superior HQ Command Control: The German Player may place a number of divisions or divisional equivalents under the command of a Superior HQs equal to **one half** the Superior HQ's Command Rating (rounded down), **bypassing** the Operational HQs. The Communications Radius of the Superior HQ remains the same under this arrangement (6 MPs for leg units, 8 MPs for mobile) and the Superior HQ is given an EP/Retreat Coordination Number of 4 when performing as an Operational HQ. Divisions assigned to the Superior HQ may be either leg or mobile formations; there is no special Mobile Command Rating for Superior HQs. A Superior HQ must expend a number of SPs equal to its Command Rating to assume Offensive Mode, and one half its Command Rating (rounded down) in SPs to assume Defensive Mode.

7.32 Limited Offensive Mode: Normally, Players must expend an HQ's entire Command Rating in SPs to place an HQ in Offensive Mode. The German Player, with a more flexible logistical structure may choose to place only **certain units** under the HQ in Offensive Mode. To do so he must expend 2 SPs for each **mobile** division (or equivalent) and 1 SP for each leg division (or equivalent) he wishes to place in Offensive Mode. Tag the units in Offensive Mode with their own "A" marker. The parent HQ continues to retain its previous Supply Mode marker. Subordinate units in Limited Offensive Mode perform as if the HQ were in Offensive Mode (ie. they may use the HQ's full EP total to conduct Engagement Operations with). The other units under the command of the HQ perform using the HQ's current Supply Mode. If the German Player names an Engagement Group consisting of some units in Limited Offensive Mode and those which are not, use the lowest EP total to govern the Group's operations). Subordinate units in Limited Offensive Mode which conduct Assault Options undergo Supply Mode reduction at the end of the Operations Phase.

EXAMPLE: Assume two panzer divisions and three infantry divisions are currently assigned to an Operational HQ which is in Depleted Mode. Suppose this Operational HQ has a Command Rating of nine. The German Player has the option of paying 9 SPs to go into Offensive Mode with the whole command (in which case he would be wasting 4 SPs, as only five divisions are currently assigned to the HQ). To avoid this waste, the German Player could assign more divisions to the HQ to get the most out of his SPs, or choose Limited Offensive Mode, with some of the units currently assigned to the HQ. He decides that only the two panzer divisions will go on Offensive Mode, and pays only 4 SPs instead of the full 9 (two for each panzer division). If the German added one of the infantry divisions, he would expend 1 more SP, for a total of 5.

7.4 The Mobile Divisions

The panzer and motorized divisions that the Germans fielded during the campaign have, in addition to the benefits outlined in the Standard Rules, a number of unique characteristics and abilities. These are outlined below.

7.41 Organization: German mobile divisions are not represented by a single piece. Instead, they are broken down into their component regiments and battalions, plus a division HQ. Printed in the upper left hand corner of each unit is the division's historical insignia which serves to identify all the units of a single division. No matter how many individual units a mobile division possesses, the sum of the components comprises **one** division for all rule purposes. All of a mobile division's units are equivalent to **one** division for the Command Control and Supply Mode rules.

7.411: All of the units comprising a single mobile division may stack together in an Elevation 0 hex even if the total of all their PCFs exceeds 24. Mobile divisions (ie. their components) must obey stacking limits at higher Elevations.

7.412: If some or all of the units belonging to a single mobile division are named as an Engagement Group, and if they are within Command Control range of their Division HQ (see Rule 7.42 below) which is currently in Good Order, and they all conduct the same Engagement Option (or some units do nothing while others conduct the same Engagement Option), they pay the EP costs as if they were a single stack, even if the units are spread out over several hexes.

EXAMPLE: A panzer division begins the Operations Phase with its units in 3 different hexes (one of which is adjacent to an enemy stack of units the German Player wishes to attack) and all within 4 hexes of the Division HQ. If some or all of these units are named as an Engagement Group, the units may conduct Engagement Options paying EP costs as if they were operating as a single stack. It would cost only 1 EP to Maneuver Before Combat with the two nonadjacent stacks (instead of 2 EPs). It would cost only 2 EPs for all three stacks to Assault, even if from different hexes.

If the division had begun its Engagement Operation as a single stack and then broke apart to Assault from two different hexes, the EP costs for the two Assaulting stacks together would only be 2 EPs, not 4 (plus 1 EP for the stack to Maneuver Before Combat).

7.42 Division HQs: Each mobile division possesses a division HQ unit. Unlike other HQ Class units, the division HQ is a mobile Support Class unit and follows all rules concerning Support Class units. It possesses an ER and a MR. It conducts operations like other Support Class units in the Operations Phase.

EXCEPTION: Division HQs may be attacked by Irregular Class units conducting the HQ Attack Special Operation. They may also Retreat Before Combat (see Standard Rule 14.11) and conduct Small Unit Actions like Combat Class units (see Standard Rule 13.99).

NOTE: Players may flip the division HQ over to symbolize all the mobile division's units are stacked together in a hex. Place the other units in one of the holding boxes on the Army Display Sheet.

7.421: Mobile division components trace Command Control and Supply Mode through the division HQ. If the division HQ is in Command Control and Good Order during the Communications Phase (and a mobile division HQ may be up to 8 MPs from its Operational HQ), then all the component pieces of the mobile division **within 4 hexes** (not MPs) of the division HQ are in Command Control too and may assume the parent Operational HQ's Supply Mode. Units must be able to trace a Communications Path of 4 or less hexes to the division HQ to take advantage of this rule. If unable to do so, the component pieces may trace a normal 8 MP Communications Path back to the Operational HQ then but count against the Operational HQ's Command Rating as separate regiments and battalions and not as a division. Recon units may be up to 5 hexes away from the division HQ and still be in Command Control.

7.422: A mobile division's intrinsic artillery capability is symbolized by having the AFs printed on the division HQ. These Light AFs may conduct **any** Artillery Mission against any target hex in range. These AFs may even fire Close Support and FPF Missions if not directly stacked with the attacking or defending units (so long as they are in range) to assist other units of the division.

7.43 Combat Modifiers: In addition to the die roll modifiers listed in the Standard Rules, German mobile divisions receive the following benefits.

1) If **all** of the units comprising a German mobile division (as listed at start in the scenario) are stacked together in the same hex when the Combat Class units of the division conduct an Assault or Sustained Assault Option, the German Player receives a +1 CRT die roll modifier for "Divisional Integrity".

2) If any two Combat Class regiments of a German mobile division are adjacent to each other when one is attacked, the German Player receives a −1 CRT die roll modifier in his favor (in addition to any Defensive Support Operation benefits, see Case 13.692). There is no benefit if the regiments are stacked together.

7.44 Combat Results: Any German mechanized infantry or motorized infantry two step unit which suffers a one Step Loss result on the CRT may choose to eliminate its vehicles and conduct a one hex Retreat (no MC is required) instead of taking the Step Loss. This option may also be taken instead of suffering a Step Loss due to "Desperation Breakout" (see Standard Rule 13.54). When abandoning vehicles instead of taking a Step Loss, no Motor Column marker is placed on the board, but the mechanized or motorized infantry unit is permanently replaced by a 3–2–1 leg infantry regiment.

7.5 The Leg Divisions

Like their faster cousins above, the German leg divisions have a number of special characteristics and abilities. These are outlined below.

7.51 Characteristics: There are three basic types of leg divisions present in the game. These are the Infantry, Mountain and Jaeger Divisions. A fourth type, the Parachute Division, is used only in the optional rules. All leg divisions are represented by a single counter and follow all Standard Rules except as noted below.

7.52 Leg Division Breakdown: The German Player may break down his leg divisions into their component pieces if desired. When breaking a division down, the division counter is flipped over to its reverse side. This will represents the division's HQ, and the location of division's AFs, if any. These Light AFs may conduct any Artillery Mission for its subordinate units against any target hex in range just like in Case 7.422 above.

7.521: The leg division HQ is a mobile Support Class unit and follows all rules applicable to mobile Support Class units. It possesses an ER and a MR. It conducts operations like other Support Class units in the Operations Phase.

EXCEPTION: Despite being mobile Support Class units, leg divisions HQs retain the 6 MP limit on Communications Radius for leg units. Division HQs may be attacked by Irregular Class units conducting the HQ Attack Special Operation. They may Retreat Before Combat (see Standard Rule 14.11) and conduct Small Unit Actions like Combat Class units (see Standard Rule 13.99).

7.522: All **infantry** divisions with a PCF of 12 break down into a division HQ and three 4–2–1 regiments. Those with a PCF of 9 break down into a division HQ and three 3–2–1 regiments normally. A division with 12 PCFs could **not** break down into **four** 3–2–1 regiments. No infantry division may break down into more than three infantry regiments. Note that German engineer and recon battalions have been included in the countermix. German infantry division HQs marked "E" may break down into an engineer battalion, and as many other infantry units that total its current PCF. Infantry division HQs marked "R" may break down into a recon battalion and as many infantry units that total its current PCF. An infantry division marked with both an "E" and "R" could break down into an engineer battalion, a recon battalion, and as many infantry units that total its current PCF. Thus any breakdown combination is allowed as long as the Player never has more regiment/battalion units in play than the total PCF for that division. Do not count the division HQ's PCF towards the total. Only **one** engineer or recon battalion can be deployed from any given division.

EXAMPLE: A 12–8–4 infantry division is marked with an "E" on its HQ side indicating that engineers are present with the division. Normally the engineers are "distributed" throughout the three 4–2–1 regiments this division could break down into, but if the German Player wishes, he may concentrate his engineers into a 2–1–0 engineer battalion. This leaves an additional 10 PCFs to be accounted for. The German Player could break down into the 3–2–1 infantry regiments and a single 4–2–1 infantry regiment in addition to his engineer battalion or two 4–2–1 infantry regiments and a single 2–1–0 infantry battalion for a total of 10 PCFs plus the division HQ.

7.523: The ER and MR of the breakdown units is fixed. Breakdown units use this ER and MR **unless** they are stacked with their division HQ. If so they may use the ER and MR of the division HQ counter.

NOTE: All 3–2–1 regiments are one Step units. The 4–2–1 regiments are two Step units.

7.524: Leg division breakdown units trace Command Control and Supply Mode through the division HQ. If the division HQ is in Command Control and Good Order during the Communications Phase (and the division HQ may be up to 6 MPs from its parent Operational HQ), then all the breakdown units of the leg division **within 2 hexes** (not MPs) of the division HQ are in Command Control too, and may assume the parent Operational HQ's Supply Mode. Units must be able to trace a Communications Path of 2 or less hexes to the division HQ to take advantage of this rule. If unable to do so, the component pieces may trace a normal 6 MP Communications Path back to the controlling Operational HQ but then count against its Command Rating as separate regiments and battalions and not as a division. Recon battalions may be one additional hex away from a division HQ and still be considered in Command Control and eligible to assume Supply Modes.

7.525: If some or all of the units belonging to a single broken down leg division are named as an Engagement Group, and if they are within Command Control range of their Division HQ (2 hexes) which is currently in Good Order, and they all conduct the same Engagement Option (or some units do nothing while others conduct the same Engagement Option), they pay the EP costs as if they were a single stack, even if the units are spread out over several hexes. When conducting Assault or Limited Assault Options all the units under the command of a leg division HQ may participate (if within 2 hexes of the division HQ). There are no committment restrictions (see Standard Rule 13.66) Consider this to be the activities of a single stack of leg units. These eligible leg units expend EPs for the Engagement Operation like German mobile units in Case 7.412.

EXAMPLE: Though the Standard Rules stipulate only one non-adjacent leg unit or stack may be named to participate in an Assault Option, all the subordinate breakdown units under a leg division HQ could participate, even if they began the turn in separate hexes. All the units would just expend 1 EP between them to Maneuver Before Combat, 2 EPs total to Assault, etc. just as if they were a single stack.

7.526: Leg divisions which have broken down may be built up again by stacking the components with their division HQ and expending an additional +1 MP to "concentrate". All the component units must be able to meet this MP requirement during the same Operations Phase or the division cannot rebuild that turn.

7.527: Non-broken down German leg divisions may attempt to Special Operations listed for engineers and recon units (refer to the Standard Rules Section 13.9) if backprinted with an "E" or "R". Use a German 2-1-0 engineer or recon battalion values for these units when attempting Special Operations.

EXAMPLE: An non-broken down leg division backprinted with an "E" or "R" could undertake Demolitions (using a PCF value of 2, SCF value of 1) or the Recon in Force on Screening Special Operations.

7.53 Jagdpanzer Battalions: German leg divisions backprinted with the letter "J" are considered to have an inherent AT unit. All such divisions receive a −1 Armor Bonus CRT die roll modifier when attacked by enemy mobile units (only) as described in Standard Rule 15.12. All break down units stacked with or adjacent to the division HQ also receive the bonus. There is no separate counter to represent the AT unit. Unlike the engineer or recon battalions, the German Player may **not** form separate AT units from his leg divisions.

7.54 Combat Modifiers: Any time German (not Rumanian) leg units conduct an Assault or Limited Assault Option (but not when defending), compare the highest rated German leg unit's printed ER to the highest rated Soviet unit's printed ER. The German Player may use any positive advantage as a die roll modifier in his favor, even in a Limited Assault (this is an exception to the no CRT die roll modifiers rule for Limited Assaults).

EXAMPLE: Two German infantry divisions, with a printed ER of 4 and 5, attack a Soviet stack consisting of a cavalry brigade (printed ER of 3) and a Guards rifle brigade (printed ER of 4). Regardless of each side's current ER values, the highest printed values on each side are 5 (German) and 4 (Soviet). The difference is +1 in the German's favor so he may add +1 to his CRT die roll.

7.541: If any two regiments of a German leg division are adjacent to each other (but not stacked together) when one is attacked, the German Player receives a −1 CRT die roll modifier.

7.55 Step Losses: All German **infantry** divisions with a original PCF of 9 or more have **three** steps of strength. Each time the division suffers a Step Loss, it must be marked with a "1 Step Loss" counter indicating the step loss. Do not flip the unit over as with other units. Should it take a second loss while already marked "1 Step Loss", simply flip the loss indicator over to its "2 Step Losses" side. German leg divisions with a "1 Step Loss" may still use their PCF or SCF (based on the EC) in an attack or when defending, but they must deduct ⅓ from their PCF or SCF for each Step Loss. Round any fractions up. The unit's ER and MR are unaffected.

EXAMPLE: A 9-6-2 German infantry division has suffered 2 Step Losses. Assuming it passes its EC, its modified PCF would be only ⅓ of 9, or 3. It loses a third for the first step loss, and another third for the second, for a total of 6 PCFs lost.

7.6 Mountain and Jaeger Divisions

The Germans enjoyed only limited successes with their mountain and jaeger troops during the campaign. The following rules simulate their special capabilities.

7.61 Movement Effects: The only Combat Class units that can enter Elevation 5 terrain are mountain units. Both mountain and jaeger units gain a slight movement bonus when moving through high Elevations Refer to the TEC for specific movement costs.

7.62 Combat Bonus: Mountain troops (only) receive a favorable CRT die roll modifier when attacking or defending on Elevations of 3 or higher. Jaeger troops (only) receive a favorable CRT die roll modifier when attacking or defending on Elevations 2 or 3.

NOTE: Jaeger troops were trained for operations in lowland hills, but not equipped for higher Elevations.

7.621: Mountain and jaeger units receive the leg unit combat bonuses listed in Rule 7.54 above.

7.63 Unit Breakdown: Like the regular infantry divisions above, mountain and jaeger divisions may breakdown into a division HQ and subordinate regiments and battalions. Mountain and jaeger divisions have a two regiment basic organization. When breaking down, they may deploy no more than two regiments with any remaining PCFs deployed as battalions. All fractions are lost on breakdown, but regained upon reforming the full division.

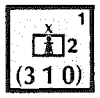
EXAMPLE: The German Player could break down a 7-5-2 mountain division into a division HQ and two 3-2-1 mountain regiments, losing the 7th PCF. He could also breakdown into one 3-2-1 mountain regiment, and deploy any two battalions (mt. inf., mt. recon, mt. engineer, etc.) he is entitled to provided he does not exceed the 7 PCF maximum. A 9-5-2 jaeger division backprinted with an E or R could break down into a division HQ and two 3-2-1 infantry regiments and a 2-1-0 engineer or recon battalion (losing the 9th PCF), or two 4-2-1 infantry regiments (again losing the 9th point), or one 3-2-1 infantry regiment and three 2-1-0 infantry battalions, etc..

7.631: Mountain and jaeger division HQs are mobile Support Class units when broken down. They are affected by all mobile unit restrictions when operating broken down.

7.632: When broken down, mountain and jaeger units may trace Command Control and Supply Modes through the division HQ if they are within two hexes (three for recon units) of it. When broken down, they follow all the benefits and restrictions of Cases 7.525, 7.526 and 7.527 above.

7.64 Combat Results: Mountain and Jaeger Divisions have only **two** steps of strength (regardless of their PCF total). If forced to take a Step Loss, mark the unit with a −1 Step marker as above. The unit loses ½ its PCF or SCF (round up) and is eliminated if forced to take a second Step Loss. ER and MR are unaffected.

7.7 The Oil Brigades



These were essentially industrial engineer units following behind the armies sent in to restore the wells and get production going. They have several unique features. Oil Brigades are leg Support Class units and are governed by all Standard Rules except where noted below. Oil Brigades do not require Command Control or Supply Modes, and like all such units possess 4 EPs for Engagement Operations. They may not attack or Support other units but may be attacked by enemy units. They are treated as leg units for movement purposes. Oil Brigades may conduct the Repair Special Operation in Rule 7.94 below.

7.8 Leaders

The German Player's Engagement Groups may receive an EP and CRT die roll bonus by using Leaders. Each Leader has has printed on the front of the counter the name of the formation he commands and a drawing of the Leader.

On the back is printed the Leader's Offensive Rating (left-hand number) and Defensive Rating (right-hand number) and his name.

7.81 Leader Benefits: Leaders may give +1 EP to any named Engagement Group that includes themselves as part of the Group. Any time the German rolls **less than or equal to** the Leader's Offensive Rating when that Leader is named as part of an Engagement Group, that Group recieves +1 EP. Leaders themselves do not require EPs to operate as part of a Group.

7.811: Leaders may give a +1 or −1 CRT die roll modifier when attacking or when defending. Any time the German Player rolls **less than or equal to** the Leader's Offensive Rating (when attacking) or Defensive Rating (when defending) he may add +1 (or −1) to the CRT die roll.

7.82 Restrictions: A maximum of **two** Leaders may be named to an Engagement Group, or in defense, and both must have different command levels. Thus a Group could receive both a Division Leader's benefit as well as a Corps or Army Leader's benefit, but not two Division Leaders together.

7.821: Division Leaders may only give the EP or CRT bonus to any unit(s) of their division they are stacked with.

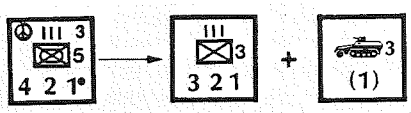
7.822: Corps and Army Leaders may contribute their EP or CRT bonus to **all** of the units under command of a single Operational HQ they are currently stacked with. They must be stacked with the Operational HQ for the units to receive the bonus. **All** of the units under the command of the Operational HQ could receive the EP or CRT bonus of a Corps or Army Leader during the Operations Phase.

NOTE: Using the Leader rules above may result in some units of the Group having more EPs than others. The German Player will have to keep track during the Engagement Operation.

7.83 Leader Movement: Leaders either move during the German Player's Operations Phase or, if stacked with an Operational HQ, they move during the Operational HQ Operations Phase. They may not move during the Soviet Player's phases. Leaders have unrestricted movement allowances per turn unless the weather is Rain or Storm, in which case they have 8 MPs paying mobile terrain costs. Leaders may move by rail but pay no cost to entrain or detrain nor does the Train marker. They do not count against Rail Capacity. Leaders never make MCs and cannot be Disrupted or Routed, but can Retreat or be Eliminated with units they are stacked with. If caught alone by Soviet units they are Eliminated.

7.9 Additional German Special Operations

In addition to those Special Operations listed in the Standard Rules, the German Player may conduct a number of additional Special Operations with his units. The Special Operations listed below occur at the end of the Operations Phase and follow **all** of the Standard Rules governing Special Operations (see Standard Rules Section 13.9), except where noted below.



7.91 Infantry Dismount: Any full strength **German** mechanized or motorized infantry unit (the unit must possess two Steps and not be backprinted with a Remnant) may be converted into leg infantry by replacing the unit counter with a 3-2-1 German infantry regiment. All dismounted infantry assume the Movement Allowance of regular infantry units. Dismounted infantry also assume the reduced ER of the infantry regiment—a German mechanized infantry unit which normally has an ER of 5 would be reduced to 3 if it dismounts. Dismounted infantry lose their ability to gain the Divisional Integrity bonus when attacking but not when defending against enemy attacks (see Rule 7.43 above). While dismounted, the infantry regiment is subject to the same Communications Path restrictions which apply to German leg divisions which have broken down. The dismounted units will be considered in Communications Radius if within 2 hexes of the division HQ (or within 6 MPs of the controlling Operational HQ). It does not cost any MPs to Dismount.

7.911: A German "Motor Column" marker is also placed in the hex with the dismounted infantry. This marker represents the trucks and vehicles used to transport the unit at the motorized rate. Motor Columns are Transport Class units and follow all Standard Rules concerning them. The original dismounted units, or any German leg unit(s) with 4 or less PCFs may remount the Motor Column, at a cost of +1 MP. Replace the leg regiment and Motor Column with the original mechanized or motrized infantry unit. If a different unit mounts the Motor Column, then while it remains **stacked** with the Motor Column marker, it may move at the Motor Column's rate. Alternatively, the Motor Column can be used to transport 1 SP at the Motor Column's Movement Allowance. Motor Columns are Transport Class units. Treat the Motor Column as a Supply Column (carrying only 1 SP).

7.92 Form Hedgehog: Hedgehogs are Improved Positions. All rules concerning Improved Positions in the Standard Rules (see Rule 13.95) apply to Hedgehogs as well except as noted below. Hedgehogs represent fortified localities offering moderate defense. Unlike Field Works, any German Combat Class leg units may construct Hedgehogs. Hedgehogs may be constructed by having a German leg unit conduct a Holding Operation the entire Operations Phase. At the end of the phase, place a Hedgehog marker in the hex. Already existing Hedgehogs may be occupied by new leg units expending the last 2 MPs off of a Maneuver Operation. German leg units occupying Hedgehogs receive a −1 CRT die roll modifier against enemy attacks and may add +1 to their ER and MR when making an EC or MC.

7.921: A unit may leave a Hedgehog at any time but remove the Hedgehog marker as soon as it is unoccupied at the end of the German Player's Operations Phase. As soon as an enemy unit occupies the hex where the Hedgehog is located, it is destroyed and removed from the map.

7.922: Normally, units in any type of Improved Position have a ZOC/SR of 0. German 4-2-1 and 3-2-1 regiments **do** retain a Support Rating of 1 when in a Hedgehog (but not Field Works). The SR may **only** be used to conduct a **defensive Support Operation** for an adjacent German leg unit which is itself in a Hedgehog, and is **not** considered to be a projected ZOC. This defensive Support given by the unit in the Hedgehog is similar to the "German Mobile Defense" rule (see the exception to Case 13.692 in the Standard Rules) and may be combined with the −1 CRT die roll modifier in Case 7.541 above.

7.93 Provincial Control: German Combat Class and HQ Class units may attempt Provincial Control. Refer to Rule 4.47 for details of this Special Operation. HQ Class units conduct the operation in their respective phases, and Combat Class units do so during the Operations Phase.

7.94 Repair: At the end of his Operations Phase the German Player may attempt to repair damaged oil well hexes with his Oil Brigades. They must have been stacked with the oil well at the start of his Operations Phase and remained there throughout the rest of the turn to attempt repair. At the start of his **next** Operations Phase roll one die, and if the number is less than or equal to the number of Oil Brigade units stacked on the oil well hex, the Damage Level is reduced by one level. The Oil Brigade is free to continue repairing or conduct some other operation. Oil wells which have been reduced to Damage Level zero are considered repaired. During any Strategic Supply Phase the German may roll one die for every repaired oil well where he has stacked an Oil Brigade. On a roll of "6" he may place 1 SP on the hex in a Supply Dump (even if no unit capable of forming a Supply Dump is present) representing the week's production.

7.10 Air Assaults (Optional)

For scenarios and campaign games involving the optional German Air Assault, use the following rules.

7.101 Characteristics: Paratroops are Combat Class units. Once in play they move at leg rates and may undertake any operation permitted Combat Class units. They may be declared IND.

7.102 Division Breakdown: Paratroops employ a basic three regiment organization similar to German infantry divisions, except they are always broken down into regiments and the division HQ counter. They do not form paratroop, recon or engineer battalions. Note that para-

chute regiments have two Steps. To represent the "everyman a fighter" philosophy of the paratroops, the paratroop division HQ is also a mobile Combat Class unit which may contribute its PCFs or SCFs (make an EC) in combat.

7.103 Air Drop Procedure: During the Air Allocation Segment on any Strategic Overphase, the German Player may declare an Air Assault with up to 3 parachute regiments and the division HQ. German transport aircraft are assumed to be flying the troops in, but the German Player does **not have to provide Lift Points from among his Aircraft units to carry out the mission.** Up to 1 German Fighter (that was assigned to Artillery Missions during the Air Allocation Segment) may be used instead escort the Air Assault. Having declared his intention to conduct an Air Assault, the German Player may do one of two things. They are:

1) Conduct the Air Assault during his next Operations Phase. In this case the Air Assault is assumed to flying in from bases in the Crimea and may drop in any hex **on or adjacent to an unoccupied Black Sea coastal hex.** Begin the Air Assault by placing the parachute division HQ in an unoccupied hex. Place the parachute regiments assigned to the Air Assault on or adjacent to the division HQ (these also must be unoccupied hexes) and roll one die for each regiment (not the HQ). Add +1 to the die roll if the regiment is landing in an enemy ZOC.

Die Roll	Result
1 or 2	Safe landing
3 to 5	Regiment Disrupts
6	Regiment Disrupts and suffers 1 Step Loss

The other option is:

2) Transfer the division HQ and parachute regiments to an Airfield he controls and conduct the Air Assault 3 turns later during his Operations Phase. In this case, the Air Assault may be conducted against any hex within 30 hexes of the Airfield where the parachute units are based. Again no Lift Points are required and the Air Assault is conducted exactly in the above manner.

7.104 Soviet Interception: If the German has Air Superiority, the Soviet may not intercept. If the Soviet Player has Air Superiority, he may attempt to intercept the Air Assault with up to **two** Fighters (instead of the normal one) that were assigned Artillery Missions during the Air Allocation Phase and are within range of the drop site. One round of Air to Air Combat ensues normally. The "invisible" German transport Aircraft units have an Air to Air Rating of 0. The German Fighter escort (if any) may absorb one Disruption result inflicted by the Soviet Fighters, but any additional Disruption result will be taken by one of the parachute regiments. The regiment automatically lands Disrupted and need not roll on the above table. If a "1A" result is scored by the Soviet, the German Player must abort one of the parachute regiments (it cannot drop). The Fighter cannot absorb this result. Note that the division HQ always lands safely and cannot be intercepted.

