

ONE SMALL STEP

A "WHAT IF" SERIES GAME

OPERATION STORM STALIN'S BARBAROSSA

WHAT IF THE SOVIETS ATTACKED FIRST IN 1941?



RULES OF PLAY

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1.0 Introduction

1.1 In General

Operation Storm: Stalin's Barbarossa—What if the Soviets Attacked First in 1941? (OS for short) is a two-player, low-to-intermediate complexity, strategic simulation of the campaign that could've resulted had Stalin agreed to Gen. Georg Zhukov's plan for a preemptive attack against the Germans. The Soviet player is mainly on the offensive, attempting to win the game by seizing key objectives within the territory of the Third Reich. At the same time, though, the situation allows for—and at times demands—the launching of sharp counteroffensives by the German player.

1.2 Scales

Each hexagon on the map represents 16 miles (26 kilometers) from side to opposite side. The units of maneuver for both sides are primarily divisions, along with a few units of other organizational sizes. Each full game turn represents from two weeks to two months, depending on the season. By telescoping time in that way, the turn-by-turn movement and combat capacities of the units can held as a constant.

1.3 Halving

The general rule concerning the halving of numbers in the game is, whenever any such division takes place, all remainders are rounded up. Thus, for example, "half" of three is two.

1.4 Assembling the Maps

The North Map is considered the "base map," so position it on your table first. Next cut off the top-half of the northernmost row of hexes on the South Map (4220-4244). Then fit that trimmed edge of the South Map atop the southern edge of the North Map such that the South Map's trimmed hex 4220 overlaps full-hex 1020 on the southern edge of the North Map, and hex 4244 on the South Map overlaps hex 1044 on the southern edge of the North Map. Join together those two maps using either small pieces of permanent tape or larger strips of removable transparent tape. The latter is easily available from any art or office supply store or online source of such supplies. Also see 2.2 *The Game Map* next column.

1.5 North

The compass rose printed on the two mapsheets show the playing area's relationship to magnetic north. In the rules, whenever a compass direction is referenced it should be understood the north edge of the map is comprised of North Map hexes 4220 to 4244, inclusive. The east edge of the assembled maps

is comprised of all those between, and including, North Map hex 4244 to South Map hex 1444, inclusive. The south edge runs from, and including, South Map hex 1444 to 1420. The corner hexes are therefore each part of two map sides.

Old Hands Note. There are no zones of control.

2.0 Components

2.1 In General

The components to a complete game of OS include these rules, the two mapsheets and the three sheets totaling 684 die-cut counters, which are also referred to as "units" and "unit-counters." Players must provide themselves with a standard (six-sided) die to resolve combat and other probabilistic game events.

2.2 The Game Map

The game map illustrates the militarily significant terrain found in the border area between the Third Reich and the USSR in mid-1941 when viewed at these time and space scales. A hexagonal ("hex") grid is printed over the map to regulate the placement and movement of units across it, much like in Chess and Checkers. A unit is considered