7.105 Ground Operations: The parachute units land in IND status in "A" Mode and may undertake operations that Operations Phase. Of course, Disrupted units may wish to Regroup first. Once on the ground, parachute units that lose IND status must trace Command Control and Supply Modes to a friendly Operational HQ as in the Standard Rules. They may not be declared IND again.

8.0 EXCLUSIVE SOVIET ARMY RULES

As the war continued, the Red Army evolved after early disasters into a tough professional fighting force. The rules below outline some of the Red Army's capabilities as well as special units that made an appearance during the campaign.

8.1 New Playing Pieces

The Soviet order of battle included an unusual assortment of formations that directly influenced the campaign. All units described below follow all of the Standard Rules except where noted below.

8.11 Corps HQs: Many independent brigade-sized units were often grouped together under the control of a central Corps HQ. In general, a Soviet Corps HQ counter is laid out similar to an Operational HQ counter. However, the following differences are important to note. The Corps HQ is a mobile Support Class unit, paying mobile terrain costs. The Command Rating, located in the lower left of the counter, represents the number of **brigade-sized** (not division) units the HQ may command. A small letter in the center of the counter (in place of the Mobile Division Capacity Rating) indicates whether the HQ commands Rifle (R), Guard (G) or Cavalry (C) brigades exclusively. At the lower right of the counter is the Corps HQ's DCF. The DCF may be used to **defensively Support any subordinate brigade adjacent to the Corps HQ** (see the exception to Case 13.692 in the Standard Rules). Being a Support Class unit, the Corps HQ may not conduct Assault or Support Options but may stack with units that do. Instead of, and in place of a Engagement Point/Retreat Coordination Number, the Corps HQ has an ER (and MR). Rifle and cavalry brigades under the command of the Corps HQ and stacked with, or adjacent to it **may use the Corps HQ's ER in place of their own when making an EC.**

8.111: Cavalry Corps HQs may only command cavalry brigades, Rifle Corps HQs may only command rifle brigades, and Guards Corps HQs may only command Guards brigades. Otherwise, any brigade may be attached to a Corps HQ so long the HQ's Command Rating (in brigades) is not exceeded. Subordinate brigades must be within 3 hexes of their parent Corps HQ and able to trace a Communications Path to the Corps HQ to be considered in Command Control. Corps HQs in turn may be placed under the command of Operational HQs if within Communications Radius of the Operational HQ (6 MPs counted at leg rates) or may be declared IND. The Corps HQ **and** its subordinate bridgades count as **one division** against the Operation HQ's Command Rating for Command Control and Supply Mode rules.

8.112: Corps HQs and their subordinate brigades assume the Supply Mode of the parent Operational HQ when under its command. IND Corps HQs may draw 1 SP during the Supply Mode Segment using the Operational HQ Supply Lift rules from any supply source within 2 hexes. This SP may be expended to place the Corps HQ and its attached brigades in Offensive Mode or be carried along with the HQ as it moves. The Corps HQ will suffer Supply Mode reduction if more than one subordinate brigade conducts an Assault Option.

8.113: If some or all of the brigades under a single Corps HQ are named as an Engagement Group, and if they are within Command Control range of their Corps HQ (3 hexes) which is currently in Good Order, and they all conduct the same Engagement Option (or some units do nothing while others conduct the same Engagement Option), they pay the EP costs as if they were a single stack, even if the units are spread out over several hexes. When conducting Assault or Limited Assault Options all the units under the command of a leg division HQ may participate (if within 3 hexes of the Corps HQ). There are no committment restrictions (see Standard Rule 13.66) Consider this to be the activities of a single stack of leg units. These eligible leg units expend EPs for the Engagement Operation like German leg units in Case 7.525.

EXAMPLE: Though the Standard Rules stipulate only one non-adjacent leg unit or stack may be named to an Assault Option, all three brigades attached to a Corps HQ could participate, even if they began the turn in separate hexes. All three brigades would expend just 1 EP among them to Maneuver Before Combat, and just 2 EPs to Assault, even from different hexes, etc.

8.114: If two or more brigades are stacked together in a hex and in Command Control using a Corps HQ, then **total** their ZOCs to find the ZOC projected. If not in Command Control, only the top brigade projects a ZOC.

8.12 Brigades: A number of brigade-sized units were present throughout the campaign. Brigades will be deployed as called for in the scenario set up instructions, or the campaign game reinforcement procedures. Brigades are leg Combat Class units. Count two brigades as one division for Command Control and Supply Mode purposes unless under the command of a Soviet Corps HQ (see Case 8.111 above).

8.121: Rifle brigades may be declared IND or be assigned to Rifle Corps HQs or Operational HQs. When operating IND, each rifle brigade requires 1 SP to assume Offensive Mode or ½ SP to assume Defensive Mode (and would have to be stacked with a Supply Dump to draw it). Rifle brigades have 1 Step, and may form remnants if Eliminated (see Rule 8.14) unless the

CRT result calls for two or more Step Losses. Regular rifle divisions which have suffered a Step Loss may absorb rifle brigades (or two remnants) to regain full strength (see Rule 13.81 Refit). Rifle divisions may **not** break down into rifle brigades.

8.122: Guards rifle brigades are treated as rifle brigades above. Guards divisions (not NKVD) which have suffered a Step Loss may absorb Guards brigades to regain full strength (see Rule 13.81 Refit). Guards divisions may **not** break down into Guards brigades.

8.123: Cavalry brigades are treated as rifle brigades above. They have unit identification numbers for historical accuracy **but are otherwise considered generic cavalry units in every way.**

8.13 Regiments: There are four regiment-sized units in the Soviet order of battle. Regiments are leg Combat Class units. Three regiments equal one division for Command Control and Supply Mode purposes. They may be declared IND or be placed under command of an Operational HQ. When operating IND, every three regiments requires 1 SP to assume Offensive Mode (and the regiments would have to be stacked with a Supply Dump to draw it). Regiments have 1 Step, but do **not** form remnants upon being eliminated. Regular rifle divisions which have suffered a Step Loss may absorb regiments to regain full strength (see Rule 13.81 Refit). Rifle divisions may **not** break down into regiments.

8.14 Soviet Remnants: Remnants represent the remains of units which were used to delay the German advance at key towns and rivers. Remnants are leg Support Class units. Remnants never require Command Control or Supply Modes. They have a PCF of 1, possess 4 EPs but may never conduct Assault or Support Options (being Support Class units) Remnants do not have a ZOC/SR, but project a ZOC of 1 in the hex they are in. They have a MR of 2 (3 for Guards Remnants).

8.141: Scenarios may call for a specified number of remnants to be deployed at start. Also, whenever a Soviet rifle or Guards brigade is eliminated in combat, it may form a remnant.

8.142: Remnants may be forced to Retreat Before Combat (see Standard Rule 14.11). At the instant a German Combat Class unit declares an Assault or Limited Assault Option against a remnant, the Soviet Player must make an MC for the remnant. Remnants which pass must hold their position and be attacked by the German Player. Units which fail immediately Retreat Before Combat 3 hexes (see Rule 14.11), and the German Player may continue his Engagement Operation. There is no limit to the number of Retreats a remnant may incur. Each time it fails, it Retreats.

8.143: If successfully attacked, and required to make a MC, passing allows the unit to remain in position. A failed MC, Disruption, or Step Loss result will eliminate the remnant.

8.144: The Soviet Player may form a rifle brigade (or Guards brigade) from remnants (Guards remnants) by conducting a Refit Operation with 3 of them during the Operations Phase and declaring this intention. All Standard Rules concerning Refit apply (see Rule 13.81). Brigades may **not** break down into remnants.

8.15 Construction Brigades: These units represent bands of laborers hastily gathered to build defensive positions for the army.

8.151: Construction Brigades are leg Support Class units. Construction Brigades do not require Command Control or a Supply Mode. They possess a PCF of 1 and do not have a ZOC/SR but project a ZOC of 1 in the hex they occupy. They possess 4 EPs when operating independently. They may not conduct Assault or Support Options (being Support Class units). Construction Brigades count as 12 PCFs when being transported by Transport Class units.

8.152: Construction Brigades may construct Field Works as a Special Operation (see Rule 9.81) by conducting a Holding Operation during the Operations Phase. Field Works that are built operate as those described in the Standard Rules. Even if the Construction Brigade leaves the hex, the Field Works marker remains in place, allowing units that later occupy the Field Works to claim the benefits. Construction Brigades are **not** engineer units, and may **not** attempt the Demolition Special Operation nor receive engineer unit bonuses.

8.16 Guards Units: The Soviet Player has a few Guards divisions, brigades, and HQs in his order of battle. Guards units are identified by the Guards banner symbol in the upper left hand corner of the counter. All Guards non-HQ Class units are leg Combat Class units (except Guards remnants). Guards Combat Class units may be declared IND (see Standard Rule 9.16) and conduct the Sustained Assault Option (see Standard Rule 13.67).

8.17 NKVD Political Units: Beria and his confederates played a major role in controlling the population, as well as stiffening the Societ defense. They were ruthless in oppressing wayward or disaffected locals. NKVD operatives also exerted a considerable influence on the military, taking charge of divisions on a moment's notice and even threatening to remove army commanders who where not showing appropriate revolutionary zeal.

8.171: NKVD Political units are leg Combat Class units. NKVD Political units are double-sided, representing either a cadre or a battlegroup, with an infantry unit symbol and a single number printed on both sides. This number serves as the PCF for the unit. Like all such units with a single PCF, these units have no ZOC/SR but project a ZOC equal to their PCF in the hex they are in. NKVD Political units have no ER or MR—they will never fail a MC and never suffer any penalties associated with morale failure! Groups have either a named officer printed on top of the unit symbol representing a cadre, or a BG (for Battlegroup). NKVD Political units never require Command Control or Supply Modes and possess 4 EPs when operating alone. Any Combat or Support Class units stacked with them may be declared IND, even if not normally eligible. NKVD Political units do not count against a hex's stacking limits. NKVD Political units may not Force March or conduct General Retreat, but may be declared part of a rearguard above the one division limit). NKVD Political units may not be carried by Transport Class or Naval units. Disrupted Soviet units stacked with NKVD Political units in City or Town hexes **may** conduct the Holding Operation in an enemy ZOC.

8.172: When deployed, NKVD Political units always start as cadres. They will automatically flip to the stronger battlegroup side if they are **stacked with any unit that fails its pre-combat EC.** NKVD Political units will not alter the ER of units they are stacked with, but do increase their MR by +2. NKVD battlegroups will revert back to cadres if they are stacked with any unit which **fails a MC.**

8.173: NKVD cadres and battlegroups contribute their PCF to the **attack and defense total** of any units they are stacked with. They may never alone conduct an Assault Option unless stacked with a friendly Combat Class unit. They may not conduct Support or Limited Assault Options at all (even if stacked with friendly units).

EXAMPLE: Assume two Soviet infantry divisions rated 4-2-1 are stacked with a NKVD cader and pass their pre-combat EC. The stack has a total of 9 PCFs (8 for the divisions and 1 for the cadre). If the divisions had failed their EC, the stack would then have a total of 8 SCFs (4 for the two divisions and 4 for the now flipped NKVD battlegroup.

8.174: NKVD Political units ignore Disruption and MC results. Those which are alone in a hex and forced to Retreat flip back into cadres at the end of the Retreat, or may be Eliminated at the Soviet Player's option. If stacked with other units, the NKVD Political unit will be the **last** unit to suffer a Step Loss. NKVD Political units suffering Step Losses alone in a hex are Eliminated.

8.175: NKVD Political units may undertake the Sabotage, HQ Attack and Irregular Combat Special Operations, but do so in the Operations Phase. They use a fixed combat total of 7 for all these operations. Refer to Module 4.0 for rules governing these operations. NKVD Political units may also conduct Provincial Control (see Rule 4.41). By conducting a Holding Operation, an NKVD Political unit may construct a Field Works marker (see Rule 8.91) in any City or Town (not village) hex.

NOTE: The NKVD were expert street fighters

and were often used to buttress the defense of key towns.

8.176; The two NKVD Divisions, 11th and "Makhachkala", are treated as elite Combat Class units. They may be declared IND and conduct the Sustained Assault Option but do **not** possess any of the abilities of NKVD Political units.

8.18 Marine Units: These units represent small groups of Soviet Black Sea Fleet marines. Marine units are leg Combat Class units. Marine units are printed with a marine infantry symbol and a single number printed underneath. This number serves as the PCF for the unit. Marines have no ZOC/SR but project a ZOC equal to their PCF in the hex they are in. Marines have no ER or MR—they will never fail a MC. Marines never require Command Control or Supply Modes. They possess 4 EPs when operating alone. Marine units may not Force March or conduct a General Retreat, but may be declared as part of a rearguard above the one division limit.

8.181: Marine units contribute their printed PCF to the **attack and defense total** of any units they are stacked with. They may conduct Assault Options by themselves, but may not conduct Support or Limited Assault Options (even if stacked with friendly units).

8.182: Marines may ignore Disruption and MC results. They will Retreat along with other Retreating units normally. Regardless of the PCF total, Marines are 1 Step units and any Marine unit suffering a Step Loss alone in a hex is Eliminated. If stacked with other units, the Marine unit will be the **last** unit to suffer a Step Loss (unless stacked with a NKVD Political unit which always is Eliminated last). Marines may not break down into smaller Marine units.

8.183: Marines may undertake the Sabotage and Irregular Combat Special Operations but do so in the Operations Phase. Like NKVD Political units above, they use a fixed attack value of 7 when attempting these Irregular Special Operations.

8.19 Coastal Artillery: This unit represents the gun emplacements around the port area of Novorossiysk. It is treated as a Heavy Artillery Support Class unit in all respects except it is considered immobile; it may not assume March Mode to Maneuver.

8.191: The Heavy Artillery unit may only assume the Supply Mode of its parent Operational HQ when it is stacked with or adjacent to the HQ. The unit may also independently be placed into Offensive Mode by expending 1 SP (which must be stacked with it) but it must be in Command Control (6 MP Communications Radius) under its parent HQ to Barrage or Counterbarrage

8.192: As the gun positions were somewhat fortified, German units are −1 ER when attacking the unit. The unit has one Step, and may be Disrupted. If Disrupted, it may Regroup (but not in an enemy ZOC). If forced to Retreat, either by the CRT or by the fact a Disrupted unit may not hold in an enemy ZOC, the unit is eliminated instead.

8.20 Mountain Troops: The Soviets fielded a number of mountain divisions furing the campaign. Though not all of the components of these divisions were trained or equipped for mountain warfare, these units receive a favorable CRT die roll modifier when attacking or defending on Elevation Level 3 or higher. They enjoy the mountain leg unit movement advantages in high Elevations as listed on the TEC.

8.21 Armored Trains: The Soviets used several armored trains as a stopgap defense measure and for escorting what little rolling stock they had in the Caucasus.

8.211: Armored Trains are Support Class units and normally conduct operations in the Operations Phase, but may instead do so in the Rail Operations Phase if carrying units or SPs. Armored Trains do not require Command Control or Supply Modes and possess 4 EPs when operating alone. They have a PCF of 2 and may move up to 30 rail hexes per turn along any friendly rail line. They possess no ZOC/SR, but do project a ZOC in the hex they are in of 2. They only count as 1 PCF towards a hex's stacking limit. Armored Trains may transport up to three PCFs (no HQs) or 1 SP using the normal Train marker transport rules (See Section 10.1 in the Standard Rules).

8.212: Armored trains have no ER or MR and ignore MC results on the CRT but are Eliminated if Disrupted or suffer a Step Loss. They may Retreat Before Combat 2 hexes (see Standard Rule 14.11) or after combat along friendly rail lines, but are Eliminated if forced to Retreat through an enemy ZOC.

8.22 Soviet Anti-Tank Brigades: Soviet Anti-Tank Brigades are mobile Support Class units. In addition to their combat factors, these units receive a −1 CRT die roll modifier against mobile units when attacked by them when alone in a hex. They receive −2 CRT die roll modifiers against mobile units when stacked with an leg unit. Soviet AT Brigades **may** occupy (but not create) Improved Positions despite being mobile units. If an AT Brigade is stacked with an leg unit in an Improved Position of any type, it receives −3 CRT die roll modifiers against mobile units in addition to the benefits the Improved Position provides. These die roll modifiers and PCFs or SCFs of Soviet AT Brigades are **halved** (round down) when attacked by German heavy armor units (there are none in **Edelweiss** but Players are free to experiment).

8.3 Command Control Restrictions

Any Soviet Operational HQ with a Mobile Division Command Rating of 0 may have up to **one** 3-1-0 armor brigade attached to it for free. The armor brigade does **not** count against the HQ's Command Rating for Command Control and Supply Mode assumption. Armor brigades under the command of an Operational HQ may be declared IND.

8.31 Morale Restrictions: All Soviet units are −1 MR when in ISO status in additional to any other penalties.

8.4 Artillery Restrictions

Certain deviations from the Standard Rules are required to simulate Soviet artillery practices during the campaign. In **Edelweiss,** Soviet Operational HQ possess only **short range Heavy AFs** which have a range of **one** hex. Soviet Naval units may only conduct Barrage Missions against **coastal hexes** (not any hex in range). They may not Counterbarrage, Close Support or FPF.

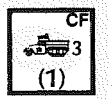
NOTE: These restrictions are deliberate, and simulate the inferior coordination and control of artillery exhibited by the Soviets throughout the campaign.

8.5 Additional Soviet CRT Modifiers

If **any three** Soviet armor brigades are stacked together for an attack or when defending, the Soviet Player receives a favorable +1 or −1 CRT die roll modifier for "concentration".

8.6 Retreat Movement

Whenever a stack of Soviet units in Depleted Mode defending in **Clear** terrain is obligated to Retreat it may not maintain its integrity—that is, units must all end their Retreat movement in different hexes even if this forces some units into or through an enemy ZOC. Soviet units in any type of Improved Position, or behind a Major or Minor River, or in any terrain other than Clear are not required to scatter. If this Retreat is impossible due to the physical presence of enemy units, the entire stack is Disrupted. If this occurs no further MCs will be required of the stack.



8.7 Motor Pool Reserves

Though the Soviets were very short on motorized transport, the Soviet Player may create one Motor Column for each Superior HQ. Motor Columns are Transport Class units and are created in the Superior HQ's Operations Phase along with Supply Columns. Unlike German Motor Columns, these units may carry up to **24** PCFs of leg units (except cavalry) or 4 SPs at the Motor Column's Movement Allowance (7 MPs). Loading and unloading SPs

costs +½ MP per SP. It costs +1 MP to the infantry unit and +1 MP to the Motor Column to entruck. Leg units may dismount freely at no cost but may not move further that turn. Motor Columns conduct operations during the Operations Phase and in the Transport Class unit Bonus Operations Segment in the Overphase.

NOTE: Unlike the German Dismount Special Operation, loading and unloading of Soviet Motor Columns can occur at any point in Operations Phase or Bonus Segment.

8.8 The Soviet Airforce

The Soviet Player must assign his Aircraft units to a specific Superior HQ at the start of each scenario. Soviet Aircraft units in all the scenarios may only conduct Artillery and Air Supply Missions for units under the command of the same Superior HQ they are assigned to. The assignment lasts the entire scenario.

EXAMPLE: Aircraft units assigned to the Trans-Caucasus Front Superior HQ may not fly Artillery Missions for Combat and Support Class units under the Don Front Superior HQ.

Any Soviet Aircraft unit may fly Air Superiority or Transfer Missions without the above restrictions.

8.9 Soviet Special Operations

The Soviet Player has a number of Special Operations that only he can perform. All Special Operations listed here occur at the end of the Operations Phase and follow the Standard Rules (see Section 13.9) concerning such except where noted below.

8.91 Construct Field Works: Soviet Construction Brigades may build Field Works during the course of the game (even in enemy ZOCs). The unit must conduct a Holding Operation during the Operations Phase and not be Disrupted, forced to Retreat or Eliminated during the German Player's turn. At the start of the next friendly Operations Phase, place a Field Works marker in the hex. The brigade is then free to conduct other operations in that Operations Phase. Field Works may be built in any type of terrain that is not impassable to enter.

8.911: NKVD Political units may also construct Field Works according to the above procedure, but may only do so in a City or Town hex.

8.92 Form Entrenchments: Entrenchments are Improved Positions offering a moderate defensive benefit. All rules concerning Improved Positions in the Standard Rules (see Rule 13.95) apply to Entrenchments except as noted below. Soviet leg Combat Class units may construct Entrenchments. Entrenchments may be constructed by having the unit conduct a Holding Operation the entire Operations Phase. At the end of the phase, place an Entrenchment marker in the hex. Already existing Entrenchments may be occupied by new leg units and Soviet AT Brigades by cnducting a Holding Operation. Soviet leg units occupying Entrenchments receive a −1 CRT and BCRT die roll modifier against enemy attacks and Barrage Missions. They may add +1 to their MR when making a MC. Entrenchments may be built on top of Field Works for extra protection.

8.921: A unit may leave a Entrenchment at any time but remove the marker as soon as the Entrenchment is unoccupied. As soon as an enemy unit occupies the hex where the Entrenchment is located, it is destroyed and removed from the map.

8.93 Provincial Control: NKVD Political units and HQ Class units may attempt Provincial Control. Refer to Exclusive Rule 4.47 for details of this Special Operation. HQ Class units conduct the operation in their respective phases, and NKVD Political units do so during the Operations Phase.

8.94 Demolitions: Soviet Operational HQs may conduct Demolition Special Operations against oil well Installations as in the Standard Rules (see Case 13.943).

9.0 COMMAND GAME EXCLUSIVE RULES

Use the following Exclusive Rules when playing **Edelweiss** with the optional Command Game.

9.1 Soviet Prevailing Orders

The use of the Command Game in **Edelweiss** is complicated by the fact that Strategic Withdrawal is a major Soviet tactic, and at times a "must" if the Soviet Player is to have any chance of winning the game. In spite of the fact that Stalin's famous "not a backward step" order was issued after the fall of Rostov, the Soviets proceeded to retreat some 400 miles into the Caucasus. They were, in fact, pursuing a deliberate elastic defense strategy, avoiding engagement, and extricating troops from dangerous situations to survive and fight again under better circumstances. Use the following rules to simulate the Soviet dilemmma.

9.11 General Instructions: The following City and Town hexes must be garrisoned at all times by a Combat Class unit: Novorossiysk, Krasnodar, Tuapse, Sukhumi, Batum, Groznyy, Ordzhonikdze and Mozdok (rifle brigades fill this assignment well). Each time the German Player captures one of these towns or cities, the Soviet Player's marker on the High Command Disposition Track is moved one box to the right (making it more difficult to get Stalin's permission to do anything). Should the Soviet Player re-capture the objective, he may shift the marker one box to the left in his favor.

In July and August: To simulate the elastic defense strategy initiated by Timoshenko and Zhukov, the Soviet Player is granted automatic permission for General Retreats of any size or number during the months of July and August. From September on, he must roll for permission as normal.

In September: Starting in September all Soviet units must "Stand Fast". All Combat and Support Class units must remain within 5 hexes of the front line at all times. The front line is defined as any enemy ZOC.

In October and November: In games lasting through these months, the Soviet Player must place at least 3 Operational HQs in Offensive Mode and conduct offensive operations with them. This requirement is considered met if the HQ's Supply Mode has been reduced to Depleted Mode before the next Strategic Overphase.

9.12 Beria's Meddling: Beria threw the entire threatre out of sync by shuttling from one HQ to another and throwing the weight of his murderous reputation and connections with STAVKA around. To simulate this, the Soviet Player should roll 1 die each Strategic Overphase and equally divide the chances among the available Superior HQs. Then place the Beria NKVD Political unit with the afflicted Superior HQ (the unit may move from anywhere to do this) and place the Beria Commander Chit in the Superior HQ's Command Box along with the regular commander. Beria will subtract −4 from the total reached for all command decisions involving the afflicted HQ. Naturally, he may not be "Relieved" of command.

9.2 German Prevailing Orders

In contrast to the Soviet Player, the burden of the attack falls on the German Player, who was being driven by an impatient Hitler. List was relieved of his command when Hitler suspected his lack of initiative in the field to be the reason behind the German failures. These considerations form the basis for the prevailing orders in **Edelweiss.** Though the victory conditions for the scenarios have been set up to more or less force the German Player to be aggressive, the Command Game adds the additional irritation of Hitler's impatience.

9.21 General Instructions: A timetable for the advance will be imposed on the German Player. The following objectives **must** be taken by the indicated dates or the German Player **must** move his marker on the High Command Disposition Track one box to the right for each failure.

Objective	Date	Game Turn
Voroshilovsk	Aug. 3	5
Maykop	Aug. 11	9
Krasnodar	Aug. 11	9
Pyatigorsk	Aug. 17	12
Mozdok	Aug. 27	17
Novorossiysk	Sept. 4	21
Tuapse	Sept. 10	24
Sochi	Sept. 22	30
Sukhumi	Oct. 4	36
Groznyy	Oct. 4	36
Ordzhonikidze	Oct. 16	42
Batum	Oct. 28	48

NOTE: The dates are calculated from a July 26th TURN 1. In some cases these timetable objectives are scheduled a bit after the historical fall, and in some cases they are scheduled before the historical fall.

9.22 Relief of List: If the Control Number on the Disposition Track ever exceeds List's Decision Rating, he will be considered "relieved of command" by a direct order of the Fuhrer (as List is rated 5, he would be relieved the moment Hitler's Disposition Marker enters the first box in the "Outraged" Section of the track. If List is relieved, Hitler will assume personal control of Army Group A. If this happens the German Command Game is more less over. **The only question the German Player may ask of the High Command is to Transfer Units.** In this instance, the CO will **not** be consulted, but the German Player may add the Decision Ratings of both commanders controlling the HQs involved in the transfer.

EXAMPLE: Assume the 57th Panzer Corps (normally under 1st Panzer Army) has been operating under Ruoff's 17th Army and Kleist wants it back. The German Player may add the ratings of Kleist (5) and Ruoff (3) for a total of 8, and use the 4-9 column on the Weight of Opinion Table.

9.23 Fuhrer Directives: If Hitler assumes control of Army Group A, the German Player will be forced to undertake offensive operations by a special order of the Fuhrer. A three turn grace period will be allowed after the dismissal of the German CO. After this, the German Player must place at least **three Operational HQs** into Offensive Mode and attack until the HQs assume Depleted Mode. If one of the objectives listed above on the timetable is taken that turn, the High Command Disposition Marker may be moved one box to the left. If one of the objectives listed above is not taken that turn, the Disposition Marker moves one box to the right and the special order to attack is repeated (the German Player must again put at least 3 Operational HQs into Offensive Mode and attack next turn and continue burning SPs). If the German Player does not have the SPs to do this, the marker continues to move to the right each turn no objective is taken. Once the marker reaches the rightmost box in the "Outraged" Section, the following penalties apply:

1) No questions (including transfers) may be asked of the High Command.
2) No commander may undertake any operation by initiative.
3) No German unit may be designated IND and all Combat and Support Class units must remain within Communications Radius of their parent HQ.
4) No German Leader may contribute bonus EPs to Engagement Groups.

9.231: Once the Fuhrer is totally outraged, he will only be pleased by success. Each time the German Player captures one of the timetable objectives while Hitler is in control, he may move the Disposition Marker one box to the left. If, by some miracle, he manages to get the marker into the "Uncertain" Section of the track, the Fuhrer relinquishes command! The German Player may freely promote officers as he wishes. One must be named to the CO position in Army Group A, and a maximum of three other promotions may be made to fill positions and realign the command structure. All penalties are negated, and the German Player resumes the Command Game normally.

10.0 INTRODUCTION TO THE SCENARIOS

Important! Please read this before beginning a scenario! To facilitate play all scenarios in **Edelweiss** will use discretionary setup. A specific location will be listed for each HQ, and all units subordinate to that HQ will set up within a specified number of hexes from the HQ's position. In some cases certain restrictions as to setup will be specified in order to tailor the starting dispositions of units to historical research. Unless otherwise indicated, the following rules apply to all scenarios:

1) In all scenarios the Strategic Overphase is already presumed completed at the start of the scenario. Only the Air Superiority Segment is carried out and then play proceeds with the Communications Phase.
2) All HQs start in **Depleted Mode,** ready to draw on and expand SPs to assume new Supply Modes (unless otherwise indicated). Players will be able to roll on the SST during the next Strategic Overphase (three turns away).
3) Units indicated as setting up **reduced** will deploy with their weaker side up.
4) All reinforcements enter the scenarios in Defensive Mode, and all Supply Columns start the scenarios empty.
5) The large 22"×34" maps are numbered into upper and lower map halves. If a scenario calls for only half of a map, fold the map in half between the xx26 and xx27 hexrows with the needed side face up.

Scenario 10.1 "The Battles for the Ports

This 10 turn introductory scenario chronicles the German 17th Army's drive along the Black Sea coast to capture Batum. The game begins August 23rd, 1942 (TURN 15) and ends September 10th (TURN 24)

Maps Used: Only Maps 2, 8a and 8b are used.

Initial Weather: Clear and Mild

SOVIETS: (First Player)

Partisans: 3 Infantry Cadres set up in hexes 3448, 4048, and 4143 (all near Maykop).

Provincial Control Total: 0

Rail Capacity: None

Command Track: Uncertain, in the right box.

Aircraft Units; 2 Fighters, any 1 Ground Support and any 1 Bomber with a maximum of two units at Tuapse and two at hex 3711 on Map 8b.

Naval Units: 1 Transport and 1 Escort unit are placed in the bay adjacent to Novorossisyk.

Commanding Officer: Budenny and Admiral Zhukov.

Superior HQs and Supply Units: COASTAL FRONT HQ (Cherivichenko commanding) is at Sukhumi. Two Supply Dumps, each with 12 SPs, are set up at Novorossiysk and Tuapse.

Operational HQs and Units Attached: 47th ARMY HQ (Kotov commanding) with 7 SPs is placed at the north city hex of Novorossiysk along with one Construction Brigade and the Novorossiysk Coastal Artillery unit. The following are placed within 2 hexes:

—77th Rifle Division
—318th Rifle Division
—337th Rifle Division
—353rd Rifle Division

56thARMY HQ (Ryzhkov commanding) with 8 SPs and 1 Construction Brigade sets up at Tuapse with the following units attached:

at hex 2452 on Map 2:
—1st Rifle Corps HQ (IND)
—three 3-2-1 Rifle Brigades (IND)
at hex 2446 on Map 2:
—one 4-2-1 Gds. Rifle Brigade (IND)
at hext 2050 on Map 2:
—32nd Guards Rifle Division
at hex 3301 on Map 8b
—242nd Mt. Division
within 3 hexes of Tuapse:
—236th Rifle Division
—176th Rifle Division
within 5 hexes of Tuapse:
—17th Kuban Cossack Corps HQ
—11th Cavalry Brigade
—12th Cavalry Brigade

A 1 PCF Marine unit is set up in Anapa and another at Tuapse. A 3 PCF Marine unit is placed in either hex of Novorossiysk.

Reinforcements: The Soviet Player receives 1 infantry replacement Step on Sept. 4th (TURN 21) and Sept. 8th (TURN 23). Units receiving this Step must be stacked with their parent Operational HQ in addition to any other Refit rules. On any turn, the CF Supply Column (empty) may enter Map 8b at hex 4816, expending +4 MPs to enter the map the first time.

GERMANS (Second Player)

Outposts and Patrols: The 44th Corps Outpost and 2 Infantry Patrols at Maykop Airfield.

Rail Capacity: None

Command Track: Obstinate, in the left box.

Aircraft Units: 1 Fighter at the Krasnodar Airfield.

Commanding Officer: List

Superior HQs and Supply Units: 17th ARMY HQ (Rouff commanding) sets up at Krasnodar and a Supply Dump with 4 SPs is placed on the Krasnodar Airfield hex. The 17th ARMY Supply Column with 4 SPs is set up at Kropotkin. Two 17th ARMY Caravans, each with 2 SPs, are placed within 5 hexes of Krasnodar.

Operational HQs and Units Attached: 44th JAEGER CORPS HQ (Angelis commanding) with no SPs is placed at Belorechensk with the following units within 2 hexes:

—97th Jaeger Infantry Division
—101st Jaeger Infantry Division

57th PANZER CORPS HQ (Kirchner commanding) with 4 SPs and Leader Kirchner is set up at hex 3146 on Map 2 with the following within 2 hexes:

—Slovak Motorized Infantry Division
all units of the 5th SS Mot. Division "Wiking"
—5th SS Mot. Div. HQ
—"Nordland" Pz. Gren. Rgt.

—"Westland" Pz. Gren. Rgt.
—"Germania" Pz. Gren. Rgt.
—5th SS Panzer Batt. (reduced)
—5th SS Mot. Engineer Batt.
—5th SS Mot. Recon Batt.
—5th SS Mot. AT Batt.
—5th SS Mot. AA Batt.

5th CORPS HQ (Wetzel commanding) with 4 SPs is placed at Krymskaya with the following units within 2 hexes:
—17th Army Heavy Artillery
—9th Infantry Division
—73rd Infantry Division
—125th Infantry Division
—198th Infantry Division

4th RUMANIAN ARMY HQ (Constantinescu commanding) with 3 SPs is set up at hex 4634 on Map 8a with the following within 2 hexes:
—3rd Rum. Mt. Infantry Division
—10th Rum. Infantry Division

within 3 hexes:
—5th Rum. Cavalry Division
—6th Rum. Cavalry Division

Three (3-1-0) Oil Brigades are placed within 3 hexes of Maykop.

Reinforcements: On Sept. 2nd (TURN 20) enter the following units in "A" Mode at either road hex 3535 or 3632 on Map 8a. These units are the Crimea Reserve. If the entry hexes are occupied, the German may displace enemy units as per Rule 5.13.

42nd CORPS HQ (Reserve Officer commanding) with 2 SPs and the following units attached:
—46th Infantry Division
—2nd Rum. Mt. Division
—4th Rum. Mt. Division
—19th Rum. Inf. Division
—20th Rum. Inf. Division
—8th Rum. Cav. Division
—9th Rum. Cav. Division

NOTE: 42nd Corps HQ is incapable of commanding all of the units above. The German Player must decide which will receive Command Control in the following turns.

Special Rules: The Soviet Player sets up and moves first. All HQs and units begin the game in Depleted Mode. All Soviet divisions may begin the game in Entrenchments.

The Soviet Player does not use the SST in this scenario. Instead, in each and every Strategic Supply Segment, he may place up to 12 SPs in any combination of port hexes currently controlled by him. No sea transport is required; the SPs simply appear.

The German Player does not use the SST either. Instead, 2 SPs are delivered each Overphase to the Krasnodar airfield. No Aircraft units are required; the SPs simply appear. The German may also bring up to 2 SPs from the Crimea if he captures a port. He may also exit a Supply Column towards Rostov as per Exclusive Rule 5.2.

This scenario does not begin on a Strategic Overphase game turn. The Soviets have Air Superiority the first turn and are presumed to have committed one Fighter the previous Overphase to do so.

At his option, the Soviet Player may replace Cherivichenko with Petrov using the normal procedure in the Command Game rules.

All oil well hexes are considered destroyed (Damage Level 2) at the start of the scenario. The German may attempt to repair the oil wells as per the Exclusive Rules. Soviet Partisans may conduct further Sabotage Operations against the wells.

Victory Conditions: Both Players may score points in this scenario. Total the points allotted for having been the last to occupy the following objectives at the end of the game:

Objective:	Points
Novorossiysk	3 (for each hex)
Sochi	2
Tuapse	2
Anapa	1
Repaired Well	1 (Damage Level 0, German only)

Compare the German total to the Soviet on the chart below:

Score	Victory Level
6+	Decisive German
3 to 5	Substantial German
0 to 2	Marginal German
−1 or −2	Draw
−3 or less	Decisive Soviet

The historical result was a draw, which was actually a Soviet victory when considering the fact the 17th Army was supposed to drive all the way to Batum!

Variants: All or some of the following options may be introduced into this scenario if the players desire:

1) Gross Deutschland Committed: The German Player may start the game with all units of the Gross Deutschland Division in Communications Radius of 57 PANZER CORPS HQ. Add the following units:
—GD Mot. Div. HQ
—Mot. Inf. Reg. "Fusilier"
—Mot. Inf. Reg. "Grenadier"
—Pz. Regiment "P"
—Arm. Recon Batt. "R"
—Mot. Engineer Batt. "E"
—Mot. Anti-Tank Batt. "AT"

The Soviet Player receives 2 NKVD Cadres at the start of the game anywhere on the map behind his lines and receives one 3-2-1 rifle brigade on TURNS 16, 19, and 24 at hex 4816 on Map 8b. The scenario is extended an additional 5 TURNS.

2) Konrad's Mountain Corps: Historically, Konrad deployed at Cherkessa and drove into the high mountain passes west of Mt. Elbrus toward Sukhumi. When this operation bogged down List asked for the use of the Corps to help in the attack against Tuapse. Hitler refused. On TURN 1 (or later) the German Player may enter the 49th Mountain Corps in D Mode with 2 SPs and the 1st and 4th Mt. Divisions at hex 4836 on Map 2. If the Command Game rules are being used, these units will be available on the first turn following approval using the Transfer option. The Soviet Player receives the 3rd Rifle Corps HQ and three 3-2-1 Rifle Brigades on TURN 18 (or 3 turns after 49th Corps appears) on hex 4816 on Map 8b.

3) 7th Parachute Division Assault: This division, including elements of the crack 22nd Air Landing Division, was still in the Crimea, poised for an air assault into the Caucasus. The 22nd was sent to Crete instead and the 7th was broken up and distributed throughout the army. What if it had been sent in? The German Player may conduct an air assault in accordance with the Exclusive Rules. If the German Player selects this variant, the Soviet Player may set up the 275th Rifle Division in IND status at the start of the scenario at Sochi. The 3rd Rifle Corps HQ plus three 3-2-1 rifle brigades appear hex 4816 on Map 8b on the turn after the Air Assault and the Soviet HS Naval unit may enter at the time along the southern edge of Map 8b as well.

4) Increased German Effort: The German Player is the 1st Player in the scenario and receives 4 SPs per Strategic Supply Segment at the Krasnodar Airfield.

Scenario Notes: The German Player has some difficult problems along with some interesting options to spice up his game. Here the Soviet has the advantage of terrain and good lateral communications between his two strong points in Novorossiysk and Tuapse. To make matters worse, the Soviet troops will probably be dug in in the few passes through the highlands, and prepared to take casualties if necessary to hold the line. In the north, the German Player has Wetzel's 5th Corps with four good infantry divisions backed up by the 17th Army's heavy artillery. These troops are probably capable of eventually slugging their way through the hills to Novorossiysk, unless the Soviet is allowed to reinforce the area as needed by pulling the units in from the 56th Army. To prevent this, Tuapse will have to be put under some pressure by the SS and jaeger divisions. This was the historical approach taken by the Germans, but it succeeded in gaining them only one of the two ports because the forces in the south were not strong enough to punch through the Soviet defenses. By the time reinforcements arrived the Soviets had already reinforced Tuapse from the north with the remnants of the battle at Novorossiysk.

Another option for the Germans is to first isolate the two strong points from one another by driving a wedge between them, possibly around the village at hex 2446. This can be accomplished with the jaeger divisions with help from one or more units of the 5th Corps as needed. If this move is able to cut the coast road it will prevent the Soviets from using it to shuttle divisions back and forth, and also serve to isolate the northern port from overland supply sources. Though the Soviets will still have the Black Sea fleet to keep some communications open, the main lifeline to the north will have been cut. All things considered, however, it will be difficult to capture both ports if the Soviet is on his game. Under normal conditions, the 5th SS Motorized Division could be relied upon to slice through the enemy rifle divisions, but the stacking restrictions will force it to operate in two groups. If the Germans have tried to play for a win and can't succeed, try out the scenario variants. Add Konrad's Mt. Corps first, and the German position improves a great deal. Combined with the jaegers in the south, the Soviet defense at Tuapse becomes such more difficult. The 7th Parachute Division is a wild card sure to played by the Germans in time.

The Soviets have quite a few advantages which must not be underplayed. They cannot rely on terrain alone to stop a resourceful German Player. The Soviet Player will have to squeeze the botttle and get everything he can from the position. Block all the roads to the coast and dig in. Try to have some defense in depth along the major routes to the ports to prevent the Germans from making a quick breakthrough. Keep one or two divisions in reserve to plug up holes that develop. The 32nd Guards is good for this, and if another division can be spared, all the better. The Marines can be used as a last ditch floating reserve, moved by sea to a port in danger of capture. Beyond these obvious defensive measures, don't ignore the "back game". The Soviet should keep his partisans busy harassing the oil brigades or ambushing Supply Columns. The air force can help by attacking German Supply Columns and Caravans also.

Scenario 10.2 "Stalemate on the Terek"

This 20 turn game pits the 1st Panzer Army against strong Soviet forces defending the Terek River line. The game begins on August 13th, 1942 (TURN 10) and ends on Sept. 20th (TURN 29).

Maps Used: Only Maps 4, 5, 6 and 7 are used.

Initial Weather: Clear and Mild.

SOVIETS: (First Player)

Partisans: 3 Cavalry and 2 Infantry Cadres in any occupied village.

Provincial Control Total: 0

Rail Capacity: 1

Command Track: Obstinate, in the center box.

Aircraft Units: 2 Fighters, any 2 Ground Support, and any 1 Bomber at any friendly Airfield.

Commanding Officer: Maslennikov and Beria

Superior HQs and Supply Units: TRANSCAUCASUS HQ (Maslennikov and Beria commanding) with 20 SPs, the TC Supply Column, the TC Motor Column, and the 1st NKVD Cadre "Beria" are placed at Mozdok.

Operational HQs and Units Attached: 46th ARMY HQ (Sergatskov commanding) with the 4th NKVD Cadre "Piyashev" and 7 SPs at Sukhumi. The following units are attached:
Within 6 hexes of the HQ:
—3rd Rifle Corps HQ
—three 3-2-1 Rifle Bdes.
Within 4 hexes:
—83rd Mt. Division
Within 2 hexes:
—3 Inf. Regiments (IND)
37th ARMY HQ (Koslov commanding) with 8 SPs at Pyatigorsk and the following units within 2 hexes:
—31st Rifle Division
—216th Rifle Division
—295th Rifle Division (reduced)
9th ARMY HQ (Koroteev commanding) with 8 SPs at Georgievsk and the following units within 2 hexes:
—30th Siberian Division
—395th Rifle Division (reduced)
—417th Rifle Division
44th ARMY HQ (Leselidze commanding) with 4 SPs at hex 2314 on Map 6 (with the following units within 5 hexes:
—89th Rifle Division
—151st Rifle Division
—349th Rifle Division
—394th Rifle Division
58th ARMY HQ (Reserve Officer commanding) with no SPs at hex 2127 on Map 7 with the following units within 2 hexes:
—2nd Gd. Rifle Corps
—three 3-2-1 Gd. Bdes.
—11th NKVD Division
—389th Rifle Division
—408th Rifle Division
—two (2-1-0) Mot. AT Bdes.

Set up one 3-2-1 Rifle Brigade (entrenched) in IND status at the following:
—Terek
—hex 1428 on Map 7
—hex 1531 on Map 7
Set up 1 NKVD cadre in the following:
—Nal'chik
—Ordzhondkidze
—hex 1428 on Map 7

Reinforcements: On Aug. 25th (TURN 16) the 9th and 20th Mt. Divisions arrive at hex 2352 on Map 7. One 3-1-0 Tank Bde. and the NKVD Division "Makhachkala" arrive at hex 4835 on Map 7.

GERMANS: (Second Player)

Outposts and Patrols: 1st Pz. Army Outpost and 1 Infantry Patrol at Voroshilovsk, 49th Mt. Corps Outpost and 1 Infantry Patrol at hex 3002 on Map 5, 52nd Inf. Corps Outpost and 1 Infantry Patrol at hex 3643 on Map 4, and 40th Pz. Corps Outpost and 1 Infantry Patrol at Nevinnomyssk. 1 Cavalry Patrol at hex 3539 on Map 4.

Rail Capacity: 1, with the railhead at Armavir.

Command Track: Obstinate, in the right box.

Aircraft Units: Any 1 Ground Support and 1 Bomber based at any German Airfield.

Commanding Officer: List

Superior HQs and Supply Units: 1st PANZER ARMY HQ (Kleist commanding) with 4 SPs and Leader Kleist and one 1st PANZER Supply Column at Armavir. One Caravan with 2 SPs sets up at hex 3643 on Map 5.

Operational HQs and Units Attached: 3rd PANZER CORPS HQ (Mackensen commanding) with no SPs and Leader Mackensen at Armavir (no units attached).
40th PANZER CORPS HQ (Geyr commanding) with Leader Geyr and 6 SPs at hex 3147 on Map 4 with the following units within 6 hexes:
All units of the 3rd Panzer Division:
—3rd Panzer Division HQ
—6th Panzer Regiment
—3rd Pz. Gren. Regiment
—394th Pz. Gren. Regiment
—3rd Arm. Recon. Battalion
—39th Arm. Eng. Battalion
All units of the 23rd Panzer Division:
—23rd Panzer Division HQ
—29th Panzer Regiment
—126th Pz. Gren. Regiment
—128th Pz. Gren. Regiment
—23rd Arm. Recon. Battalion
—125th Arm. Eng. Battalion
49th MT. CORPS HQ (Konrad commanding) with 1 SP and one 1st Pz. Army Caravan with 2SPs at hex 2651 on Map 4 with the following units within 3 hexes:
—HQ 1st Mt. Division
—two 3-2-1 Mt. Regiments
—HQ 4th Mt. Division
—two 3-2-1 Mt. Regiments
Within 2 hexes:
—2nd Rumanian Mt. Division
At hex 3002 on Map 5:
—one 3-2-1 Mt. Regiment
52nd CORPS (Ott commanding) with 4 SPs at hex 4442 on Map 4 with the following units within 2 hexes:
—111th Division
—370th Division

Reinforcements: On Aug. 19th (TURN 13) all units of the 13th Panzer Division appear at hex 1040 on Map 4 assigned to the 3rd PANZER CORPS HQ.

On Sept. 6th (TURN 22) all units of the 5th SS Mot. Division "Wiking" appear at hex 1040 on Map 4. The 5th SS Panzer Battalion (only) is reduced.

Special Rules: The German Player sets up first and moves second. The Soviet Player may set up 6 Field Work markers within 3 hexes of the Terek River. All HQs and units begin the game in Depleted Mode. The Soviet Player must add +2 to all his rolls on the SST in this scenario.

If using the Command Game, Maslennikov will be considered the Soviet CO (instead of Tyulenev) as well as the TRANS HQ commander. To simulate Beria's constant meddling at this stage, Beria will subtract −4 from the Weight of Opinion for all questions regarding withdrawals, transfers and abandoning bridgeheads. He will add +4 to questions regarding the relief of another commander.

If a German unit succeeds in climbing Mt. Elbrus, Hitler will throw a fit. To simulate this, move the German High Command's current disposition marker **two** boxes to the right.

Victory Conditions: The German Player will receive Victory Points for the following objectives. The Soviet Player must prevent the German from achieving various objectives.

The German Player receives 5 VPs for exiting at least 9 PCFs of a Panzer Division with a Communications Path of any length, free of enemy units or their ZOCs, back to its parent Operational HQ, off of the east edge of Map 7 south of the Terek River.

For capturing the following:

—Mt. Elbrus	1
—Nal'chik	1
—Mozdok	1
—hex 1839 on Map 7	1
—hex 2830 on Map 7	1
—Sukhumi	2
—Ordzhondkidze	2

—Groznyy 3
—Each Oil Well 1

At the end of the scenario, compare the German VP total to the chart below:

Score	Outcome
4 or less points	Decisive Soviet
5 to 7 points	Substantial Soviet
8 or 9 points	Marginal Soviet
10 to 12 points	Marginal German
13 to 15 points	Substantial German
16+ points	Decisive German

Historically, the Germans took all the first 5 geographic objectives and nearly captured Ordzhondkidze for a score of 5.

Variants: The following variants were historically plausible during this scenario:

1) Gross Deutschland Division: Assume this division were assigned to Kleist's 1st Pz. Army for this scenario. The German Player may begin the scenario with all units of the Gross Deutschland Division (the Panzer Regiment reduced) within 4 hexes of any German Panzer Corps. HQ.

2) 16th Motorized Division Recalled: On station at Elista, this division was watching the vast gap between 1st Panzer Army and 6th Army at Stalingrad. On any turn with a Strategic Overphase (TURN 10, TURN 13, etc.) the German Player may enter all units of this division with Leader Schwerin during the Reinforcement Phase at hex 3427 on Map 4. On entry, and every three turns later, the Soviet Player may roll a die to activate the 28th Army. On a roll of "6" (adding +1 to the roll for every three turns) the 28th Army appears. Place the 28th Army HQ (Gerasimenko commanding) and the 61st, 271st, 276th and 351st Rifle Divisions along any northern mapedge hex east of hex 3427 on Map 4.

3) Accelerated Soviet Buildup: This variant should only be used in conjunction with one or both of the two above. The Soviets were buying time while they brought reserves in over the Caspian Sea and through Iran and Turkey. They received trucks, tanks, aircraft and other war supplies from the USA, and eventually began to field better equipped divisions. This variant assumes an increased level of Allied aid which allows the Soviets to deploy a combined force of cavalry and semi-motorized units under Kirichenko to parry the German advantage in mobile units. On Aug. 31st (TURN 19) enter the Cavalry/Mech HQ (Kirichenko commanding) with 4 SPs in A Mode at hex 4835 on Map 7 with the following units:

—5th Gd. Cavalry Corps HQ
—13th Cavalry Brigade
—15th Cavalry Brigade
—4th Gd. Cavalry Corps HQ
—9th Gd. Cavalry Brigade
—10th Gd. Cavalry Brigade
—21st Motorized Division
—2nd Guards Inf. Div. (entrucked in the DF Motor Column)

Scenario Notes: In this scenario the German spearhead units of the 40th Panzer Corps were driving hard for Pyatigorsk as the game opens. Ott's 52nd Corps to the North and Konrad's 49th Mt. Corps to the south provided flank protection to the panzers. The first obstacle is the high ground and headwaters of the Kuma River near Pyatigorsk. It must be broken with a minimum of delay to drive the Soviets back to the Terek. If it looks like the Soviet Player will make a fight for this line, Ott will have to cross the Kuma to the north and outflank the position, or alternatively, Konrad could send his divisions through the village at hex 3502 on Map 5 instead of launching them towards the Black Sea coast. If you break through quickly, and rush the Terek early on, you may catch the Soviet napping.

The Soviet Player will probably have his main line of resistance along the Terek, with reserves behind the main loop of the river in a position to repel German crossing attempts. The main road, however, is **north** of the river, and this forces the Soviet to put in a strong defense at Mozdok. Though the German Player may look at all the open ground to the north and contemplate simply driving around this Soviet strong point, be careful! The Soviet will have air superiority, and the lack of east-west communications north of the river make supply a difficult prospect. This could be worsened by Partisan activity in this area.

Mozdok is a "must take" for the Germans. The only inviting prospects in the north might see Ott's troops pushing out to cross the Kuma in the vicinity of Budennovsk, and then moving in a wide arc which will eventually aimed at the Terek. If the Gross Deutschland or 16th Motorized variants are in play, these would be excellent units for this assignment.

The prospects in the south will require some infantry support from Konrad if they are to succeed. The Germans tried both approaches, and found their forces inadequate to the task. It may be better to concentrate on one or the other, and avoid getting your forces split by the bulge in the river.

The Soviet Player has a classic central defensive position behind the Terek, with interior lines and command of the air. They should delay at the Kuma for as long as possible, and then retreat to the safety of their "water castle" in the Terek River bend. Behind its swift-flowing walls a competent Soviet Player can parry the German crossing efforts with good success. That Mozdok should be held as long as possible goes without saying. The 9th Army should be pulled south unless Ott is getting interested in Budennovsk. If the German tries an end around, consider a counterattack to cut the roads he needs for supply instead of a frontal defense. Remember, supply is the key to the game, and an indirect approach which aimed at cutting the extended German supply lines was the key to almost every Soviet victory during this period of the war in the South. By all means, your airforce and partisans should be hunting down Supply Columns! Remember that defense is the most powerful expression of warfare, and you have all the elements required to stop Kleist in his tracks.

Scenario 10.3 "The Drive South"

This scenario covers the opening stages of Operation "Edelweiss" as the Germans burst out of Rostov towards the oil fields to the south. This scenario begins on July 26th, 1942 (TURN 1) and ends on August 17th (TURN 12).

Maps Used: Only Maps 1, 2, 3, 4, 8a and 8b are used.

Initial Weather: Clear and Warm.

GERMANS (First Player)

Outposts and Patrols: None at start. May be created normally.

Rail Capacity: 1, but the railhead marker begins in Rostov.

Command Track: Obstinate, in the left box.

Aircraft Units: 1 Fighter, 1 Ground Support and 1 Bomber at Rostov Airfield or at an off board Airfield on the Army Organization Display.

Commanding Officer: List.

Superior HQs and Supply Units: 17th ARMY HQ (Rouff commanding) with one 17th Supply Column with 4 SPs at Rostov. 1st PANZER ARMY HQ (Kleist commanding) with Leader Kleist and one 1st Pz. Supply Column with 4 SPs at Manychskaya.

Operational HQs and Units Attached: The following units begin under the command of the 17th ARMY HQ at start. All the following units are placed within 2 hexes north of the Kagalnik River on Map 1: 5th CORPS HQ (Wetzel commanding) with 4 SPs and the following units attached:

—17th Army Heavy Artillery
—9th Infantry Division
—73rd Infantry Division
—125th Infantry Division
—198th Infantry Division

44th JAEGER CORPS HQ (Angelis commanding) with no SPs and the following units attached.

—97th Jaeger Division
—101st Jaeger Division

49th MOUNTAIN CORPS HQ (Konrad commanding) with 3 SPs and the following units attached.

—1st Mt. Division
—4th Mt. Division
—2nd Rum. Mt. Division

The following units begin attached to 1st PANZER ARMY HQ at the start of the game:

57th PANZER CORPS HQ (Kirchner commanding) with 2 SPs and Leader Kirchner sets up at hex 4405 on Map 1 with the following within 1 hex:

—Slovak Mot. Inf. Division

all units of the 5th SS Mot. Division "Wiking"

—5th SS Mot. Division HQ
—"Nordland" Pz. Gren. Regiment
—"Westland" Pz. Gren. Regiment
—"Germania" Pz. Gren. Regiment
—5th SS Panzer Batt. (reduced)
—5th SS Mot. Engineer Batt.
—5th SS Mot. Recon. Batt.
—5th SS Mot. Anti-Tank Batt.
—5th SS Mot. Anti-Air. Batt.

3rd PANZER CORPS HQ (Mackensen commanding) with 2 SPs and Leader Mackensen is placed at Bataysk with the following units within 1 hex:

All units of the 13th Panzer Division:
—13th Panzer Division HQ
—4th Panzer Regiment
—66th Pz. Gren. Regiment
—93rd Pz. Gren. Regiment
—13th Mot. Recon. Battalion
—4th Arm. Eng. Battalion

All units of the 16th Motorized Division:
—16rd Mot. Div. HQ with Leader Schwerin
—60th Mot. Inf. Regiment
—156th Mot. Inf. Regiment
—116th Mot. Recon. Battalion
—146th Mot. Eng. Battalion

40th PANZER CORPS HQ (Geyr commanding) with Leader Geyr and 5 SPs at Proletarskaya with the following units within 2 hexes of the Manych River on the north side:

All units of the 3rd Panzer Divisions:
—3rd Panzer Division HQ
—6th Panzer Regiment
—3rd Pz. Gren. Regiment
—394th Pz. Gren. Regiment
—3rd Arm. Recon. Battalion
—39th Arm. Eng. Battalion

All units of the 23rd Panzer Division:
—23rd Panzer Division HQ
—29th Panzer Regiment
—126th Pz. Gren. Regiment
—128th Pz. Gren. Regiment
—23rd Arm. Recon. Battalion
—125th Arm. Eng. Battalion

Three (3-1-0) Oil Brigades may be placed within 6 MPs of any Operational HQ at start.

Reinforcements: The following enter on TURN 1 at any northern mapedge road hex attached to 17th ARMY:

4th Rumanian ARMY HQ (Constantinescu commanding) with no SPs.
—3rd Rum. Mt. Division
—10th Rum. Infantry Division
—5th Rum. Cavalry Division
—6th Rum. Cavalry Division

The following enter on TURN 1 at any northern mapedge road hex attached to 1st PANZER ARMY:

52nd CORPS HQ (Ott commanding) with 2 SPs and the following units attached:
—111th Infantry Division
—370th Infantry Division

SOVIETS (Second Player)

Partisans: 3 Infantry and 2 Cavalry Cadres anywhere on the map.

Provincial Control Total: 0

Rail Capacity: 1

Command Track: Uncertain, in the right box.

Aircraft Units: 1 Fighter, 1 Ground Support and 1 Bomber at any friendly Airfield.

Naval Units: 1 Transport and 1 Escort unit are placed at Novorossiysk.

Commanding Officer: Budenny and Admiral Zhukov.

Superior HQs and Supply Units: COASTAL FRONT HQ (Cherevichenko commanding) with 20 SPs and the CF Supply Column sets up at Tuapse. DON FRONT HQ (Malinovskii commanding) with 12 SPs and the DF Supply Column is placed at Mineralnye Vody.

Operational HQs and Units Attached: 18th ARMY HQ (Kamkov commanding) with 8 SPs sets up at Starominskaya with the following units within 6 hexes:
—63rd Cavalry Brigade
—319th Rifle Division
—353rd Rifle Division
—383rd Rifle Division

56th ARMY HQ (Ryzhkov commanding) with 8 SPs is placed at Pavlovskaya with the following units attached:

at Krasnodar:
—17th Kuban Cossack Corps HQ (IND)
—11th Cavalry Brigade (IND)
—12th Cavalry Brigade (IND)

at Belorechensk:
—1st Rifle Corps HQ (IND)
—three 3–2–1 Rifle Brigades (IND)

within 6 hexes of 56th ARMY HQ:
—30th Cavalry Brigade
—176th Rifle Division
—236th Rifle Division

12th ARMY HQ (Grechko commanding) with 7 SPs is set up at hex 1322 on Map 3 with the following units within 5 hexes:
—115th Cavalry Brigade
—317th Rifle Division
—339th Rifle Division
—347th Rifle Division
—414th Rifle Division

37th ARMY HQ (Koslov commanding) with 8 SPs is placed at hex 2124 on Map 3 with the following units within 6 hexes:
—110th Cavalry Brigade
—31st Rifle Division
—216th Rifle Division
—295th Rifle Division (reduced)

51st ARMY HQ (Trufanov commanding) with 7 SPs is set up at hex 3911 on Map 3 with the following within 6 hexes **west** of the HQ:
—157th Rifle Division
—159th Rifle Division (reduced)
—203rd Rifle Division (reduced)
—302nd Rifle Division

47th ARMY HQ (Kotov commanding) with 7 SPs is set up at hex 4234 on Map 8a with the following units attached:

at Taman:
—32nd Guards Rifle Division

at Novorossiysk (north city hex)
—Novorossiysk Coastal Heavy Artillery

within 6 hexes of the 47th ARMY HQ:
—77th Rifle Division
—318th Rifle Division
—337th Rifle Division

One 3 PCF Marine unit is placed at Taman and another at Anapa. Place 1 Construction Brigade at Tuapse and another at Mineralnye Vody. The 7th NKVD cadre "Chibi" is set up at hex 2008 on Map 3 and the 6th NKVD battlegroup is placed at Salsk. Place 6 Remnants anywhere within 10 hexes of Soviet Operational HQs. Place an Armored Train at Armavir, Novo-Alexandrovka and Krasnodar.

Reinforcements: On the first turn with a Strategic Overphase following the German capture of Maykop, place the 2nd Guard Rifle Corps HQ with three 3–2–1 Gd. Brigades at Georgievsk (or the nearest town or city if occupied). In addition, place ten 3–2–1 Rifle Brigades (IND) on any Operational HQ so long as no HQ receives more than two. These units appear automatically on Aug 9th (TURN 8) if Maykop is not taken. If playing with Command Game Rules, the Soviet Player must receive permission starting TURN 7 from the High Command using the "Transfer Reserves" line if the units have not already been released. If permission is received on TURN 7, the units appear on TURN 8.

Special Rules: The Soviet Player sets up first and is the Second Player in this scenario. All HQs and units begin the game in Depleted Mode.

Victory Conditions: As this scenario is basically a foot race, the German player will be awarded points for simply keeping to the historical rate of advance. The German gets 2 VPs for taking an objective by the historical date and 1 VP for capturing it after the date. If an objective is taken early, a number of bonus VPs equal to the number of turns it was taken before the historical date will be awarded.

EXAMPLE: If Maykop falls on TURN 6 instead of TURN 8, award the German 2 bonus VPs in addition to the 2 VPs for capturing it.

A extra 5 VPs each will be awarded for the capture of Novorossisyk (both hexes) or Tuapse anytime during the scenario.

Objective	Game Turn	Historical Date
Voroshilovsk	4	August 1st
Armavir	6	August 5th
Maykop	8	August 9th
Krasnodar	8	August 9th
Georgievsk	11	August 15th
Pyatigorsk	12	August 17th

Even though the Soviets were adopting an elastic defense by rapidly withdrawing to the rugged mountains to the south, the pace of the German advance was an amazing feat when considering the distances involved. Using the following final VP total to determine victory:

German Score	Outcome
16+	German Decisive
14 or 15	German Substantial
12 or 13	German Historical
10 or 11	German Marginal
5 to 9	Soviet Moral Victory
4 or less	Soviet Solid Showing

Variants: The following variants can be used in this scenario.

1) Gross Deutschland Moves South: Historically, the elite Gross Deutschland Division accompanied the 40th Panzer Corps as far as the Manych River before being ordered to head north for Stalino to entrain for use elsewhere on the front. List complained bitterly that with the loss of most of Hoth's 4th Panzer Army, now heading for Stalingrad, he would need this division in the Caucasus. This variant assumes his argument prevailed. Allow the Gross Deutsch-

land Division (the panzer regiment reduced) to enter on any northern road hex on Map 3 on TURN 1. This division must be assigned to the 40th PANZER CORPS HQ under 1st PANZER ARMY.

2) Scenario Extension: Players may extend this scenario out indefinitely and refer to the Campaign Game Scenario for the entry of new units.

Scenario Notes: This scenario is a race against time as the German player tries to capture major objectives on schedule. In terms of ground gained as compared to the time involved, the 17th and 1st Panzer Armies will make remarkable progress if the German Player does not allow himself to become bogged down with major engagements against stubborn Soviet delaying forces. Aside from engaging in the pleasure of overrunning the Caucasus, the Germans were also trying to find and pocket their elusive enemy. In driving south the German Player should realize that he has as much to gain by **bypassing** enemy concentrations as he has trying to bull into them with his fast divisions. Supply is the name of the game. If the German can keep his spearhead divisions fueled, they can race for the victory objectives secure in the knowledge that even if they become isolated from supporting forces the Soviet Player has very little on the board that can bother them. So turn the panzers loose and let them run like hounds to the south! Forget flanks and rear, just keep moving to the front. As your infantry follows up the advance they can deal with any Soviet units that have been left in your wake. The faster you advance, the more you compel the Soviet to withdraw to salvage some defensive front to the south.

For the Soviet it doesn't look like much of a game at first. No tanks, and without them there is little that can be done about the German panzers! Head for the hills, and get a small taste of what a General Retreat is all about! The weak forces that were ranged against the German invaders were intended to accomplish one purpose—delay. The Soviets were desperately trying to evacuate the industrial equipment from Maykop, Krasnodar and elsewhere, while organizing defenses further south. They needed time if they were going to have any chance of stopping the Germans from waltzing right into Batum and Baku as planned. As the Soviet Player you have to give your unseen comrades to the south that time. By preventing the German Player from attaining his objectives, by unhinging the timetable of his advance, you will have secured your main strategic objective.

In the beginning, be careful not to deploy too far forward. The Germans are fast, and they will undoubtedly leap out of the starting gate with at least one or two corps in Offensive Mode on a forced march. Chances are, the hot weather may prevent too many German forced marches, but you must compensate by skillful and timely uses of the General Retreat rules. The added movement conferred on your slow rifle divisions is a must. Yes, you will eventually see your retreat become a disorderly rout, but you will have to depend on a few well chosen rear guard actions to cover your withdrawal. Use your cavalry well! These faster formations can linger around the advancing German infantry and slow them down. Always keep your remnants on the road net or in towns or villages along the line of the German advance. Even your armored trains can be used to build up a strongpoint, possibly at Tikhoretsk, where some defense should be made.

But don't get carried away! If you let a significant part of your force get encircled you can write off one or both of the ports along the coast, and with them, the game. By all means, be stubborn, but choose your battles carefully. If you can manage to hold one or two key objectives long enough to deny the German Player his points your game gets much brighter. Pushing the 17th Kuban Cossacks or the 1st Rifle Corps into Armavir is a nice move that will force the German to divert battle worthy divisions to push you out. But when the going gets rough, get going. You can't afford to lose troops at this stage. Remember that your best defensive line lies to the south. Once there, the advantage suddenly shifts to you! The German will have used up his supplies, and stretched out his lines of communications, while you are falling back on your supply sources into good defensive positions. The mobility of the panzer divisions will begin to melt away as they approach the Caucasus range, but your infantry will still be able to maneuver quite well.

By all means you must screen the ports along the coast. Maykop and Krasnodar are major objectives, but they will fall in time anyway. Losing Maykop will trigger your defensive reserves. It may be useful to try and hold along the Kuban River near Krasnodar for a while, depending on what the Germans are doing near Maykop. If the Mountain or Jaeger Corps show up in that area, watch out. These divisions maneuver well in the high ground, and you could find they have quite a kick if properly employed. The German could try to phalanx these excellent troops and try to bull his way through to the ports with a little support up the main roads by one good panzer unit—probably the SS "Wiking". By the time the German infantry arrives on the scene, you have to be dug in around the ports. Use your naval transport capability to shuttle reserves if necessary, and keep your air force busy with harassing barrage attacks—maybe even on the wayward German Supply Columns! The Soviets will have to dance in this scenario, or they will pay the piper in the end.

Scenario 10.4 "Operation Edelweiss"

The German attack into the Caucasus on July 26th, 1942 began an extremely long and arduous campaign. The advance began at a blistering pace, and had penetrated to a depth of some 400 miles in the first month alone! After this a number of factors combined to stall German progress. Stiffening Soviet resistance and air superiority, the increasingly rugged terrain, and supply difficulties all combined to bring the advance to a halt. For a period of about 45 days, from early September to mid-October, German formations slogged about trying to penetrate the Soviet defense and reach their long term objectives without success. The 17th Army, charged with the capture of all the Black Sea ports as far as Batum, only succeeded in taking its northernmost objective at Novorossiysk. Even this victory was a hollow one in that the Soviets held on to the southern half of the bay and thereby denied the Germans any large scale use of the harbor. Further south, Kleist's last bid at outflanking the Soviets' Terek River positions was launched in late October and had been beaten off by the first week of November.

This extremely long campaign would require a hefty investment in terms of time, patience and table space if played to a conclusion. After the repulse near Ordzhonikidze, Kleist held on **for another thirty game turns** until January 1st, 1943! When the order finally came to withdraw north to Rostov he conducted a skillful retreat over the next three weeks with his mobile elements while the bulk of the infantry withdrew toward the Taman Peninsula where they held on for many more months.

As **Edelweiss** is intended as a study of German offensive operations in the Caucasus, the Soviet pursuit of Kleist to Rostov in January, and the "Gory/Morsky" (Mountains/Sea) operation against the 17th Army in February of 1943 are not included here. For now, the campaign game rules will be structured to allow maximum flexibility for the Players, and will encourage the use of many non-historical, but very plausible choices which were open to the Germans. Try out the many "what ifs" which could have affected the outcome of the campaign. Were the long term objectives of Batum and Baku possible, or just an optimistic dream in the Fuhrer's mind?

Maps Used: All maps are used in this scenario.
Initial Weather: Clear and Warm.
Provincial Control Total: 0

Set Up: This campaign game begins on July 26th, 1942 and all units are placed exactly as described in Scenario 10.3. After setting up the campaign game, the Soviet Player should place all remaining Guards, rifle, cavalry, motorized and NKVD divisions (not NKVD Political units) into a cup and set it aside. This will constitute the **Reserve Pool,** and when purchasing a unit from the pool the Soviet Player must make a random pick from the cup. There is thus a chance to pick a low grade rifle division or an excellent Guards or NKVD division. After the cup is exhausted, the Soviet Player may refill it with units from the "dead" pile. All Operational and Corps HQs not called for in the initial set up should also be set aside along with any brigades, regiments, marines, armor, antitank, NKVD Political units, and Aircraft and Naval units. The Soviet Player may purchase these units at his own discretion, choosing whatever he desires from the counters available.

Special Rules: The German Player sets up first and is the First Player in the campaign game. Strategic Overphases occur normally on TURNS 4, 7, 10 etc. The German Player receives his TURN 1 reinforcements listed in Scenario 10.3 but the Soviet Player does not receive any. Instead, additional reinforcements are brought into play through Campaign Options (German) or by expending Reserve Points (Soviet).

The Turn Bid: The Campaign Game will begin with a **turn bid** by the German Player which must be at least 20 turns, but not more than 50 turns. This turn bid will set the minimum number of Victory Points the German Player is required to achieve to obtain a **Draw** against the Soviet Player. Multiply the number of turns bid by the German Player by **two.** This is the number of **Reserve Points** available to the Soviet Player at the start of the campaign. Mark the total Reserve Points available on the point track on the Soviet Army Organization Display.

Soviet Reserve Points: The Soviet Player may spend Reserve Points during the Reinforcement Phase on any turn with a Strategic Overphase (TURN 4, TURN 7, TURN 10 etc.) to purchase units from the available countermix. Keep a running total of available Reserve Points on the track. Reserve Points may be spent during any eligible Reinforcements Phase in the game, **but the Soviet Player may never spend more points than twice the number of turns which have passed to date.**

EXAMPLE: During the Reinforcement Phase on TURN 4, the Soviet Player may spend no more than 6 Reserve Points (three turns passed so far times two). During the Reinforcement Phase, on TURN 7, he may expend no more than 12 Reserve Points, for a total of 18 expended during the first two Overphases. He may continue to expend points until his allotment runs out.

Cost for units are as follows:

Unit Type	Point Cost
Trans Caucasus Superior HQ	5
Operational HQ	2
Rifle Corps HQ + 3 Rifle Bdes.	4
Guards Corps HQ + 3 Gd. Bdes.	5
Cav. Corps HQ + 3 Cav. Bdes.	5
Random Div. from Reserve Pool	2
1 Tank Bde. + 1 Anti-Tank Bde.	2
1 Rifle Brigade or Regiment	1
1 TR Naval unit + a 3 PCF Marine	2
1 ES Naval unit + a 1 PCF Marine	2
1 HS Naval unit	2
1 Aircraft unit	2
1 NKVD Political unit	1
1 Construction Brigade	1
1 additional Rail Capacity	5

Conditional Reserve Points: The Soviet Player may receive additional Reserve Points over and above his initial allocation from the German turn bid. Whenever the German Player chooses to exercise one of his Campaign Options (below), the Soviet Player will be granted a specified number of additional Reserve Points for his use during the game. They are simply added to the Reserve Points he already has, increasing the total points available to purchase reserves.

Reserve Unit Placement: A new Superior or Operational HQ may only be started on Map 5 or Map 7 in any Soviet-controlled objective hex (see below) which is able to trace a Communications Path by a string of unbroken major or minor road hexes to either Batum, hex 2352 on Map 7, or hex 4835 on Map 7. Units purchased with Reserve Points must be placed on or adjacent to any Soviet Operational HQ (even if in an enemy ZOC) which meets the Communications Path requirement above, as long as no single Operational HQ receives more than **ten** Reserve Points of units in a given turn. In addition, units may not be placed with an Operational HQ in excess of its Command Rating.

EXAMPLE: Assume that the Soviet 18th Army HQ with a Command Rating of 8 is presently controlling four rifle divisions. On TURN 7, the Soviet Player wishes to reinforce this HQ and spends 12 Reserve Points on pulling six divisions (at 2 points a pick) from the Reserve Pool. He may only assign four of these divisions to the 18th Army HQ as it has now reached its Command Rating.

Aircraft units may be placed at any friendly Airfield. Naval units appear at the south map edge of Map 8c.

German Strategic Attrition: The terrible wear and tear experienced by the Germans is simulated by the attrition of his mobile units. During the Reinforcement Phase on every turn with a Strategic Overphase (TURN 4, TURN 7, etc.), the **Soviet** Player may choose a German **mobile Combat Class unit** and reduce it **one** step. The unit chosen must have two steps and the Soviet Player must choose a unit from a different division each time until all of the mobile divisions in play have suffered an attrition loss. If no mobile division qualifies for attrition, it does not occur.

NOTE: It may seem odd allowing the Soviet Player to inflict attrition on the German but he is most likely to choose the most threatening division which is also likely to be the unit that has penetrated the deepest and thus traveled the hardest of the lot.

German Campaign Options: The German Player may choose to exercise one of the following options during the Reinforcement Phase on any turn with a Strategic Overphase (TURN 4, TURN 7, etc.). He may choose to exercise a maximum of three per game (but no more than one per Overphase). Once chosen, the benefits of the option last for the rest of the game.

1) Increased Supply Effort: The German Player may deploy two Supply Column counters for the 1st Panzer Army (ignore the Supply Column limit printed on the counter) and each Superior HQ may deploy one additional Caravan above the normal limit of two (use the 4th Pz. Army Caravans as the extras). In addition, the German receives a −2 die roll modifier on the SST roll.

Soviet Reserve Point Bonus: 10

2) Luftflotte Four: List calls for and receives increased air support. The German Player may add 1 Fighter, 1 Ground Support and 1 Bomber to his Aircraft unit total. This units may be based at any German airfield within normal restrictions.

Soviet Reserve Point Bonus: 4

3) Gross Deutschland Division: All units of this elite division may enter along any northern map edge hex on the turn it is requested. Like all reinforcements, it enters in D Mode and IND Status.

Soviet Reserve Point Bonus: 6

4) The 7th Parachute Division: The German Player may conduct an Air Assault in accordance with the rules outlined in Exclusive Section 7.10. The Soviets do not get the 275th Rifle Division, as they do in Scenario 10.1.

Soviet Reserve Point Bonus: 8

5) Crimean Reserve Mobilized: The German Player may land troops at either road hex on the Taman Peninsula map. The following units land in A Mode:

42 CORPS HQ (Reserve Officer commanding) with 4 SPs.

—46th Infantry Division

—50th Infantry Division

—3rd Mountain Division

—any 2 Rumanian units not currently in play.

Once on shore, these units must establish normal communications with a Superior HQ and find a source of supply.

NOTE: These troops represent an augmented assault group the Germans could have assembled in spite of shipping much of the 11th Army off to Leningrad. The 3rd Mt., while not stationed in the Crimea, could have been made available to answer the need for more mountain troops.

Soviet Reserve Point Bonus: 8

6) Local Recruitment: The German may recruit disaffected locals for garrison or anti-partisan duty. Add three Cavalry and three Recruit Patrols (active) to the German forces. These counters may be set up immediately within 6 hexes of any German Operational HQ.

Soviet Reserve Point Bonus: 2

Soviet Campaign Options: The Soviet Player may choose **two** of the following options during any Reinforcement Phase at no extra cost in Reserve Points:

1) The Cavalry Mech Group: The Soviet Player may deploy Kirichenko's "Cavalry Mech Group" HQ. Though this force was not assembled until January, 1943 this HQ may be deployed to allow the Soviet Player the capability to deploy an HQ with a Mobile Division Rating greater than 0. Normally, an HQ rated 0 may only control one armor brigade at most, but the Cavalry Mech Group HQ is rated 1 meaning it can control up to 2 armor brigades or 1 motorized division. Refer to Scenario 10.2 for the composition of the group. These units appear like any new Operational HQ. Pick out all the pieces (or equivalents) of the group from the pool or spares. There is no Reserve Point cost to do so. This option may not be chosen before Aug. 31st (TURN 19).

2) Parachute Commando Raid: The Soviets had a Special Marine Landing Regiment (the 90th) for use in an airborne assault capacity. To simulate this the Soviet Player may deploy up to 3 PCFs of Marine units (any denomination) in any Soviet-controlled Airfield along the Black Sea coast. During the Operations Phase, these PCFs may be dropped on any Elevation 0 or 1 Clear terrain hex within 30 hexes of the Airfield. The German Player may not intercept this paradrop by air; he will have to deal with it after the fact on land.

3) Forest Fires: The Soviet Player may deliberately set a maximum of any three wood or

forest hexes on fire at any point (even after the German's turn has started) during the campaign game. Fire hexes add a +2 MP penalty to any unit entering the hex or tracing a Communications Path through it. They reduce a unit's ZOC/SR by −1. Fires last 1 complete turn.

4) Off Board Movement: Many of the replacements and equipment which formed the Terek River defenses came in over the Caspian Sea. The Soviet Player can choose to have a limited off board movement capability using the track on the Army Organization Display. Units may exit the map at the indicated points and move 1 box along the track each Operations Phase. Units may reenter the map during the Reinforcement Phase the turn they are eligible to appear at the chosen destination. Each box has a small number printed in it which the box's stacking capacity expressed in divisions (or division equivalents). The number of units in a box may not excced the stacking capacity. New units bought with Reserve Points may be started in Astrakhan, Machachkala or Baku provided an Operational HQ is moved there (or bought first).

Elista Garrison: If the German player controls the town of Elista and has at least three PCFs within 3 hexes of Elista, the Soviet Player must announce his intention to enter reserves along the east edge of Map 3 one turn before they are entered.

NOTE: The presence of the German garrison results in this intelligence gain.

Victory Conditions: As stated above, the initial German turn bid is the minimum number of Victory Points the German must obtain for a DRAW. For every 10 VPs the German gains over and above his initial turn bid, he will increase the level of his victory by one through a sliding scale of "marginal", "substantial", and "decisive" victories. If the German fails to gain VPs equal to the minimum number of turns bid, he will concede a victory to his opponent. This victory will increase for every 5 VPs **below** his bid.

EXAMPLE: If the German bids 20 turns at the start, he would need 30 VPs for a Marginal Victory, 40 for a Substantial, and 50 for a Decisive. A score of less than 20 would be a Soviet Marginal, less than 15 a Substantial, and less than 10 a Decisive.

As the initial turn bid involves a certain amount of strategy and planning the Victory Point schedule is presented below. The German player receives VPs for capturing and holding these objectives on or before the end of the game.

Objective	Victory Points Earned
Salsk	1
Tikhoretsk	1
Armavir	2
Voroshilovsk	2
Krasnodar	2
Elista	1*
Pyatigorsk	3
Maykop	3
Mt. Elbrus	1**
Mozdok	3
Novorossiysk	4***
Tuapse	5
Sochi	5
Sukhumi	5
Nal'chik	4
Ordzhondkidze	5
Groznyy	5
Poti	5
Batum	5
Exit Map 6 at 4802	3
Exit Map 7 at 2352	5
Exit Map 7 at 4835	7
Repaired Oil Well	1****
Total	**80**

*If Elista is not taken on or before TURN 9 the Soviet Player may use it to stage reserves bought with Reserve Points in the Overphase on TURN 10 or later.

**A warflag counter must be planted on the summit to claim the point. Move the High Command Disposition marker two boxes to the right to reflect Hitler's displeasure over this event.

***Must capture both hexes or 0 points.

****Maximum of 3 points may be claimed.

To claim points for exiting the map, the German must exit at least one division currently in Offensive or Defensive Mode, worth 9 PCFs or more, and maintain a road link free of enemy units or their ZOCs to it by the games' end. Elements of two or more divisions count towards the 9 PCF requirement so long as they total 9 PCFs or more. To claim points for oil well repairs, the Damage Level must be reduced to Zero. While there are seven oil well hexes, the German may only claim a maximum of 3 VPs for capturing them intact or repairing them with his oil brigades.

The Historical Result: The Germans took about 30 points in objectives, with about 20 points falling within the first 20 game turns. Thus a twenty turn game requires 20 points for a DRAW.

Variants: For players desiring a slightly smaller campaign game, begin the game on August 13th. Set up all the maps except the two northernmost. The German Player sets up all the units and SPs as called for in Scenario 10.2 exactly as called for, and then sets up the units and SPs from Scenario 10.1 with the following changes:

The Rumanian Army is at Slavyansk on Map 2 with all attached units within 2 hexes.

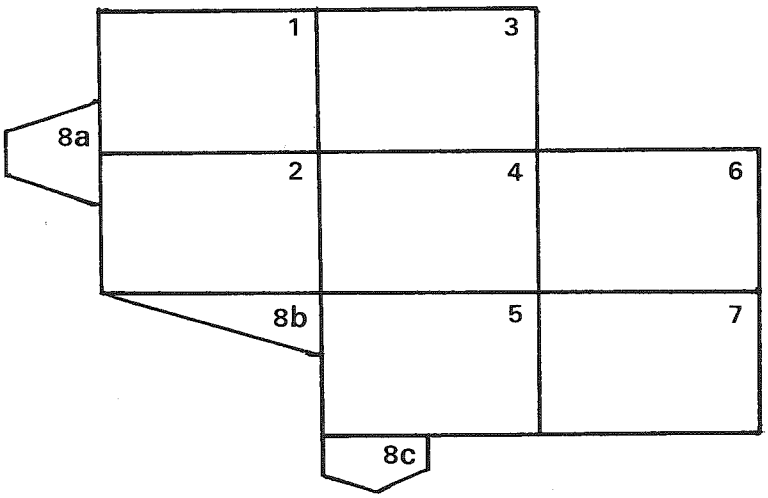
The 5th Corps is at Krasnodar with all attached units within 2 hexes.

The 44th Jaeger Corps is at Belorechensk on Map 2 with all attached units within 2 hexes.

The 57th Pz. Corps is at Maykop with all attached units within 2 hexes.

The Soviet Player sets up second with all units and SPs described in Scenarios 10.1 and 10.2 placed exactly as indicated with the exception that units in Scenario 10.1 may be placed within 6 hexes of their parent HQ. All units and HQs are in Depleted Mode, ready to assume new Supply Modes.

Players still go through establishing a turn bid and setting up a Reserve Pool as in a normal campaign. Note that when using this variant, several objective hexes begin the game under German control. These do not count towards his victory point total in this variant.



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AXIS UNIT SUMMARY CHART (USC)

MOTORIZED AND MECHANIZED UNITS

Name	Mot. Inf.	Mot. Eng.	Mot. Rec.	Mot. AT	Mot. AA	Hv. Art	Div. HQ	Oper. HQ	Sup. HQ	Sup. Col.
Symbol										
Class	Com.	Com.	Com.	Sup.	Sup.	Sup.	Sup.	HQ	HQ	Trn.
Movement Allowance	7/6	7	8	7	7	4	8	8	6	10
Armor Bonus CRT Die Roll Mods.	0	0	0	1*	1*	1**	NA	NA	NA	NA
Reaction Movement/ Exploitation Allow.	2/1	2	2	2	2	2***	2	NA	NA	NA
Exploitation Advance Rating	Not permitted for Motorized Units									

MOTORIZED AND MECHANIZED UNITS (cont'd)

Name	Mot. Col.	Trains	Mech. Inf.	Mech. Eng.	Mech. Rec.	Mech. Armor	Mech. Rem.
Symbol							
Class	Trn.	Trn.	Com.	Com.	Com.	Com.	Sup.
Movement Allowance	10	50	7	7	8	7	7
Armor Bonus CRT Die Roll Mods.	NA	NA	ZOC/ SR	0	ZOC/ SR	SCF	0
Reaction Movement/ Exploitation Allow.	NA	NA	2	2	2	2	2
Exploitation Advance Rating	Not permitted		SCF	SCF	SCF	SCF	NA

* Against enemy mobile units only
** Against enemy mobile units only when in Deployed Mode
*** Must be in March Mode

LEG UNITS

Name	Leg. Inf.	Leg. Eng.	Leg. Rec.	Mt. Inf.	Mt. Eng.	Mt. Rec.	Jag. Inf.	Para. Inf	Leg. Cav.	Oil Bde.
Symbol										
Class	Com.	Com.	Com.	Com.	Com.	Com.	Com.	Com.	Com.	Sup.
Movement Allowance	4/4	4	5	4/4	4	5	4	4	NA/5	4
Armor Bonus CRT Die Roll Mods.	1*	1*	1*	0	0	0	0	0	0	0
Reaction Movement/ Exploitation Allow.	Not permitted for Leg Units									
Exploitation Advance Rating	Not permitted for Leg Units									

*Against enemy mobile units only if Division HQ has Jagdpanzer symbol

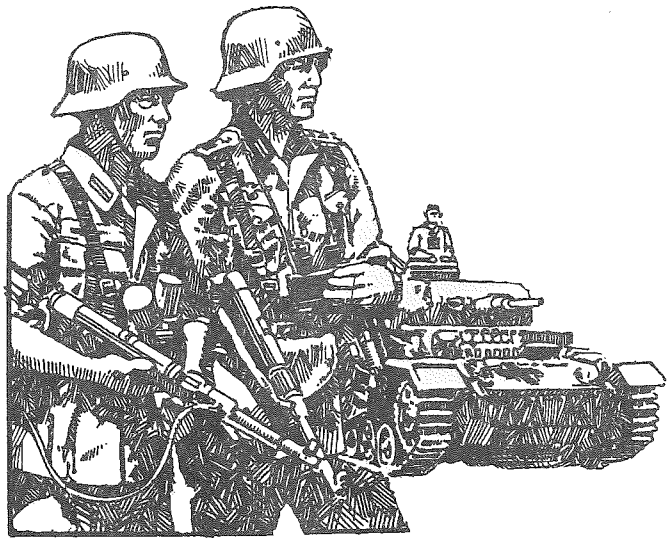
Note: Split numbers are for German/Rumanian Units

AXIS GROUND UNIT OPERATIONS SUMMARY CHART

	Combat Class	Support Class	Irreg. Class	Trans. Class	HQ Class
Command & Supply					
Need Comm. Control	Yes	Yes (O,R)	No	No	Oper. HQ only
Need Supply Mode	Yes	Yes (O,R)	No	No	Oper. HQ only
Operate IND	Mob/Rec. only	Mobile only	NA	NA	NA
Reassigned	Yes	Yes	NA	NA	Oper. HQ only
Provide Emer. SPs	No	No	NA	NA	Yes
Use Emer. SPs	Yes	Yes (O,R)	NA	NA	No
Block Commun. Path	Yes	Yes	Outpost only	No	Yes
Irregular Operations					
Anti-Partisan Sweep	No	No	Outpost only	No	No
Commun. Interdiction	No	No	Patrol only	No	No
HQ Attack	No	No	Patrol only	No	No
Irregular Combat	No	No	Patrol only	No	No
Provincial Control	Yes (if ER 4+)	No	Yes	No	Yes
Rail Interdiction	No	No	Patrol only	No	No
Sabotage	No	No	Patrol only	No	No
Transport Raid	No	No	Patrol only	No	No
Regular Operations					
Holding Operation	Yes	Yes	Yes	Yes	Yes
Maneuver Operation	Yes	Yes	Patrol only	Yes	Yes
Enter Enemy ZOC	Yes	Yes	No	Yes	Yes
Infiltrate	Yes	Yes	No	No (1)	No (1)
Desperation Breakout	Yes	Yes (2)	No	Yes (2)	Yes (2)
Force March	Yes	Yes (O,R)	No	No	No
Transport Units	No	No	No	Yes (C)	No
Transport SPs	No	No	No	Yes	Yes
Create Supply Dumps	No	No	No	Yes (T)	Yes
Entruck/Detruck	Leg only (H)	Leg only (R)	No	No	No
Entrain/Detrain	Yes	Yes (R)	No	No	Yes
Refit	Yes	Yes	No	No	No
Regroup	Yes	Yes	Outpost only	Yes	Yes

AXIS LEG UNITS (cont'd)

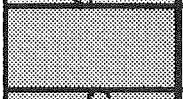
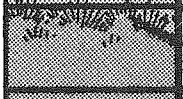
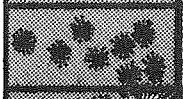
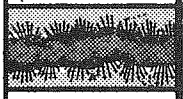
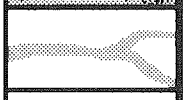
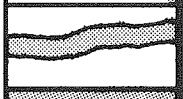
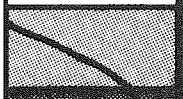
Name	Cara-vans	Leg. Patrol	Cav. Patrol	Rec. Patrol
Symbol				
Class	Trn.	Irr.	Irr.	Irr.
Movement Allowance	4	5	7	5
Armor Bonus CRT Die Roll Mods.	0	0	0	0
Reaction Movement/ Exploitation Allow.	Not permitted for Leg Units			
Exploitation Advance Rating	Not permitted for Leg Units			



	Combat Class	Support Class	Irreg. Class	Trans. Class	HQ Class
Combat Operations					
Spot for Artillery	Yes	Yes (O,R)	No	No	Yes
Conduct Art. Missions	Yes (if AFs)	Yes (if AFs)	No	No	Yes (if AFs)
Man. Before Combat	Yes	Yes	NA	Yes	NA
Man. After Combat	Yes	Yes	NA	Yes	NA
Assault Option	Yes	No	NA	No	NA
Sustained Assault Opt.	Mobile only	No	NA	No	NA
Limited Assault Opt.	Yes	No	NA	No	NA
Support Option	Yes	No	NA	No	NA
Defensive Support	Mobile only	No	NA	No	NA
Adv. Aft. Com. Opt.	Yes	Yes (2)	NA	Yes (2)	Yes (2)
Exploitation Adv. Opt.	Mech. only	No	NA	No	No
Amphibious Assault	Yes	Yes	No	No	Oper. HQ only
Air Assault	Paras. only	No	No	No	No
Combat Results					
Vol. Ret. Before Com.	Recon. only	No (D)	Patrol only	Yes (C)	Yes
Retreat Result	Retreat	Retreat	Retreat (P)	Retreat (C)	Retreat
Step Loss Result	Lose Step	Lose Step	Eliminated	Eliminated	Eliminated
Morale Check Result	Pass MC	Pass MC (R)	Pass MC (P)	Pass MC	Disrupt
Disruption Result	Disrupt	Disrupt (R)	Deactivate (P)	Disrupt	Disrupt
Rout Result	Rout	Rout	Deactivate (P)	Rout (C)	Rout
Call for Cnterattack?	Yes	Yes (O,R)	No	No	Oper. HQ only
Perform React. Move	Mobile only	Mobile only	No	No	No
Special Operations					
Bridging	No	No	No	No	Yes
Cross Major River	Leg only (H)	No	NA	No	No
Demolitions	Engineer only	No	No	No	No
Dismount/Remount	Leg only (H)	Leg only	No	No	No
Enter Imp. Positions	Leg only (H)	Leg only	No	No	No
Form Hedgehog	Leg only (H)	No	No	No	No
General Retreat	Yes	Yes (O,R)	No	No	HQ Declares
Recon. In Force	Recon. only	No	No	No	No
Repair	No	Oil Bdes. only	No	No	No
Screening	Recon. only	No	No	No	No
Small Unit Action	Yes	No (D)	No	No	Yes

C: except Caravans D: except Division HQs H: except Cavalry O: except Oil Brigades
R: except Remnants P: except Outposts T: except Trains 1: unless hex is occupied by a friendly Combat or Support Class unit 2: must be stacked with a Combat Class unit

TERRAIN EFFECTS CHART (TEC)

Symbol	Terrain Type	Elev.	Stacking Limit	MP Terrain Costs			ZOC/SR Penalty	CRT Defence Line
				Leg	Jaeger Mt. Leg	Mobile		
	Clear	0	24	1	1	1	0	1
	Burial Mounds	0	24	1	1	1	0	1
	Dunes	0	24	1	1	2	0	2
	Salt Pans	0	24	1	1	2[1]	0	2
	Woods	0	24	1	1	2	-1	2
	Marsh	0	24	2	2	3	-3	3
	Broken	1	20	1	1	2	0	2
	Broken Woods	1	20	1	1	2	-1	2
	Lowland	2	16	2	2	3[2]	-1	3
	Lowland Woods	2	16	2	2	3[2]	-2	3
	Highland	3	8	3	2	P[3]	-2	4
	Highland Forest	3	8	3	2	P[3]	-3	4
	Mountain	4	4	4	3	P	-3	4[4]
	Summit	5	3	P	4	P	NA	4[4]
	Balka	Any	NA	+1	+1	+2	-1	3
	Ridge	Any	NA	+1	+1	+2	-2	4
	Minor River	Any	NA[5]	+1	+1	+2	-1	2
	Major River or Lake Hexside	Any	NA[6]	+2	+2	P	-3	4
	Major Road	0 to 2	OT	1/2	1/2	1/2	OT	OT
	Major Road	3 or 4	OT	1	1	1[7]	OT	OT

TERRAIN EFFECTS CHART (cont'd)

Symbol	Terrain Type	Elev.	Stacking Limit	MP Terrain Costs			ZOC/SR Penalty	CRT Defence Line
				Leg	Jaeger Mt. Leg	Mobile		
	Minor Road	0 to 2	OT	1	1	1	OT	OT
	Minor Road	3 or 4	OT	2	2	2 [7]	OT	OT
	Good Trail	Any	OT	2	2	P	OT	OT
	Bad Trail	Any	OT	3	3	P	OT	OT
	Major Road Bridge over Minor River	Any	OT	+0	+0	+0	0	OT
	Any other Bridge over Minor River	Any	OT	+0	+0	+1	-1	OT
	Major Road Bridge over Major River	Any	OT	+1	+1	+1	-2	OT
	Any other Bridge over Major River	Any	OT	+1	+1	+2	-3	OT
	Village	Any	OT	1	1	2	0	2
Staro	Town	Any	OT	1	1	2	-1	3
	City	Any	OT	2	2	3	-2	4
	Airfield or Oil Well	Any	OT	OT	OT	OT	OT	OT
	Rail Line or Rail Depot	Any	OT	OT	OT	OT	OT	OT
	Port or Pipeline	Any	OT	OT	OT	OT	OT	OT
Forest Fire	Fire Hex	Any	OT	+2	+2	+2	-1	OT

NA: Not Applicable OT: Use other terrain in hex P: Prohibited

1 Mobile Units are -1 ER when attacking a Salt Pan
2 Mobile Units are -1 ER when occupying this terrain type
3 Mobile Units may enter/exit this terrain type by roads only
4 Only Mountain and Jaeger Units may attack into these Elevations
5 18 PCF's maximum may attack across per hexside
6 12 PCF's maximum may attack across per hexside
7 Mobile Units may not enter Elevation 4

COMBINED EFFECTS TABLE

Note: All Effects are Cumulative

	Axis		Soviet	
Effectiveness Ratings (ER)	**Leg**	**Mobile**	**Leg**	**Mobile**
Clear and Warm Weather	+1	Normal	Normal	Normal
Deep Freeze Weather	-1	Normal	-1*	Normal
Unit is ISO	-2	-2	-2	-2
Unit is Disrupted	-2	-2	-2	-2
Unit is Routed	-4	-4	-4	-4
Attacking in Defensive Mode	-2	-2	-2	-2
Defending in Depleted Mode	-1	-1**	-1	-1**
Defending per each attack after first	-1	-1	-1	-1
1st Force March	-1	-1	-1	-1
2nd Force March	-2	-2	-2	-2
Refitting or Regrouping	-2	-2	-2	-2
Controlling HQ is Disorganized	-1	-1	-1	-1
Unit in Hedgehog	+1	NA	NA	NA
Attack across Major River	-2	-2***	-2	-2***
Attacking Salt Pan hex	Normal	-1	Normal	-1
Occupying Lowland or Lowland Woods hex	Normal	-1	Normal	-1
Amphibious Assault	NA	NA	-2****	NA
Attacking Coastal Artillery Unit	-1	-1	NA	NA

* Cavalry only
** 1/2 Armor Bonus CRT die roll modifiers
*** Only over a bridge and 1/2 Armor Bonus CRT die roll modifiers
**** Only with Marine unit

	Axis		Soviet	
Morale Ratings (MR)	**Leg**	**Mobile**	**Leg**	**Mobile**
Clear and Mild (or Warm) Weather	+1	Normal	Normal	Normal
Freeze, Stream Frz, Deep Frz Weather	-1	Normal	Normal	Normal
Unit is ISO	Normal	Normal	-1	-1
Unit is Disrupted	-2	-2	-2	-2
Unit is Routed	-4	-4	-4	-4
Unit in Hedgehog or Entrenchment	+1	NA	+1	+1*
NKVD Unit in hex	NA	NA	+2	+2

* Soviet AT Brigades only

	Axis		Soviet	
Zone of Control/Support Ratings (ZOC/SR)	**Leg**	**Mobile**	**Leg**	**Mobile**
During Storm Weather	-1	-1	-1	-1
Unit is OCC	-1	-1	-1	-1
Unit is ISO	-2	-2	-2	-2
Unit is Disrupted	-1	-1	-1	-1
Unit is Routed	-2	-2	-2	-2
Unit is in Depleted Mode	-1	-1	-1	-1
Terrain Projected into	-N*	-N*	-N*	-N*

* See the TEC for specific reductions

	Axis		Soviet	
HQ Commun. and Supply Lift Radius	**Leg**	**Mobile**	**Leg**	**Mobile**
Normal HQ Communications Radius	6 MPs	8 MPs*	6 MPs	6 MPs
Normal HQ Supply Lift Radius	NA	8 MPs**	NA	6 MPs
During Light Mud or Light Snow Weather	-1	-1	Normal	Normal
During Deep Mud or Deep Snow Weather	-2	-2	-1	-1

* Rumanian mobile units must be in 6 MPs of HQ to be in Communications Radius
** Rumanian HQs have a normal Supply Lift Radius of 6 MPs

Movement Allowance	Axis Leg	Axis Mobile	Soviet Leg	Soviet Mobile
During Light Mud or Light Snow Weather	Normal	-1	Normal	Normal
During Deep Mud or Deep Snow Weather	-1	-2	Normal	-1
Unit is OCC	-1	-1	-1	-1
Unit is ISO	-2	-2	-2	-2
Unit is in Defensive Mode	-1	-2*	-1	-2*
Unit is in Depleted Mode	-1	-2*	-1	-2*
Leave Overstacked hex	+1	+1	+1	+1
Unit is Forced Marching**	+2	+2	+2	+2
General Retreat Declared**	+2	+2	+2	+2
Desparation Breakout Declared	3 MPs	4 MPs	3 MPs	4 MPs

* Except HQ and Heavy Artillery Support Class Units
** Combat and Support Class Units Only

Supply Mode Effects	Offensive Mode	Defensive Mode	Depleted Mode	Emergency Supply
Movement Allowances	Normal	-1/-2 MPs*	-1/-2 MPs*	NA
ZOC/SRs	Normal	Normal	-1	Normal
Exit HQ Commun. Radius?	Yes	Pass MC	No	No**
Enter Enemy ZOC?	Yes	Yes	No	No**
Engagement Point Total	Full	-2 EPs	1 EP max.	No**
Assault Option	Yes	-2 ER	No	No**
Sustained Assault Option	Yes	No	No	No***
Limited Assault Option	Yes	Yes	Yes	No
Support Option	Yes	Yes	No	No**
Advance After Combat Option	Yes	Yes****	Yes****	Yes
Exploitation Advance Option	Yes	Yes****	No	No
When Defending	Normal	Normal	-1 ER*****	Normal
Special Operations	Yes	Yes	Yes	No

* Leg Units/Mobile Units (except HQ and Heavy Artillery Support Class Units).
** Except for Counterattacks and Rearguards in Offensive or Defensive Mode
*** German HQ's may use to avoid Depleted Mode
**** Must pass MC to exit HQ Communications Radius
***** Also 1/2 Armor Bonus CRT die roll modifiers

Transport MP Costs	Load 1 SP	Unload 1 SP	Load Units	Unload Units	MP Cost to Loading Unit	MP Cost to Unloading Unit
All Sup. or Oper. HQs*	0	0	NA	NA	NA	NA
All Supply Columns	+1/2	+1/2	+2	+2	+2	+2
All Motor Columns	+1/2	+1/2	+1	0	+1	0
All Aircraft Units	0	0	NA	NA	NA	NA
All Trains **	2 hexes	2 hexes	20 hexes	20 hexes	1/2 MA	1/2 MA
All Naval Units	1 hex	1 hex	0***	0***	0***	0***

* including Soviet Corps HQs ** including Armored Trains
*** must begin/end Naval Operations Phase stacked in a port to do so

Engagement Point Effects (EPs)	Supply Mode of HQ or Unit: Offensive Mode	Defensive Mode	Depleted Mode
Under Command of HQ*	Full EPs	-2 EPs	1 EP only
Automatic Command Control	Full EPs	-2 EPs	1 EP only
Units that don't need Com. Con. or Supply	4 EPs only	4 EPs only	4 EPs only
Independent Units	5 EPs only	3 EPs only	1 EP only
Out of Command Control Units	4 EPs only	2 EPs only	1 EP only
Isolated Units	3 EPS only	1 EP only	1 EP only

*German Superior HQs have a full EP rating of 4

COMBAT RESULTS TABLE (CRT)

CRT Defense Line	Odds											
4	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12-1	Max
3	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	
2	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	
1	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	
Adjusted Die Roll												
-2 or less	A2R2	A1R2	A1R1	AR2	AR1	AD	AM	AM	C	E	DM	DD
-1	A1R2	A1R1	AR2	AR1	AD	AM	AM	C	E	DM	DD	DD
0	A1R1	AR2	AR1	AD	AM	AM	C	E	DM	DD	DD	DR1
1	AR2	AR1	AD	AD	AM	C	E	DM	DD	DD	DR1	DR2
2	AR1	AD	AD	AM	C	E	DM	DM	DD	DR1	DR2	DR2
3	AD	AD	AM	C	E	DM	DM	DD	DR1	DR2	DR2	D1R1
4	AD	AM	C	E	DM	DM	DD	DR1	DR2	DR2	D1R1	D1R2
5	AM	C	E	C	DM	DD	DR1	DR1	DR2	D1R1	D1R2	D1R2
6	C	E	C	DM	DD	DR1	DR1	DR2	D1R1	D1R2	D1R2	D2R2
7	E	C	DM	DD	DR1	DR1	DR2	D1R1	D1R1	D1R2	D2R2	D2R3
8	C	DM	DD	DR1	DR1	DR2	D1R1	D1R1	D1R2	D2R2	D2R3	D2R3
9	DM	DM	DD	DR1	DR2	D1R1	D1R1	D1R2	D1R2	D2R3	D2R3	D3R2
10	DM	DD	DR1	DR2	D1R1	D1R1	D1R2	D1R2	D2R2	D2R3	D3R2	D3R2
11	DD	DD	DR2	D1R1	D1R1	D1R2	D1R2	D2R2	D2R2	D3R2	D3R2	D3R3
12+	DD	DR1	D1R1	D1R1	D1R2	D1R2	D2R2	D2R2	D3R2	D3R2	D3R3	D3R3

Die Roll Modifiers	**Attacking**	**Defending**
Each unit's Armor Bonus	+N	-N
Each Elite unit involved	+1	-1
Each Engineer unit vs. a City or Town	+1	-1
Each AF on Close Support	+1	NA
Each AF on Final Protective Fire	NA	-1
Defender in Field Works	NA	-2
Defender in Hedgehog/Entrenchment	NA	-1
Higher Elevation Attack Bonus	+1	NA
Mountain Units in Elevation 3 +	+1	-1
German Jaegers in Elevation 2 or 3	+1	-1
Each German Leader (max. 2)	+1	-1
All units of a German Mobile Division stacked together	+1	NA
3 or more Soviet Armor Brigades stacked together	+1	-1
German Infantry Expertise	+1	NA
German Regiments Adjacent	NA	-1

Note: All modifiers are cumulative

BARRAGE COMBAT RESULTS TABLE (BCRT)

Adjusted Die Roll	Artillery Factors 1	2	3	4	5	6	7	8	9	10	11	12+
1 or less	--	--	--	--	--	--	--	M	M	M	M1	M1
2	--	--	--	--	--	--	M	M	M1	M1	M2	D
3	--	--	--	--	--	M	M	M1	M2	M2	D	D
4	--	--	--	M	M	M1	M1	M2	D	D	D	D
5	--	M	M	M	D	D	D	D	D	D	1	1
6+	M	M	D	D	D	D	D	D	D	1	1	1

Die Roll Modifiers (For Barrage and Counterbarrage Missions only)

Defenders in Entrenchments	-1
Defenders in Field Works	-1
Defenders in Town Hex	-1
Defenders in City Hex	-2
Target Hex Contains an Armor Unit	-1
Special GS Aircraft Units vs. Mobile Units	+1

Note: All modifiers are cumulative

EXPLOITATION ADVANCE TABLE (EAT)

Adjusted Die Roll	Advance Differential 0	1	2	3	4	5	6	7	8	9+
1 or less	ARD	ARD	AR	AR	AM	AM	C	C	--	--
2	ARD	AR	AR	AM	AM	C	C	--	--	--
3	AR	AR	AM	AM	C	C	--	--	--	DM
4	AR	AM	AM	C	C	--	--	--	DM	DM
5	AM	AM	C	C	--	--	--	DM	DM	DM
6	AM	C	C	--	--	--	DM	DM	DM	DD
7	C	C	--	--	--	DM	DM	DM	DD	DD
8	C	--	--	--	DM	DM	DM	DD	DD	DR1
9+	C	--	--	DM	DM	DM	DD	DD	DR1	DR1

Die Roll Modifiers

Unopposed Advance	+2
Advancing into Clear Terrain	+1
Advancing across Minor River	-1
Advancing into a City Hex	-2
Advancing Up an Elevation Level	-1

Note: All modifiers are cumulative

AIR COMBAT RESULTS TABLE (ACRT)

Die Roll	Differential -2	-1	0	1	2	3	4	5+
1	AA	AA	AA	--	--	1D	1D	2D
2	AA	AA	--	--	1D	1D	2D	1A
3	AA	--	--	1D	1D	2D	1A	1A
4	--	--	1D	1D	2D	1A	1A	2A
5	--	1D	1D	2D	1A	1A	2A	2A
6	1D	1D	1D	1A	1A	2A	2A	2A

Note: There are no die roll modifiers.

AIR SUPPLY TABLE (AST)

Adjusted Die Roll	Lift Points 2	4	6	8	10	12	14	16+
-3 or less	--	--	--	--	--	2	3	4
-2	--	--	--	--	1	3	4	4
-1	--	--	--	--	2	4	5	5
0	--	--	--	1	3	5	6	6
1	--	---	---	2	4	5	7	7
2	--	--	1	3	5	6	8	8
3	--	--	2	4	6	7	8	8
4	--	1	3	5	7	8	9	9
5	1	2	4	6	8	8	10	10
6	1	3	5	7	9	9	10	12
7	2	4	6	8	10	10	12	12

Die Roll Modifiers

You have Air Superiority	+1
Enemy has Air Superiority	-1
Mist Weather	-1
Overcast Weather	-2
Rain Weather	-3
Storm Weather	-4
Non-Airfield Paradrop	-2

Note: All modifiers are cumulative

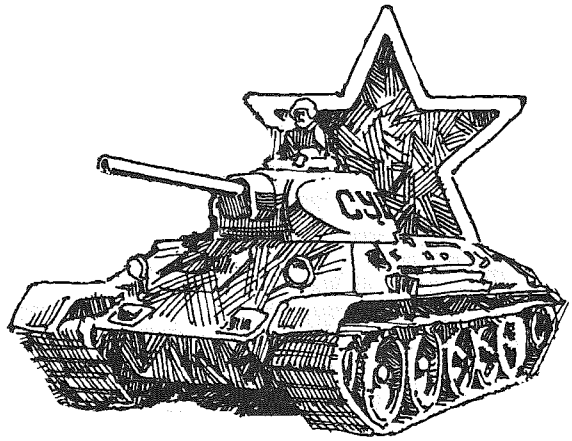
SOVIET UNIT SUMMARY CHART (USC)

MOTORIZED AND MECHANIZED UNITS

Name	Mot. Inf.	Mot. AT	Hv. Art	Corps HQ	Arm. Trains	Sup. Col.	Mot. Col.	Trains
Symbol				XXX HQ				
Class	Com.	Sup.	Sup.	Sup.	Sup.	Trn.	Trn.	Trn.
Movement Allowance	6	6	Imm.	6	30	8	7	50
Armor Bonus CRT Die Roll Mods.	0	1-3*	1*	NA	NA	NA	NA	NA
Reaction Movement/ Exploitation Allow.	1	1	0	1	NA	NA	NA	NA
Exploitation Advance Rating	Not permitted for Motorized Units							

MOTORIZED AND MECHANIZED UNITS (cont'd)

Name	Oper. HQ	Sup. HQ	Ships	Mech. Armor
Symbol	XXXX HQ	H Q		
Class	HQ	HQ	Nav.	Com.
Movement Allowance	6	4	30	6
Armor Bonus CRT Die Roll Mods.	NA	NA	NA	SCF
Reaction Movement/ Exploitation Allow.	NA	NA	NA	1
Exploitation Advance Rating	Not permitted			SCF



* Against enemy mobile units only

LEG UNITS

Name	Leg. Inf.	Mt. Inf.	Leg. Cav.	NKVD Unit	Mar. Inf.	Con. Bde.	Leg. Rem.	Leg. Part.	Cav. Part.
Symbol				Beria +2			R		
Class	Com.	Com.	Com.	Com.	Com.	Sup.	Sup.	Irr.	Irr.
Movement Allowance	4	4	5	5	4	4	4	5	10
Armor Bonus CRT Die Roll Mods.	0	0	0	0	0	0	0	0	0
Reaction Movement/ Exploitation Allow.	Not permitted for Leg Units								
Exploitation Advance Rating	Not permitted for Leg Units								

SOVIET GROUND UNIT OPERATIONS SUMMARY CHART

	Combat Class	Support Class	Irreg. Class	Trans. Class	HQ Class
Command & Supply					
Need Comm. Control	Yes (M,N)	Yes (E,R)	No	No	Oper. HQ only
Need Supply Mode	Yes (M,N)	Yes (E,R)	No	No	Oper. HQ only
Operate IND	No (1,B,G)	No (1,Q)	NA	NA	NA
Reassigned	Yes	Yes	NA	NA	Oper. HQ only
Provide Emer. SPs	No	No	NA	NA	Yes
Use Emer. SPs	Yes	Yes (C,E,R)	NA	NA	No
Block Commun. Path	Yes	Yes	No	No	Yes
Irregular Operations					
Commun. Interdiction	No	No	Yes	No	No
HQ Attack	NKVD only	No	Yes	No	No
Irregular Combat	No (M,N)	No	Yes	No	No
Provincial Control	NKVD only	No	Yes	No	Yes
Rail Interdiction	No	No	Yes	No	No
Sabotage	No (M,N)	No	Yes	No	No
Transport Raid	No	No	Yes	No	No
Regular Operations					
Holding Operation	Yes	Yes	Yes	Yes	Yes
Maneuver Operation	Yes	Yes (F)	Yes	Yes	Yes
Enter Enemy ZOC	Yes	Yes (F)	Yes	Yes	Yes
Infiltrate	Yes	Yes (F)	No (2)	No (2)	No (2)
Desperation Breakout	Yes	Yes (3,E,F)	No	Yes (3)	Yes (3)
Force March	Yes (M,N)	Yes (C,E,F,R)	No	No	No
Transport Units	No	No (E)	No	Yes	No
Transport SPs	No	No (E,Q)	No	Yes	Yes
Create Supply Dumps	No	No	No	Yes (T)	Yes
Entruck/Detruck	Leg only (H,N)	Leg only (F,R)	No	No	No
Entrain/Detrain	Yes (N)	Yes (E,F,R)	No	No	Yes
Embark/Debark	Leg only (H,N)	Leg only (F,R)	No	No	Oper. HQ only
Refit	Yes	Yes	No	No	No
Regroup	Yes	Yes	No	Yes	Yes
Combat Operations					
Spot for Artillery	Yes	Yes (C,E,R)	No	No	Yes
Conduct Art. Missions	Yes (if AFs)	Yes (if AFs)	No	No	Yes (if AFs)
Man. Before Combat	Yes	Yes (F)	NA	Yes	NA
Man. After Combat	Yes	Yes (F)	NA	Yes	NA
Assault Option	Yes (4)	No	NA	No	NA
Sustained Assault Opt.	No (G)	No	NA	No	NA
Limited Assault Opt.	Yes (M,N)	No	NA	No	NA
Support Option	Yes (M,N)	No	NA	No	NA
Defensive Support	No	No (Q)	NA	No	NA
Adv. Aft. Com. Opt.	Yes	Yes (3,F)	NA	Yes (3)	Yes (3)
Exploitation Adv. Opt.	Mech. only	No	NA	No	No
Amphibious Assault	Yes(w/Marine)	Yes(w/Marine)	NA	NA	Yes(w/Marine)
Air Assault	Marine only	No	No	No	No
Combat Results					
Vol. Ret. Before Com.	Recon. only	No (E,Q,R)	Yes	Yes	Yes
Retreat Result	Retreat	Retreat (F)	Retreat	Retreat	Retreat
Step Loss Result	Lose Step	Lose Step	Eliminated	Eliminated	Eliminated

	Combat Class	Support Class	Irreg. Class	Trans. Class	HQ Class
Combat Results					
Morale Check Result	Pass MC (M,N)	Pass MC (E,R)	Pass MC	Pass MC	Disrupt
Disruption Result	Disrupt (M,N)	Disrupt (E,R)	Deactivate	Disrupt	Disrupt
Rout Result	Rout (M,N)	Rout (F)	Deactivate	Rout	Rout
Call for Cnterattack?	Yes (M,N)	Yes (C,E,R)	No	No	Oper. HQ only
Perform React. Move	Mobile only	Mobile only	No	No	No
Special Operations					
Bridging	No	No	No	No	Yes
Construct Field Works	No (N)	Con. Bde. only	No	No	No
Cross Major River	Leg only (H)	No	NA	No	No
Demolitions	No	No	No	No	Op. HQ only(5)
Enter Imp. Positions	Leg only (H)	Leg only (A)	No	No	No
Form Entrenchment	Leg only (H)	No	No	No	No
General Retreat	Yes (M,N)	Yes (C,E,F,R)	No	No	HQ Declares
Recon. In Force	Recon. only	No	No	No	No
Screening	Recon. only	No	No	No	No
Small Unit Action	Yes	No (Q)	No	No	Yes

A: except Anti-Tank Brigades B: except Brigades and Regiments C: except Construction Brigades E: except Armored Trains F: except Coastal Artillery G: except Guards units and NKVD Divisions H: except Cavalry M: except Marines N: except NKVD Political Units R: except Remnants Q: except Corps HQs 1: unless stacked with an NKVD Political Unit 2: unless hex is occupied by a friendly Combat or Support Class unit 3: must be stacked with a Combat Class unit 4: NKVD Political Units must stack with a Combat Class unit to Assault 5: Oil Well only

11.0 HISTORICAL COMMENTARY

By July of 1942 the German master plan "Case Blue", for the summer offensive, was already well underway. Directive #41 had envisioned a massive pincer operation with one arm jumping off from the Kursk area through Voronezh and then along the Don River to Stalingrad, and the other arm springing from Rostov and following the Don from the south to close the bag. Once these two gigantic pincers met at Stalingrad the Caucasus would then be invaded as part three of the plan. The co-dename for this third phase of the plan was "Edelweiss". Economic considerations governed the strategy behind Case Blue. Much of Soviet oil and gasoline production relied on the oil fields in the Caucasus and by seizing them, Hitler sought to cripple the Soviet war effort and enhance his own.

Almost at once, however, Case Blue began to come unhinged. To begin with, it was upstaged by a major Soviet attack near Kharkov, on May 12 which turned the German offensive codenamed "Fredericus" into a counterattack to regain lost ground and time. Though the battle was costly defeat for the Russians, it set back the timetable for the German advance.

Another thorn in the side of the Fuhrer's plans was the stubborn Soviet resistance at Sevastopol. Directive #41 called for Manstein's 11th Army to cross the straits at Kerch and join in the attack into the Caucasus at an opportune moment. This could not be achieved as long as the Russians maintained a presence in the Crimea. After a long and bloody siege the Germans finally reduced the Russian stronghold, and Case Blue got underway in earnest on June 28th.

It soon became apparent, however, that the Russians were not going to give battle as expected. All along the front the Soviet armies were in full flight, hastening back to escape over the Don River and fight another day. The Germans had hoped for a major pocket and another of their classic battles of annihilation. Instead the opening moves of Case Blue seemed to be striking at air! To correct this Hitler began to juggle panzer corps about, swinging them this way and that in pursuit of the quarry they never quite found. Timoshenko continued to pursue his elastic defense strategy, falling back and trading space for time in a masterful demonstration of the virtues inherent in strategic withdrawal. By the time the southern pincer of the German operation jumped off on July 7th, the Russians were already evacuating the Donets basin for safer areas to the east and south. It was at this juncture that Hitler introduced a major change in the plan, partly out of his desire to see a battle of encirclement develop, and partly out of a delusion that the Russians had already been beaten.

Hitler misinterpreted the carefully planned withdrawal of the Soviet forces as nothing less than a complete collapse of enemy resistance on the southern front. If he had continued with his original, doggedly pursuing the enemy toward Stalingrad, it is likely that his superior forces would have gained a decisive victory over the Russians in the end. Planned withdrawal or not, the Russians would need time to consolidate and prepare a new defensive front if they were to have any hope of restoring order in the south. This is precisely what Hitler gave them on July 13th by ordering Hoth's 4th Panzer Army into the lower Don/Donets region to assist Kleist's 1st Panzer Army. As it was, Kleist complained that he did not need Hoth's help. The glut of German units onto the few usable roads and bridges served only to introduce great tangle of motorized columns into the area while achieving no compensating military result. With Hoth turning south, Paulus continued on alone with his 6th Army for Stalingrad.

The Russians held to their plan, offering resistance at key points and falling back to the south and east. After a stubborn defense at Rostov put up by several crack NKVD units, the Soviet armies gave way and raced for the high ground to the south. It is interesting to note here that Stalin's famous "Not a backward step" order had little effect on the actual conduct of Soviet operations in the field. The Soviet generals ran while they could, and fought with bitter determination when they had to, as at Stalingrad. Faced with a highly mobile enemy, this was perhaps the only solution that offered them promise of an eventual victory. It was the tremendous striking power and tactical expertise of the German panzers

that the Russians found so debilitating to their hopes in the field. By drawing in these mobile formations to a protracted street fight at Stalingrad they pulled the teeth out of the German offensive there. Tanks cannot fight in sewers and cellars.

It was largely due to the difficulty Paulus was already encountering that the bulk of Hoth's forces, poised to strike into the Caucasus, were recalled and sent back to the line of advance the original plan had called for, (along the southern bank of the Don.) So it seemed that at every turn, when Hitler had managed to assemble a decisive striking force, he diluted it and threw his advantage away. Though Hoth reached the city in good time, he was too late to intervene decisively and the Germans were forced to accept a battle of attrition.

The Soviet withdrawal in the Caucasus had much the same strategic aim as that before Stalingrad. The thinly manned rifle divisions along the front in late July could not hope to contain the German advance. "Head for the hills" was the order of the day, for only there could the Russians hope to neutralize the German advantage in armor and mobility. By fighting short delaying actions at rivers and key towns, the Russians managed to pull back most of their formations to better terrain. The Germans, for their part, rushed south with their mobile elements, bypassing enemy strongpoints in a headlong rush for the oilfields.

The first major obstacle they faced was the Manych River, marking the traditional border between Europe and Asia. Here the Russians had destroyed several dams to flood out portions of the valley, but when 3rd Panzer Division reached the crossing at Proletarskaya they found the dam there, and the road which traversed it, intact. By mounting a skillful river crossing in conjunction with an armored attack across the dam, the Germans gained a bridgehead and pushed south with alarming speed.

Kleist had arranged his mobile elements into three columns with 40th Panzer Corps on the left under Geyr von Schweppenburg fielding the 3rd and 23rd Panzer Divisions, Mackensen's 3rd Corps in the center with 13th Panzer and the 16th Motorized Division, and Kirchner's 57th Corps with the 5th SS Division "Viking" accompanied by the Slovak "fast" motorized unit. These columns advanced due south across the treeless plains heading for Voroshilovsk and Armavir on the Kuban River bend. On the extreme left Kleist posted a slower moving infantry corps, the 52nd, with two divisions to cover his flank. The Russians gave way before them, pausing only to offer brief engagements at bridges and towns along the few roads which were scratched into the featureless plain. Kleist's main concern was how to keep the rushing columns fueled for the advance. Mechanical problems kept division mechanics busy in the scorching heat, and the Germans organized paradrop fuel runs by air to the column spearheads. Along the way they encountered groupings of horses and even camels which they pressed into service in ragged caravans with jerrycans of gasoline on their backs. In this fashion they maintained the advance at a blistering pace, sometimes covering forty miles or more in a single march.

By August 2nd the Germans were ferreting the Russians out of Voroshilovsk and driving close to the Kuban where the Russian 1st Rifle Corps waited in Armavir. Steiner's "Vikings" made short work of the defenders, crossing the Kuban at Kropotkin to strike the town in the flank while pressing an attack near Armavir itself. 1st Rifle Corps broke and fell back toward Maykop in some disorder on August 6th.

At this junction the Germans re-organized their advance. The 3rd Panzer Corps HQ was deactivated, and its logistical base began setting up a forward depot at Armavir. Kirchner took the 13th Pz. Division, and the 16th Motorized was given the task of relieving Ott's 52nd Corps on the flank. These two infantry divisions, the 11th and 370th would turn right to converge with Geyr's 40th Corps as it moved south. Kirchner was ordered to wheel off to the west where Maykop sat in the midst of several rich oil fields. This diversion of the now reinforced 57th Corps would form a mailed pincer to work in conjunction with the bulk of Rouff's 17th Army pressing toward Krasnodar.

But the Russians evaded the trap, continuing to fall back into the higher ground. Already much of the industrial equipment in the Maykop region had been evacuated to the south. Now they set the oil wells ablaze, destroying them so completely that no significant production was re-established until well after the war. Though both Maykop and Krasnodar fell on schedule, the enemy was gone. Budenny's defensive plans were giving up vast segments of the motherland, but he was preserving the bulk of his meager forces intact for the difficult days ahead.

The Soviet forces had been split into two main groups, the "Don" group under Malinovskii with Grechko's 12th and Koslov's 37th Armies along with remnants of the 51st. (This army actually retreated off the east edge of the Elista map and did not re-appear again until the Soviets had launched their massive "Uranus" operation later in the year.) Malinovskii's task was to offer a delaying battle while Tyulenev set about organizing a reserve "Trans-Caucasus" Front farther south. Three more Soviet armies were forming in the Terek River bend area, the 9th, 44th, and 46th, but they would need time to flesh out the rifle division ranks with a combination of local conscripts and new troops arriving over the Caspian Sea at Baku and Makhachkala.

The defense of the vital Black Sea ports had been assigned to another grouping of armies under Cherevichenko. his "Coastal" group with the Kotov's 47th on the Taman peninsula, Ryzhkov's 56th near Tuapse, and remnants of Kamkov's 18th formed a line along the coast to bar the way to the northern ports of Novorossiysk and Tuapse. Together they could muster only six or seven understrength rifle divisions, but these were stiffened by the re-organized 1st Rifle Corps and the exuberant 17th Kuban Cossack Corps. As the Germans pressed in toward the ports the Russians dug in in the mountains and positioned reserves to deal with an enemy breakthrough. The ports themselves were garrisoned by tough Marine units and the rugged 32nd Guards Division was shuttled from the 47th to the 56th as the situation warranted.

Against this defense the Germans sent in Wetzel's 5th Corps from the north with the 9th, 73rd, 11th, and 198th Infantry Divisions. These troops fought their way forward through the mountains to the outskirts of Novorossiysk within a few miles of the sea. The Soviet defense held out until fresh Axis formations crossed the straits at Kerch and moved down to threaten the port from the northwest. The Russians were finally pried out of the city on the 6th of September, evacuating their dogged Marines by sea at last. They continued to cling to the southern half of the bay, however, holding on with the 77th, 318th, and 326th Divisions.

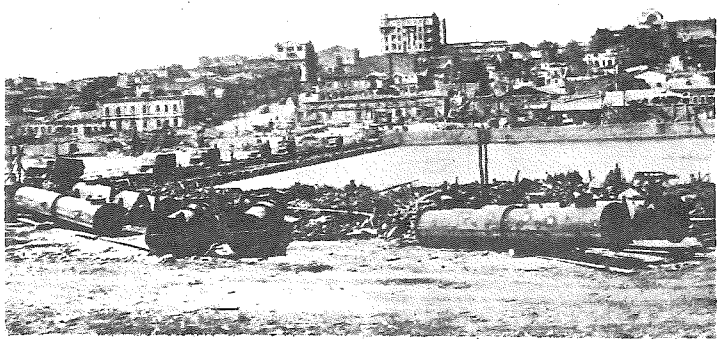
At Taupse the Germans conducted the initial advance with Kirchner's divisions, until it became evident that these mobile formations would be ill-advised to attempt to attack along the single good road through the mountains to the coast. Behind them came the 44th Jaeger Corps with two light divisions. Though they were adept at warfare in the mountainous terrain, these troops proved insufficient for the task ahead. With the mountains and sea protecting their flanks, the Russians were able to feed enough troops into the Tuapse area to battle the Germans to a standstill.

Hitler began grumbling at the lack of progress in the Caucasus and could see no reason for the delays other than the timidity of his generals. Though List was a methodical planner, and one not given to taking unnecessary risks in battle, he had pressed his attack forward with competence and great skill. Hitler believed that Lists's lack of initiative was holding operations up, though this was refuted by Jodi himself, who visited the front and concluded that conditions made further advances unlikely. As was often the case when confronted with an obstacle, Hitler vented his frustration in emotional tirades. Though several practical plans were put forward to break the stalemate on the coast, such as the use of Konrad's Mountain Corps closer in to Tuapse to help flank the Soviet defense, or the more elaborate airborne drop by the only jump trained division in the German army, Hitler chose to shuffle his generals instead of his troops.

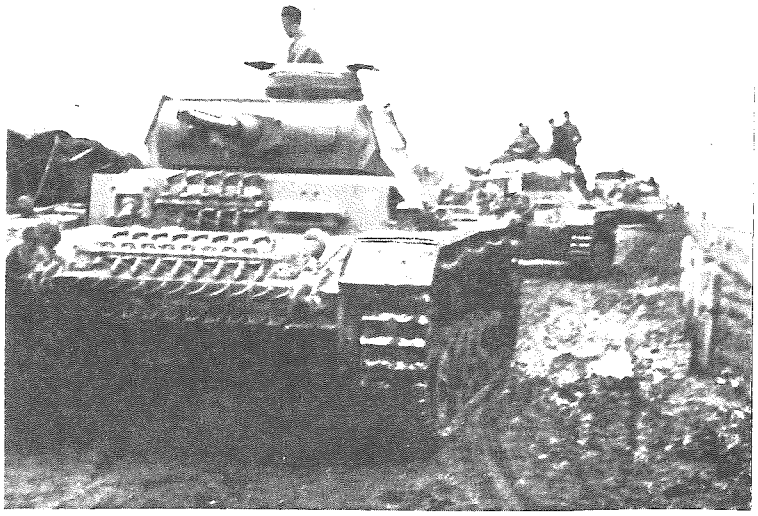
List was removed from command, as was Halder who was then serving as the Chief of the General staff. Hitler would take the reins of the campaign into his own hands, not trusting it to his "disloyal" and "incompetent" generals.

While this was going on Kleist had continued to advance against sporadic opposition taking both Georgyevsk and Pyatigorsk on the 15th and 17th of August respectively. But Soviet resistance was beginning to firm up a new formations from the Trans-Caucasus Front came onto the line. In spite of this, the Germans managed to penetrate to the Terek River, the site chosen by Tyulenev for his main line of resistance. This narrow, but swift watercourse proved a significant obstacle when defended by fresh units in a deeply escheloned system of trenches. In a sudden thrust the 3rd Panzer Division burst into Mozdok on the 25th of August taking the town after a bitter fight in the streets. The Soviet positions behind the Terek were solid, however, and the Germans could not break out of the bridgehead they had gained. The ground north of the river in this area was a combination of sandy wasteland and saltpans, with few roads running along the east-west axis. This combination of

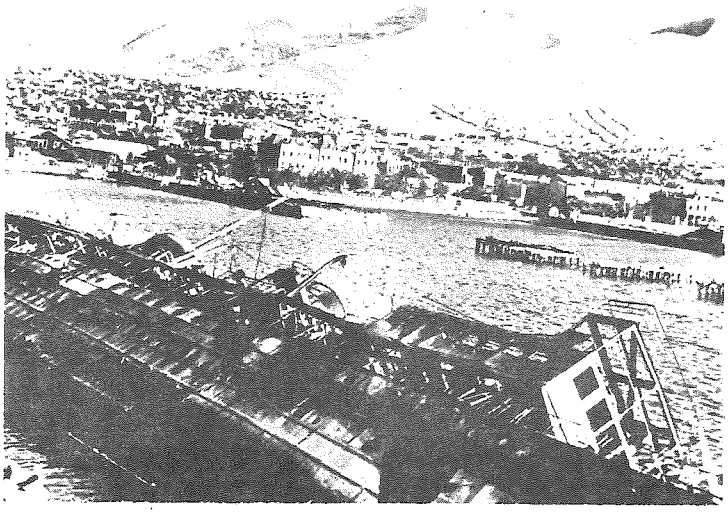
EDELWEISS



Operation Edelweiss begins! Pontoon bridges over the Don at Rostov.



The race south. Tanks from the 16th Motorized Division on the march.



The bay at Novorossiyisk. Sunken vessels dot the harbor.

A local cavalry recruit patrol on the steppes.

Warfare at the edge of the world. German mountain troops ascend Mt. Elbrus.

poor terrain for armor and no reasonable means of moving up supplies meant that the Germans would have to press their attack south of the river along the route of the major road and rail links to Groznyy and beyond.

To loosen the situation up, the 3rd Panzer Division sent a kampfgruppe on an end around to the east made up of an infantry regiment and an engineer battalion. This group reached Ischerskaya and secured a bridgehead on the southern bank of the river. The Russians threw three divisions against them but the Germans held out for five days, buying Kleist time to move up Ott's 52nd Corps infantry to the Mozdok area to expand his operation there. The Russians occupied a unique position behind the Terek which frustrated the German attacks at every turn. Using the river as a natural defensive barrier, the Soviets could shift forces to threatened areas as needed. The principle of interior lines and the occupation of a central strategic position was again proved as sound as it was when Bonaparte first expounded on the subject. Though they penetrated this river wall at several different times, the Germans did not have sufficient troops to force it in enough places at once to collapse the enemy front. The Russians proved to be tenacious defenders, even resorting to deliberately setting the forested areas ablaze to frustrate German attacks.

To support this defensive network, the Russians moved some three thousand planes into the airfields off along the Caspian coast. As time went by this force proved a considerable harassment for the Germans and a saving grace to the Russian defenders. Most of the flak guns assigned to 1st Panzer Army had been stripped off to the Stalingrad front, a fact which exacerbated the Soviet advantage in the air. Thus a combination of terrain, enemy air superiority, supply problems, and tough fighting from the Russians brought the 1st Panzer Army operations to a halt about the same time that forces were bogging down on the coast.

The only cheerful news from the front occurred on August 23rd when a combined detachment from the 1st and 4th Mountain Divisions made their way to the top of Mr. Elbrus, the highest peak in Europe. This company-sized force made its way along the narrow mountain trails until its advanced element reached the meteorological station and hunting lodge below Mt. Krugazor. Here they found a small eleven man garrison which they persuaded to withdraw without a fight. Four of the Soviet soldiers even joined the Germans, serving as porters for the planned climb of Mt. Elbrus. In the end the summit was gained by a small 21 man team led by Captains Groth and Gammerier on August 21st. Two days later the world knew of the daring feat, which was a moral victory at best. It did little to comfort Hitler, only rousing his anger and impatience. He raged about the necessity of conquering the oil wells, and not mountain peaks, and in this case his anger was perhaps justified.

The German "Oil Brigade Caucasus" had been trying to find oil for the Fuhrer without success for some weeks. Their work on the Maykop fields was frustrated by the professional job done on the works by Soviet demolition teams. Commando raids were mounted against the German rehabilitation efforts, including a paradrop by Soviet Marines, and the fields were constantly harassed by partisans. By day the Oil Brigade could operate with reasonable safety, but the night belonged to the Russians, slipping through the German picket lines to sabotage their efforts. One element of the German oil engineers was transported to a waiting area near Edlsseya north of Mozdok when a breakthrough to the fields at Groznyy appeared possible. There they idled away the days, receiving half rations and fighting off mosquitoes from the salt marshes. Needless to say, the morale of these troops was not the best. Months later, as the Soviet advance closed in on the German positions around Mozdok, a sergeant in the oil detachment discovered a wellspring that yielded exceptionally pure oil. But it was an ironic case of "too little, too late". The Germans promptly blew the well up, along with all the other installations they had labored to repair. The ultimate strategic aim of the entire campaign, oil, proved to be a will 'o the whisp in Hitler's mind.

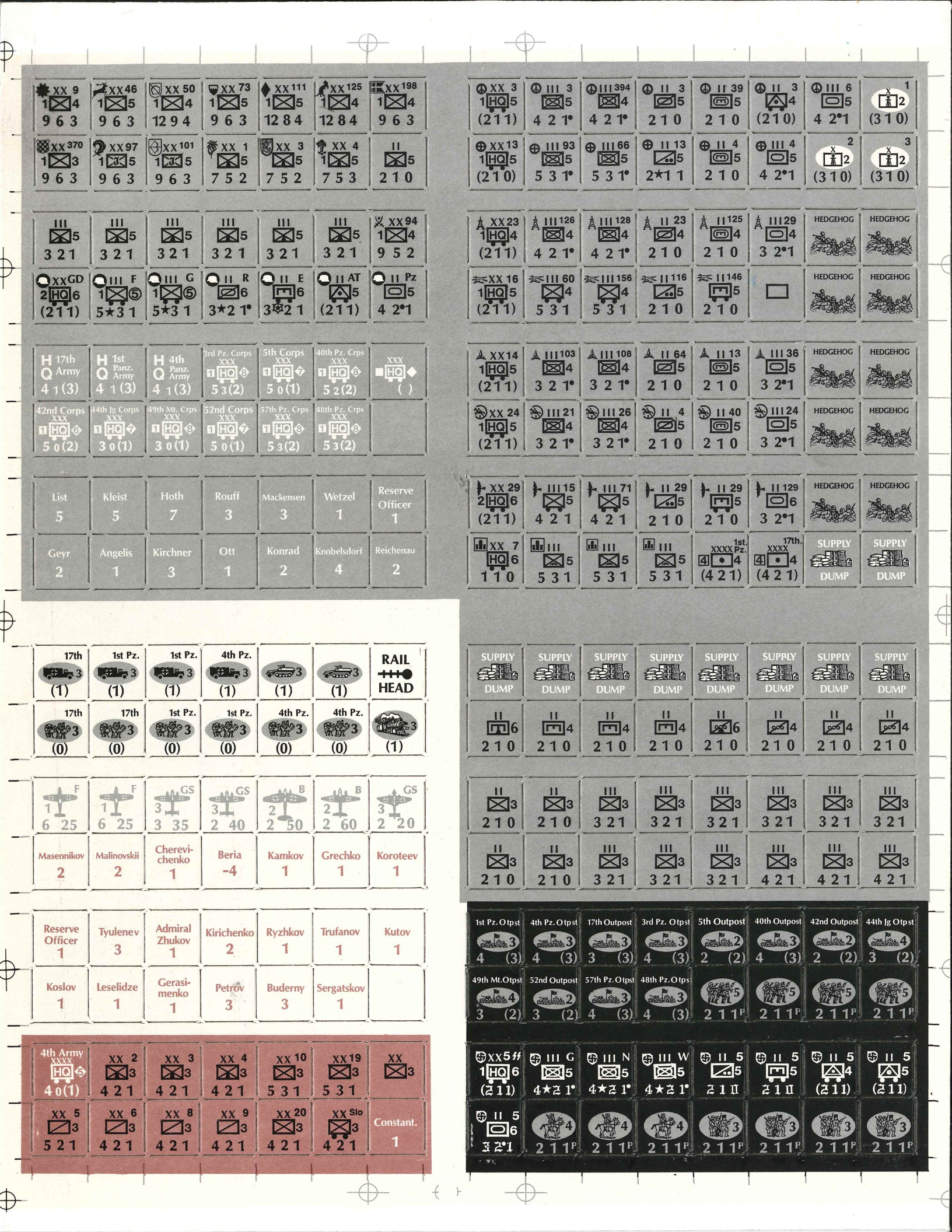
With List gone, Hitler continued to insist on an advance to break the growing stalemate in the Caucasus. The 13th Panzer Division and the 5th SS "Viking" were brought over from the west and fed into the 3rd Panzer Corps HQ for a new operation. Kleist had decided on a thrust to the south toward Ordzhonikidze. The operation intended to outflank the Soviet positions in the Terek bend while blocking the Georgian and Ossetan military roads over the mountains to the south. Beyond this it was hoped that the panzers might use these passes to break through Tiflis and Baku, thus bypassing the main Soviet armies in the Terek area.

13th Panzer Division took Terek on September 20th while other units pushed for Malgobek from the north. In a grinding advance, the Germans pushed down the road through Nal'chik and eventually to Alagir at the northern end of the Ossetan road. The final drive by 13th Panzer toward Ordzhonikidze ended with a costly repulse when the Russians mounted a strong counter attack with reserves staged south of Malgobek. The 13th Panzer was mauled, and had to fight its way back into the arms of a battlegroup from "Viking" to escape from the trap. By the 9th of November this last gamble had been defeated and the panzers were falling back to the north near Pyatigorsk. On this day German intelligence officers reported on an unusual buildup to the north and south of the 6th Army positions near Stalingrad. The writing was on the wall for the Germans in the southern front.

Ten days later Zhukov unleashed his tremendous "Uranus" operation which ripped the German front apart and pocketed the 6th Army at Stalingrad. Hitler's adventure into the Caucasus was finished. Already Manstein was picking over the inactive elements of Kleist's forces to try and scrape together a relief column for Paulus. Operation "Winter Storm" now commanded the Fuhrer's attention, and "Edelweiss" was forgotten, as the fluttering warflag on the icy crag of Mt. Elbrus. Was it truly a pointless excursion into history, or a daring gamble that had gone bad in the end? In spite of its obvious failure, Hitler continued to maintain this force of over fifteen battle hardened German divisions in the Caucasus when they might have proved decisive in the desperate struggle to the north. Even after Kleist's brilliant retreat to Rostov in January of 1943, (for which he was made a field marshal), Hitler insisted that the Taman region be held by 17th Army as a springboard for renewed offensives into the Caucasus. Dreams, it is said, die hard.

CHRONOLOGY

July 23–25	Fall of Rostov.
July 27	Brandenburg secures bridge to Bataysk.
July 29	Proletarskaya falls. 3rd Panzer crosses Manych River.
Aug. 3	Vorshilovsk (Stavropol) is captured by 40th Pz. Corps.
Aug. 5	SS "Viking" at Kropotkin. 40th Pz. Corps near Armavir.
Aug. 6	Tikhoretsk and Armavir are taken by Germans.
Aug. 8	13th Panzer joins SS "Viking" in 57th Pz. Corps and drives on Maykop.
Aug. 9	Maykop Falls. 17th Army takes Krasnodar.
Aug. 12	The Rumanian Corps reaches Slavyansk.
Aug. 13	16th Mot. occupies Elista.
Aug. 15	3rd and 23rd Panzer take Georgievsk
Aug. 17	German armor penetrates to Pyatigorsk.
Aug. 19	49th Mt. Corps driving through passes toward Sukhumi.
Aug. 21	5th Corps takes Krymskaya approaching Novorossiysk.
Aug. 23	Elements of 1st and 4th Mt. Divisions climb Mt. Elbrus.
Aug. 25	3rd Panzer takes Mozdok and feints towards Ishcherskaya.
Aug. 27	52 Corps (111th & 370th Inf.) break out of Mozdok.
Aug. 28	The Assault on Novorossiysk begins.
Sept. 1	46th Div. leads reserves across the straits at Kerch.
Sept. 2	Anapa cleared northwest of Novorossiysk.
Sept. 6	5th Corps secures Novorossiysk.
Sept. 12	The first snow falls in the Caucasus.
Sept. 20	Germans secure a bridgehead at Terek.
Sept. 28	49th Jaeger Corps repulsed near Tuapse.
Oct. 6	Germans take Malgobek.
Oct. 22	Panzers drive south along Terek. Snow at Stalingrad.
Oct. 26	Nalchik falls to 13th Panzer.
Nov. 1	Germans take Alagir and block mountain passes.
Nov. 6	13th Panzer cut off near Ordzhonikidze and breaks out.
Nov. 7	13th Panzer retreats ending Kleist's southern gamble.
Nov. 9	German intelligence spots buildup on 6th Army flanks.
Nov. 14	Berlin admits Russians have initiative in Caucasus.
Nov. 19	Operation Uranus begins at Stalingrad.
Nov. 23	The 6th Army is surrounded.
Nov. 29	Soviets launch offensive in Terek bend area.
Dec. 9	Germans hold the line along the Terek.
Dec. 12	Hoth launches Winter Storm relief operation.
Dec. 22	Kleist begins pulling out of Terek positions.
Dec. 29	Russian troops take Kotelnikovo threatening Rostov.
Jan. 2	1st Pz. Army withdrawing rapidly to the north.
Jan. 7	Kirichenko's Cav/Mach group launches pursuit.
Jan. 8	Zimovinki falls . . . The Rostov Gate is closing.
Jan. 11	Russians re-occupy Pyatigorsk, and Mineralnye Vody.
Jan. 18	Soviets re-occupy Cherkessa.
Jan. 22	Salsk falls to 28th Army.
Jan. 23	Armavir liberated.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XX 370 1 3 9 6 3
XX 97 1 5 9 6 3
XX 101 1 5 9 6 3
XX 1 5 7 5 2
XX 3 5 7 5 2
XX 4 1 5 7 5 3
5 2 1 0
XX 3 1 HQ 5 (2 1 1)
III 3 5 4 2 1*
III 394 4 4 2 1*
II 3 5 2 1 0
II 39 5 2 1 0
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III 6 5 4 2*1
1 2 (3 1 0)
XX 13 1 HQ 5 (2 1 0)
III 93 5 5 3 1*
III 66 5 5 3 1*
II 13 5 2★1 1
II 4 5 2 1 0
III 4 5 4 2*1
2 2 (3 1 0)
3 2 (3 1 0)
5 3 2 1
XX 94 1 4 9 5 2
XX GD 2 HQ 6 (2 1 1)
III F 1 5 5★3 1
III G 1 5 5★3 1
II R 6 3★2 1*
II E 6 3 2 1
II AT 5 (2 1 1)
II Pz 5 4 2*1
XX 23 1 HQ 4 (2 1 1)
III 126 4 4 2 1*
III 128 4 4 2 1*
II 23 4 2 1 0
II 125 4 2 1 0
III 29 4 3 2*1
HEDGEHOG
XX 16 1 HQ 5 (2 1 1)
III 60 4 5 3 1
III 156 4 5 3 1
II 116 5 2 1 0
II 146 5 2 1 0
XX 14 1 HQ 5 (2 1 1)
III 103 4 3 2 1*
III 108 4 3 2 1*
II 64 5 2 1 0
II 13 5 2 1 0
III 36 5 3 2*1
XX 24 1 HQ 5 (2 1 1)
III 21 4 3 2 1*
III 26 4 3 2 1*
II 4 5 2 1 0
II 40 5 2 1 0
III 24 5 3 2*1
XX 29 2 HQ 6 (2 1 1)
III 15 5 4 2 1
III 71 5 4 2 1
II 29 5 2 1 0
II 29 5 2 1 0
II 129 6 3 2*1
XX 7 HQ 6 1 1 0
III 5 3 1
III 5 3 1
III 5 3 1
1st. Pz. XXXX 4 (4 2 1)
17th. XXXX 4 (4 2 1)
SUPPLY DUMP
List 5
Kleist 5
Hoth 7
Rouff 3
Mackensen 3
Wetzel 1
Reserve Officer 1
Geyr 2
Angelis 1
Kirchner 3
Ott 1
Konrad 2
Knobelsdorf 4
Reichenau 2
H Q 17th Army 4 1 (3)
H Q 1st Panz. Army 4 1 (3)
H Q 4th Panz. Army 4 1 (3)
3rd Pz. Corps XXX 1 HQ 8 5 3 (2)
5th Corps XXX 1 HQ 7 5 0 (1)
40th Pz. Crps XXX 1 HQ 8 5 2 (2)
XXX HQ ( )
42nd Corps XXX 1 HQ 6 5 0 (2)
44th Jg Corps XXX 1 HQ 7 3 0 (1)
49th Mt. Crps XXX 1 HQ 8 3 0 (1)
52nd Corps XXX 1 HQ 7 5 0 (1)
57th Pz. Crps XXX 1 HQ 8 5 3 (2)
48th Pz. Crps XXX 1 HQ 8 5 3 (2)
17th 3 (1)
1st Pz. 3 (1)
1st Pz. 3 (1)
4th Pz. 3 (1)
3 (1)
3 (1)
RAIL HEAD
17th 3 (0)
17th 3 (0)
1st Pz. 3 (0)
1st Pz. 3 (0)
4th Pz. 3 (0)
4th Pz. 3 (0)
3 (1)
F 1 6 25
F 1 6 25
GS 3 3 35
GS 3 2 40
B 2 2 50
B 2 2 60
GS 3 2 20
Masennikov 2
Malinovskii 2
Cherevichenko 1
Beria -4
Kamkov 1
Grechko 1
Koroteev 1
Reserve Officer 1
Tyulenev 3
Admiral Zhukov 1
Kirichenko 2
Ryzhkov 1
Trufanov 1
Kutov 1
Koslov 1
Leselidze 1
Gerasimenko 1
Petrov 3
Buderny 3
Sergatskov 1
4th Army XXXX HQ 5 4 0 (1)
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XX 3 3 4 2 1
XX 4 3 4 2 1
XX 10 3 5 3 1
XX 19 3 5 3 1
XX 3
XX 5 3 5 2 1
XX 6 3 4 2 1
XX 8 3 4 2 1
XX 9 3 4 2 1
XX 20 3 4 2 1
XX Slo 3 4 2 1
Constant. 1
SUPPLY DUMP
II 6 2 1 0
II 4 2 1 0
II 4 2 1 0
II 4 2 1 0
II 6 2 1 0
II 4 2 1 0
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III 3 3 2 1
III 3 3 2 1
III 3 3 2 1
III 3 4 2 1
III 3 4 2 1
III 3 4 2 1
1st Pz. Otpst 4 (3)
4th Pz. Otpst 4 (3)
17th Outpost 3 (3)
3rd Pz. Otpst 4 (3)
5th Outpost 2 (2)
40th Outpost 4 (3)
42nd Outpost 2 (2)
44th Jg Otpst 3 (2)
49th Mt. Otpst 3 (2)
52nd Outpost 3 (2)
57th Pz. Otpst 4 (3)
48th Pz. Otpst 4 (3)
2 1 1F
2 1 1F
2 1 1F
2 1 1F
XX 5 1 HQ 6 (2 1 1)
III G 5 4★2 1*
III N 5 4★2 1*
III W 5 4★2 1*
II 5 2 1 II
II 5 2 1 II
II 5 4 (2 1 1)
II 5 5 (2 1 1)
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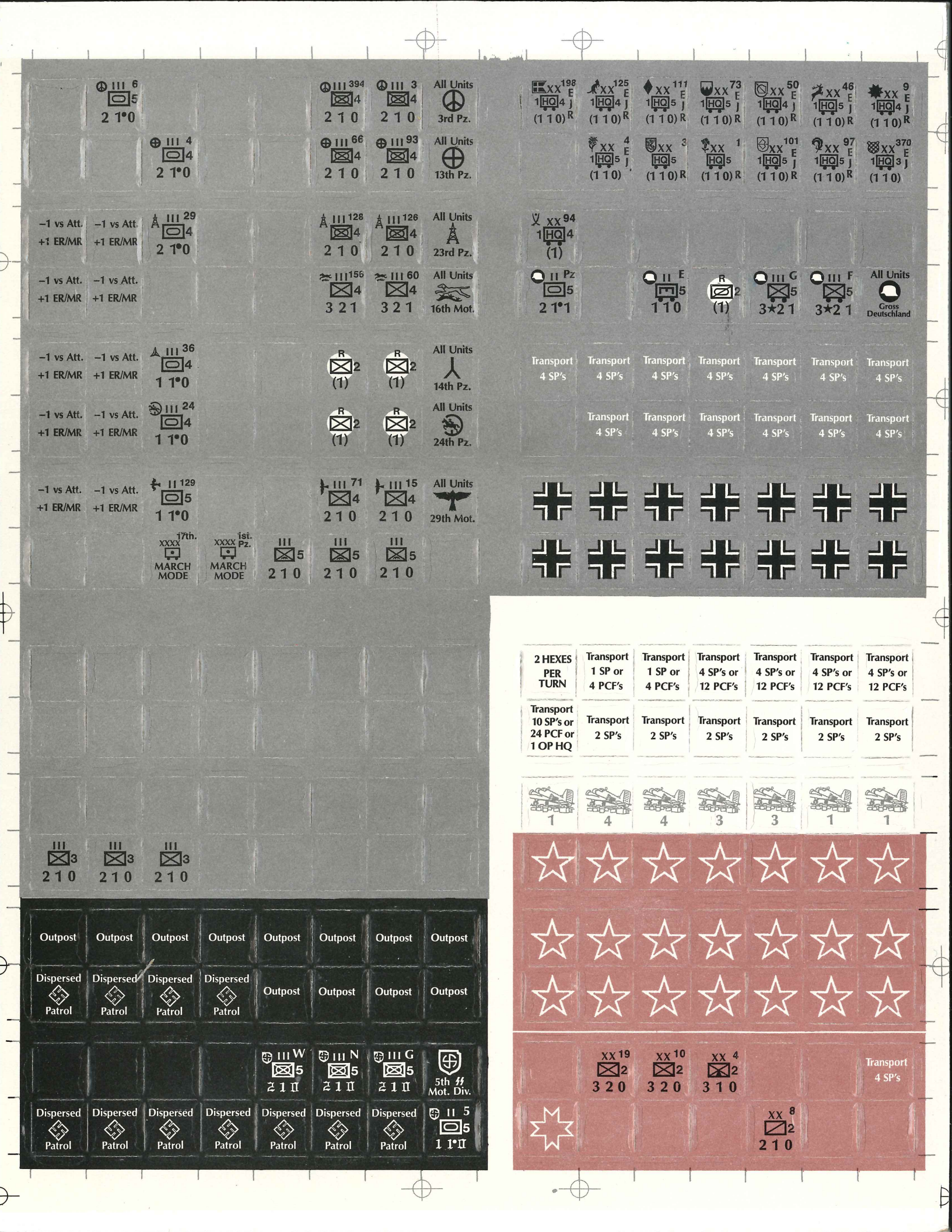
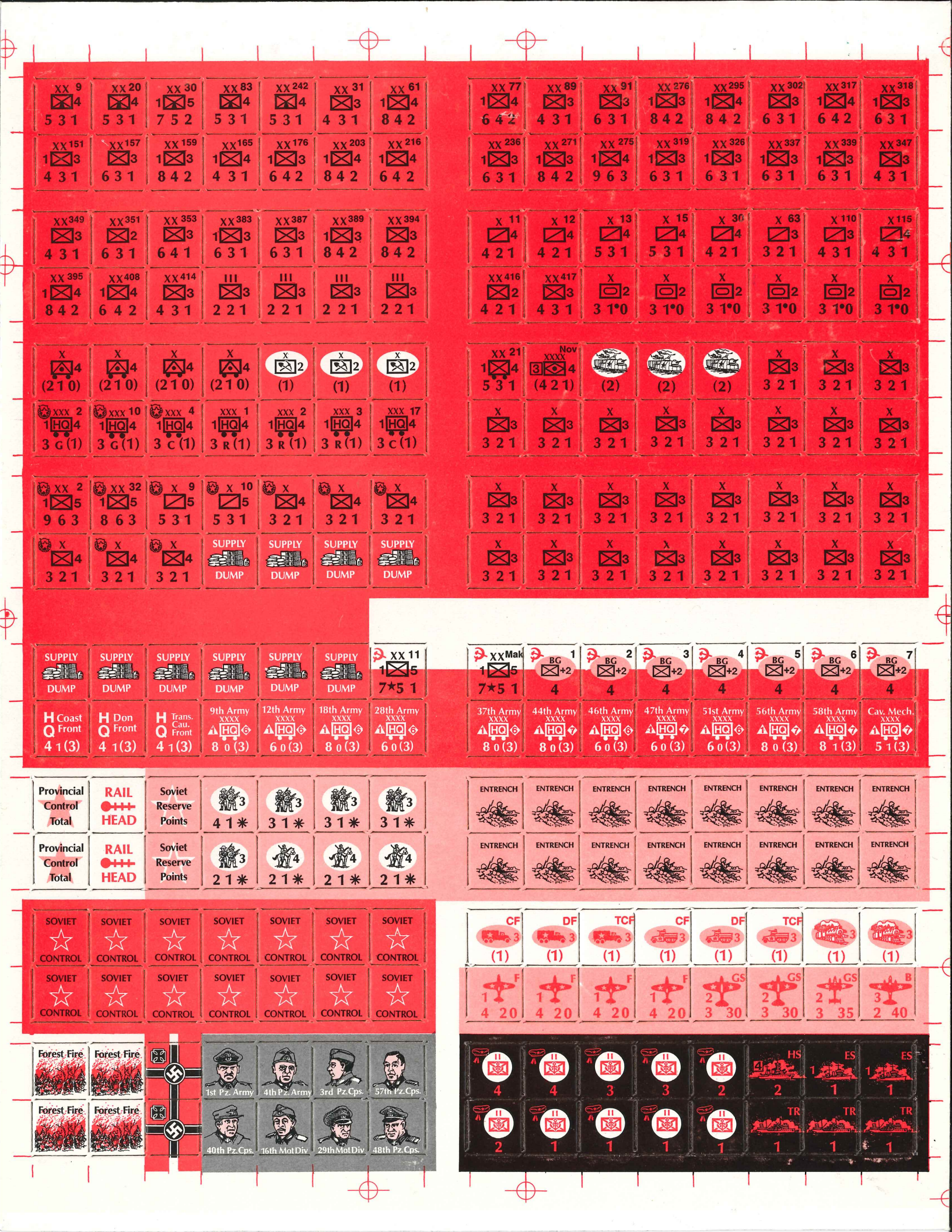
2 1 1P


All Units
3rd Pz.
All Units
13th Pz.
All Units
23rd Pz.
All Units
16th Mot.
All Units
14th Pz.
All Units
24th Pz.
All Units
29th Mot.
All Units
Gross Deutschland
–1 vs Att.
+1 ER/MR
Transport
4 SP's
MARCH MODE
MARCH MODE
2 HEXES PER TURN
Transport 1 SP or 4 PCF's
Transport 1 SP or 4 PCF's
Transport 4 SP's or 12 PCF's
Transport 4 SP's or 12 PCF's
Transport 4 SP's or 12 PCF's
Transport 4 SP's or 12 PCF's
Transport 10 SP's or 24 PCF or 1 OP HQ
Transport 2 SP's
Outpost
Dispersed Patrol
5th SS Mot. Div.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XX 157 3 6 3 1
XX 159 1 3 8 4 2
XX 165 1 4 4 3 1
XX 176 1 3 6 4 2
XX 203 1 4 8 4 2
XX 216 1 4 6 4 2
XX 77 1 4 6 4 2
XX 89 3 4 3 1
XX 91 3 6 3 1
XX 276 1 3 8 4 2
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XX 302 3 6 3 1
XX 317 1 4 6 4 2
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XX 271 1 3 8 4 2
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XX 408 1 4 6 4 2
XX 414 3 4 3 1
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X 30 4 4 2 1
X 63 3 3 2 1
X 110 3 4 3 1
X 115 4 4 3 1
XX 416 2 4 2 1
XX 417 3 4 3 1
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XXX Nov 3 4 (4 2 1)
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X 3 3 2 1
X 3 3 2 1
XXX 2 1 HQ 4 3 G (1)
XXX 10 1 HQ 4 3 G (1)
XXX 4 1 HQ 4 3 C (1)
XXX 1 1 HQ 4 3 R (1)
XXX 2 1 HQ 4 3 R (1)
XXX 3 1 HQ 4 3 R (1)
XXX 17 1 HQ 4 3 C (1)
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XX 2 1 5 9 6 3
XX 32 1 5 8 6 3
X 9 5 5 3 1
X 10 5 5 3 1
X 4 4 3 2 1
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SUPPLY DUMP
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XX 11 1 5 7★5 1
H Coast Q Front 4 1 (3)
H Don Q Front 4 1 (3)
H Trans. Cau. Q Front 4 1 (3)
9th Army XXXX HQ 6 8 0 (3)
12th Army XXXX HQ 6 6 0 (3)
18th Army XXXX HQ 6 8 0 (3)
28th Army XXXX HQ 6 6 0 (3)
XX Mak 1 5 7★5 1
BG 1 +2 4
BG 2 +2 4
BG 3 +2 4
BG 4 +2 4
BG 5 +2 4
BG 6 +2 4
BG 7 +2 4
37th Army XXXX HQ 6 8 0 (3)
44th Army XXXX HQ 7 8 0 (3)
46th Army XXXX HQ 6 6 0 (3)
47th Army XXXX HQ 7 6 0 (3)
51st Army XXXX HQ 6 6 0 (3)
56th Army XXXX HQ 7 8 0 (3)
58th Army XXXX HQ 7 8 1 (3)
Cav. Mech. XXXX HQ 7 5 1 (3)
Provincial Control Total
RAIL HEAD
Soviet Reserve Points 3 4 1 ✱
3 3 1 ✱
3 3 1 ✱
3 3 1 ✱
Provincial Control Total
RAIL HEAD
Soviet Reserve Points 3 2 1 ✱
4 2 1 ✱
4 2 1 ✱
4 2 1 ✱
ENTRENCH
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DF 3 (1)
TCF 3 (1)
CF 3 (1)
DF 3 (1)
TCF 3 (1)
3 (1)
3 (1)
F 1 4 20
F 1 4 20
F 1 4 20
F 1 4 20
GS 2 3 30
GS 2 3 30
GS 2 3 35
B 3 2 40
Forest Fire
Forest Fire
Forest Fire
Forest Fire
1st Pz. Army
4th Pz. Army
3rd Pz.Cps.
57th Pz.Cps.
40th Pz.Cps.
16th Mot.Div
29th Mot.Div
48th Pz.Cps.
II 4
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HS 4 2
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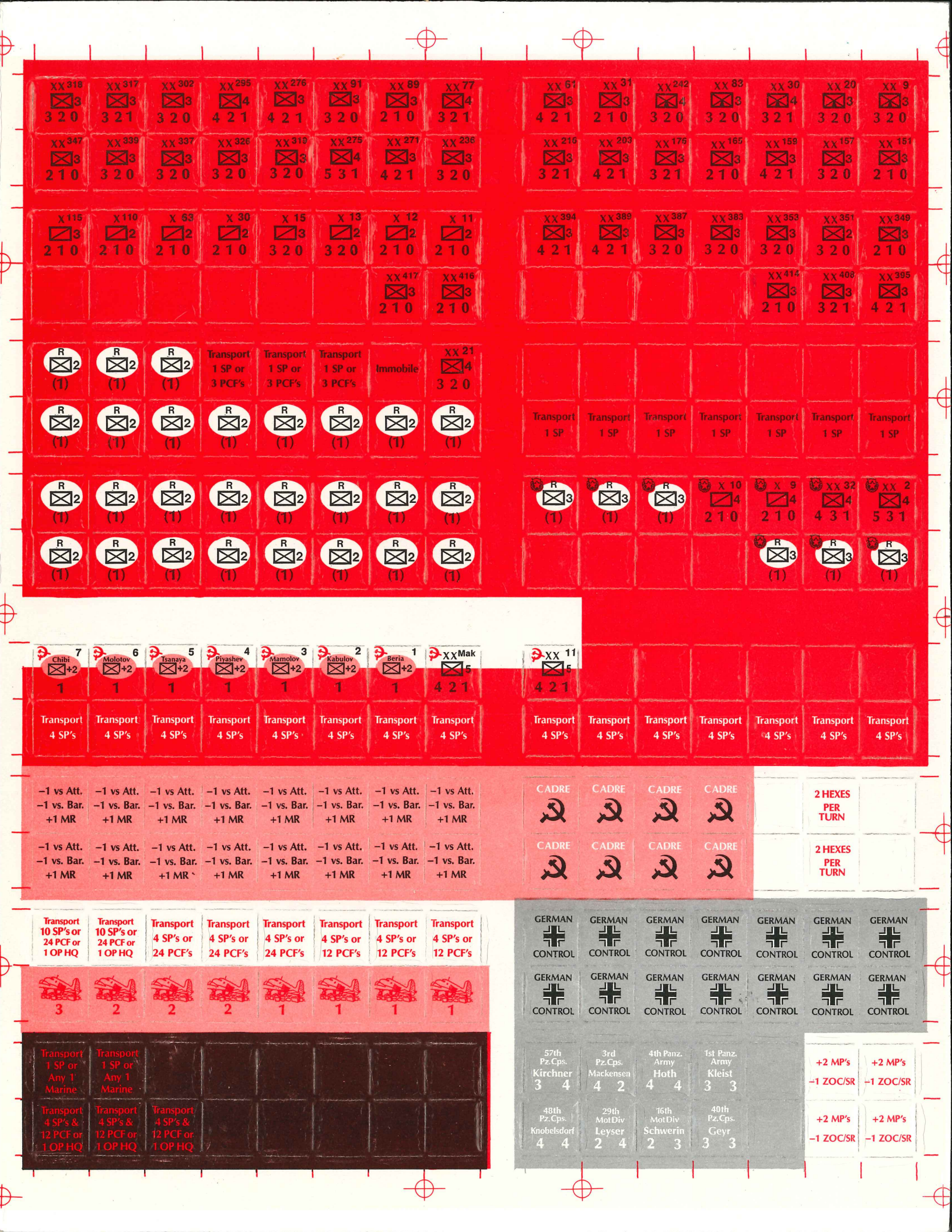
TR 1
TR 1
TR 1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XX 347 3 2 1 0
XX 339 3 3 2 0
XX 337 3 3 2 0
XX 326 3 3 2 0
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XX 275 4 5 3 1
XX 271 3 4 2 1
XX 236 3 3 2 0
X 115 3 2 1 0
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X 63 2 2 1 0
X 30 2 2 1 0
X 15 3 3 2 0
X 13 2 3 2 0
X 12 2 2 1 0
X 11 2 2 1 0
XX 417 3 2 1 0
XX 416 3 2 1 0
R 2 (1)
Transport 1 SP or 3 PCF's
Immobile
XX 21 4 3 2 0
Chibi 7 +2 1
Molotov 6 +2 1
Tsanaya 5 +2 1
Piyashev 4 +2 1
Mamolov 3 +2 1
Kabulov 2 +2 1
Beria 1 +2 1
XX Mak 5 4 2 1
Transport 4 SP's
–1 vs Att.
–1 vs. Bar.
+1 MR
Transport 10 SP's or 24 PCF or 1 OP HQ
Transport 4 SP's or 24 PCF's
Transport 4 SP's or 12 PCF's
Transport 1 SP or Any 1 Marine
Transport 4 SP's & 12 PCF or 1 OP HQ
XX 61 3 4 2 1
XX 31 3 2 1 0
XX 242 4 3 2 0
XX 83 3 3 2 0
XX 30 4 3 2 1
XX 20 3 3 2 0
XX 9 3 3 2 0
XX 216 3 3 2 1
XX 203 3 4 2 1
XX 176 3 3 2 1
XX 165 3 2 1 0
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XX 157 3 3 2 0
XX 151 3 2 1 0
XX 394 3 4 2 1
XX 389 3 4 2 1
XX 387 3 3 2 0
XX 383 3 3 2 0
XX 353 3 3 2 0
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XX 408 3 3 2 1
XX 395 3 4 2 1
Transport 1 SP
R 3 (1)
X 10 4 2 1 0
X 9 4 2 1 0
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XX 2 4 5 3 1
XX 11 5 4 2 1
CADRE
2 HEXES PER TURN
GERMAN CONTROL
57th Pz.Cps. Kirchner 3 4
3rd Pz.Cps. Mackensen 4 2
4th Panz. Army Hoth 4 4
1st Panz. Army Kleist 3 3
48th Pz.Cps. Knobelsdorf 4 4
29th Mot Div Leyser 2 4
16th Mot Div Schwerin 2 3
40th Pz.Cps. Geyr 3 3
+2 MP's –1 ZOC/SR

1 1 1 1 1 1 1
1 1 1 1 1 1 1

1 1 1 1 1 1 1
1 1 1 1 1 1 1

3 3 3 3 3 3 3
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5 5 5 5 5 5 5
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5 5 5 5 7 7 7
7 7 7 7 7 7 7

9 9 9 9
9 9 9 9

DAMAGE 1 LEVEL | DAMAGE 1 LEVEL | DAMAGE 1 LEVEL
DAMAGE 1 LEVEL | DAMAGE 1 LEVEL | DAMAGE 1 LEVEL

A A A A A A A
A A A A A A A

GENERAL RETREAT All Combat and Support Units +2 MP's | GENERAL RETREAT All Combat and Support Units +2 MP's | GENERAL RETREAT All Combat and Support Units +2 MP's | GENERAL RETREAT All Combat and Support Units +2 MP's | GENERAL RETREAT All Combat and Support Units +2 MP's | GENERAL RETREAT All Combat and Support Units +2 MP's | GENERAL RETREAT All Combat and Support Units +2 MP's | GAME TURN

OUT OF COM•CON Move to HQ | OUT OF COM•CON Move to HQ | OUT OF COM•CON Move to HQ | OUT OF COM•CON Move to HQ | OUT OF COM•CON Move to HQ | OUT OF COM•CON Move to HQ | OUT OF COM•CON Move to HQ | OUT OF COM•CON Move to HQ

INDEPEN. No Move. Restrict. | INDEPEN. No Move. Restrict. | INDEPEN. No Move. Restrict. | INDEPEN. No Move. Restrict. | INDEPEN. No Move. Restrict. | INDEPEN. No Move. Restrict. | INDEPEN. No Move. Restrict. | INDEPEN. No Move. Restrict.

REFIT −2 ER | REFIT −2 ER | REFIT −2 ER | REFIT −2 ER | REFIT −2 ER | REFIT −2 ER | REFIT −2 ER | AUTO COM•CON No Move. Restrict.

PONTOON BRIDGE | PONTOON BRIDGE | PONTOON BRIDGE | PONTOON BRIDGE | PONTOON BRIDGE | PONTOON BRIDGE | PONTOON BRIDGE | AUTO COM•CON No Move. Restrict.

RIVER CROSSING | RIVER CROSSING | RIVER CROSSING | RIVER CROSSING | RIVER CROSSING | RIVER CROSSING | RIVER CROSSING | AUTO COM•CON No Move. Restrict.

SUP. HQ → BOUNDARY | SUP. HQ → BOUNDARY | SUP. HQ → BOUNDARY | SUP. HQ → BOUNDARY | SUP. HQ → BOUNDARY | SUP. HQ → BOUNDARY | SUP. HQ → BOUNDARY | SUP. HQ → BOUNDARY

SUP. HQ → BOUNDARY | SUP. HQ → BOUNDARY | SUP. HQ → BOUNDARY | SUP. HQ → BOUNDARY | FORCE MARCH −1 ER +2 MP's | FORCE MARCH −1 ER +2 MP's | FORCE MARCH −1 ER +2 MP's | FORCE MARCH −1 ER +2 MP's

FORCE MARCH −1 ER +2 MP's | FORCE MARCH −1 ER +2 MP's | FORCE MARCH −1 ER +2 MP's | FORCE MARCH −1 ER +2 MP's | FORCE MARCH −1 ER +2 MP's | FORCE MARCH −1 ER +2 MP's | DISRUPT. −2 ER/MR −1 ZOC/SR | DISRUPT. −2 ER/MR −1 ZOC/SR

DISRUPT. −2 ER/MR −1 ZOC/SR | DISRUPT. −2 ER/MR −1 ZOC/SR | DISRUPT. −2 ER/MR −1 ZOC/SR | DISRUPT. −2 ER/MR −1 ZOC/SR | DISRUPT. −2 ER/MR −1 ZOC/SR | DISRUPT. −2 ER/MR −1 ZOC/SR | DISRUPT. −2 ER/MR −1 ZOC/SR | DISRUPT. −2 ER/MR −1 ZOC/SR

FIELD WORKS | FIELD WORKS | FIELD WORKS | FIELD WORKS | FIELD WORKS | FIELD WORKS | FIELD WORKS | GROUND

FIELD WORKS | FIELD WORKS | FIELD WORKS | 1 STEP LOST | 1 STEP LOST | 1 STEP LOST | 1 STEP LOST | ATMOSPHERE

1 STEP LOST | 1 STEP LOST | 1 STEP LOST | 1 STEP LOST | 1 STEP LOST | 1 STEP LOST | 1 STEP LOST | TEMPERATURE

A A A A A A A A

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A A A A A A A
A A A A A A A

DISORG. All Combat and Support Units −1 ER

ISOLATED Move to HQ

ISOLATED No Move. Restrict.

REGROUP −2 ER

BRIDGE DESTROYED

RECON IN FORCE

OPER. HQ BOUNDARY

2 FORCE MARCH −2 ER −2 MP's 1 MP to Rgr.

ROUTED −4 ER/MR −2 ZOC/SR

−2 vs. Att. −1 vs. Bar.

2 STEPS LOST

D

2 4 6 8 10

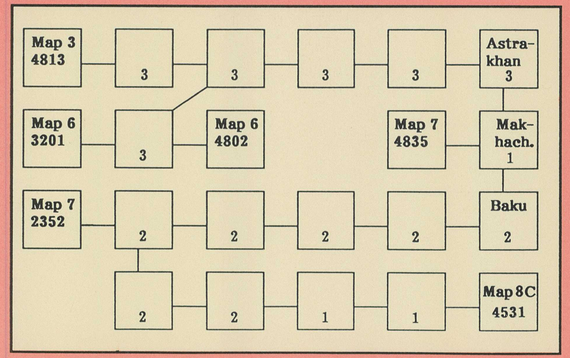
DAMAGE 2 LEVEL

SOVIET ARMY ORGANIZATION DISPLAY

PROVINCIAL CONTROL AND RESERVE POINT TRACK

90	9
80	8
70	7
60	6
50	5
40	4
30	3
20	2
10	1
00	0

SOVIET OFF BOARD MOVEMENT DISPLAY



SOVIET OFF BOARD AIRFIELDS

Astrakhan	25 hexes to the East edge of Map 3 or North edge of Map 6
Makhachkala	5 hexes to the East edge of Map 7.
Baku	25 hexes to the East or South edges of Map 7.

TURN RECORD TRACK

Note: SO = Strategic Overphase this turn

July 26 1 Beg. 10.3 Beg. 10.4	July 28 2	July 30 3	Aug.1 4 SO	Aug. 3 5	Aug. 5 6	Aug. 7 7 SO	Aug. 9 8	Aug. 11 9	Aug. 13 10 SO Beg. 10.2
Aug. 15 11	Aug. 17 12 End 10.3	Aug. 19 13 SO	Aug. 21 14	Aug. 23 15 Beg. 10.1	Aug. 25 16 SO	Aug.27 17	Aug. 29 18	Aug. 31 19 SO	Sept. 2 20
Sept. 4 21	Sept. 6 22 SO	Sept. 8 23	Sept. 10 24 End 10.1	Sept. 12 25 SO	Sept. 14 26	Sept. 16 27	Sept. 18 28 SO	Sept. 20 29 End 10.2	Sept. 22 30
Sept. 24 31 SO	Sept. 26 32	Sept. 28 33	Sept. 30 34 SO	Oct. 2 35	Oct. 4 36	Oct. 6 37 SO	Oct. 8 38	Oct. 10 39	Oct. 12 40 SO
Oct. 14 41	Oct. 16 42	Oct. 18 43 SO	Oct. 20 44	Oct. 22 45	Oct. 24 46 SO	Oct. 26 47	Oct. 28 48	Oct. 30 49 SO	Nov. 1 50 End 10.4

STRATEGIC SUPPLY TABLE (SST)

Die Roll	Supply Points
1	60
2	55
3	40
4	45
5	40
6	35
7	30
8	25
9+	20

DIE ROLL MODIFIERS

Enemy has Air Superiority	+1
Light Mud or Light Snow	+1
Deep Mud or Deep Snow	+2
Scenario 10.2	+2

HIGH COMMAND TABLE (HCT)

Control Number	Reasonable			Uncertain			Obstinate			Outraged		
	0	0	1	2	2	3	4	4	5	6	7	8
Strategic Withdrawal	3	4	4	5	6	6	7	7	8	8	9	10
General Retreat	2	3	3	4	5	5	6	6	7	7	8	9
Limited Withdrawal	1	2	2	3	4	4	5	5	6	6	7	8
Abandon City	3	3	4	4	5	5	6	6	7	7	8	8
Abandon Bridgehead	3	4	4	4	5	6	6	7	7	8	8	9
Transfer Units	2	2	3	3	4	4	5	6	6	7	7	8
Relieve Officer	1	1	2	3	3	4	4	5	5	6	6	7

COMMAND DECISION TABLE (CDT)

Decision	Consultation			Weight of Opinion					Die Roll
	CO	SUP	OP	0-3	4-9	10-15	16-20	21+	
Strategic Withdrawal	X			+1	+1	+2	+3	+4	1
General Retreat	X	X		0	+1	+2	+2	+3	2
Limited Withdrawal	X	X	X	0	+1	+1	+2	+2	3
Abandon City	X		X	0	0	+1	+1	+2	4
Abandon Bridgehead	X		X	-1	0	0	+1	+1	5
Transfer Units	X	X		-2	-1	0	0	+1	6
Relieve Officer	(X)	(X)	(X)	-3	-2	-1	0	+1	7

COMMAND BOXES

Soviet CO	Coastal Front	Don Front	Trans-Caucas Front	9th Army	12th Army	18th Army	28th Army	Reserve Pool
37th Army	44th Army	46th Army	47th Army	51st Army	56th Army	58th Army	Cav. Mech. Group	

GERMAN ARMY ORGANIZATION DISPLAY

HIGH COMMAND TABLE (HCT)

Control Number	Reasonable			Uncertain			Obstinate			Outraged		
	0	0	1	1	2	2	3	4	5	6	7	8
Strategic Withdrawal	4	4	5	5	6	7	8	8	9	10	11	12
General Retreat	3	3	4	4	5	6	7	7	8	9	10	11
Limited Withdrawal	2	2	3	4	4	5	6	6	7	8	9	10
Abandon City	2	3	3	4	5	5	6	7	7	8	9	10
Abandon Bridgehead	2	2	3	3	4	4	5	6	6	7	8	9
Transfer Units	1	1	2	2	3	4	5	6	6	7	8	8
Relieve Officer	2	3	3	4	4	5	5	6	7	7	8	8

COMMAND DECISION TABLE (CDT)

Decision	Consultation			Weight of Opinion					Die Roll
	CO	SUP	OP	0-3	4-9	10-15	16-20	21+	
Strategic Withdrawal	X			+1	+1	+2	+3	+4	1
General Retreat	X	X		0	+1	+2	+2	+3	2
Limited Withdrawal	X	X	X	0	+1	+1	+2	+2	3
Abandon City	X		X	0	0	+1	+1	+2	4
Abandon Bridgehead	X		X	-1	0	0	+1	+1	5
Transfer Units	X	X		-2	-1	0	0	+1	6
Relieve Officer	(X)	(X)	(X)	-3	-2	-1	0	+1	7

COMMAND BOXES

German CO

1st Panzer Army

4th Panzer Army

17th Army

3rd Panzer Corps

5th Corps

40th Panzer Corps

42nd Corps

44th Jaeger Corps

48th Panzer Corps

49th Mount. Corps

52nd Corps

57th Panzer Corps

4th Ruman. Army

Reserve Pool

STRATEGIC SUPPLY TABLE (SST)

Die Roll	Supply Points
-1	45
0	40
1	35
2	30
3	25
4	20
5	15
6	10
7+	5

DIE ROLL MODIFIERS

Enemy has Air Superiority	+1
Light Mud or Light Snow	+1
Deep Mud or Deep Snow	+2
Increased Supply Option	-2

GERMAN OFF BOARD AIRFIELDS

Kerch — 3 hexes to the West edge of Map 8a.

Novocherkassk — 5 hexes to the North edge of Map 1.

Sevastopol — 15 hexes to the West edge of Map 8a.

MOBILE DIVISION HOLDING BOXES

Gross Deutschland

3rd Panzer Divison

5th SS Motor. Div.

13th Panzer Division

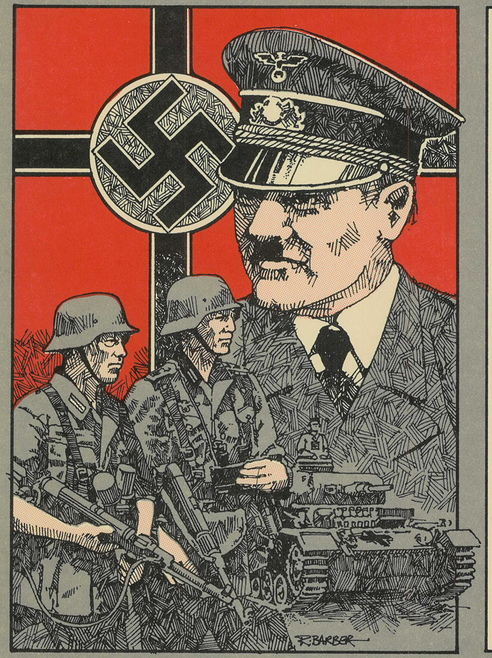
14th Panzer Division

16th Motor. Division

23rd Panzer Divison

24th Panzer Division

29th Motor. Division



CURRENT WEATHER TABLE (CWT)

Die Roll	Atmosphere	Temperature
0	Clear	Hot
1	Clear	Warm
2	Clear	Mild
3	Mist	Cold
4	Mist	Freeze
5	Overcast	Stream Freeze
6	Rain	Deep Freeze
7+	Storm	Deep Freeze

SEASONAL MODIFIERS TABLE (SMT)

Month	Atmosphere	Temperature
July	-2	-2*
Aug.	-2	-2*
Sept.	-1	-1
Oct.	0	0
Nov.	+1	+1

*Any "Freeze" result in July or August is treated as a "Cold" result instead.

PREVAILING WEATHER TABLE (PWT)

ATMOS	0 Clear	0 Mist	0 Over-cast	2 Rain +1	4 Storm +2		
TEMP	1 Hot -1	1 Warm -1	1 Mild	1 Cold	2 Freeze +1	2 Str Frz +1	2 Dp Frz +2
GROUND	1 or 2 Good Ground	3 Light Mud	4 Light Snow	5 Deep Mud	6 Deep Snow		

Note: The Temp and Ground conditions shown are for Elevations 0 and 1 only.

DON RIVER
ROSTOV
TAGONROG
Novazovsk
Manychskaya
Don River Delta
Azov
Bataysk
Kagalnik River
Krasnoye
N
W
E
S
SEA OF AZOV
Fort Katon
Mechetka River
Map 1
Yeysk
Sosyka River
Yeya River
ROSTOV LINE
EDELWEISS
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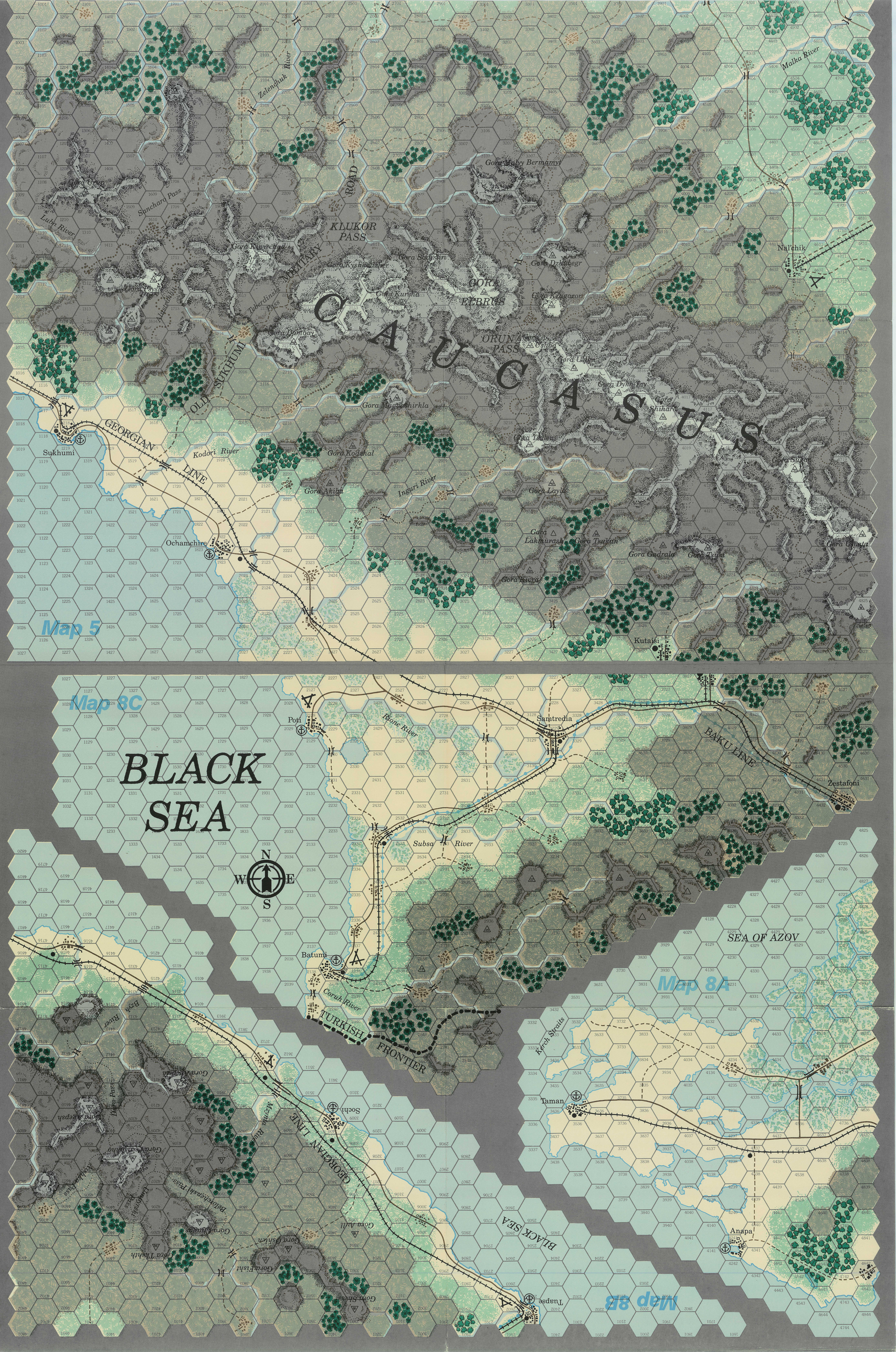
Starominskaya
Chelbas River
Pavlovskaya
Tikhoretsk
Beysug River
Korenovsk
KUBAN STEPPE
Protoka River
Timashevskaya
Korehovsk
Kropotkin
Slavyansk
Labinsk
KUBAN RIVER LINE
Laba River
KUBAN RIVER
Adagum River
KRASNODAR
Kyrmskaya
Belaya River
Psekups River
Psekha River
NOVOROSSIYSK
Kurganinsk
TUAPSE LINE
Chamlyk River
Tsemes Bay
Cape Myshkako
Belorechensk
CAUCASUS MTS.
Rara River
Pshekha River
Maykop
Map 2
BLACK SEA
Pshish River

Map 3
Map 4
KALMYK STEPPE
Spornyy
Krasnoarskaya
Sal River
Proletarskaya
MANYCH RIVER
Sal'sk
STALINGRAD LINE
Elista
MANYCH CANAL
Belaya Glina
Yegorlik River
Divnoye
Kalaus River
Ipatovo
Raguli River
Novo Alexandrovskaya
KALMYK LINE
Grachevka River
Voroshilovsk
KUBAN RIVER
Armavir
Tumylovka River
Urup River
Nevinnomyssk
GROZNYY & BAKU LINE
Kuma River
Mineralnye Vody
Georgyevsk
Pyatigorsk


CAUCASUS
KLUKOR PASS
MILITARY ROAD
ORUN PASS
GORA ELBRUS
Gora Mokry Bermamyt
Gora Dykhtau
Gora Kazbek
Gora Kurshla
Gora Kyukyurtlyar
Gora Suankari
Gora Tetnuld
Gora Ushba
Gora Dykh-Tau
Gora Shkara
Gora Ullutau
Gora Kodchal
Gora Akhtsu
Gora Layla
Gora Lakhmurash
Gora Tsuyla
Gora Gudrala
Gora Tsuta
Gora Kiura
Gora Ushba
Nalchik
Malka River
Zelenchuk River
Lubiy River
Synchara Pass
Tuberdinsk Pass
Auzbinsk Pass
Kodori River
Inguri River
OLD SUKHUMI
GEORGIAN LINE
Sukhumi
Ochamchire
Kutaisi
Map 5
Map 8C
BLACK SEA
Poti
Rioni River
Samtredia
BAKU LINE
Zestafoni
Subsa River
N
W
E
S
Batumi
Coruh River
TURKISH FRONTIER
SEA OF AZOV
Map 8A
Kerch Straits
Taman
Anapa
Sochi
GEORGIAN LINE
Mzymta River
Dzhuga Pass
Klukhorskiy Pass
Tuapse
Map 8B

Map 6
MANYCH CANAL
TO ASTRAKHAN
KUMA RIVER
Mokraya River
Budennovsk
CASPIAN SEA
Kizlyarskiy Bay
Burial Mounds
EDELWEISS
Gorkava Balka
NOGAYSKAYE STEPPE
Kura River
Kaspiysk
Map 7
Mozdok
GROZNYY & BAKU LINE
Chervlenaya
TEREK RIVER
Aktay River
Chegem River
Gudermes
Groznyy
Khasavyurt
To Makhachkala & BAKU
Assa River
Argun River
Urukh River
Ordzhonikidze
Gora Makhar
Gora Kebalgu
Gora Arakhmar
Kharamkyn Pass
Antiyskoye River
OSSETIAN MILITARY ROAD
GORA KAZBEK
Gora Khaz
MOUNTAINS
Krestovy Pass
DARYAL PASS
MILITARY HIGHWAY
MAMISON PASS
Gora Bol'shoy
Gora Kolotyyy
Gora Ulpaix
Gora Nikolaisa
GEORGIAN
Kodorskiy Pass
Gora Adala
Gora Dyrdyrkhoy
Gora Gutton
Gora Garetau
TO TIBILISI (TIFLIS)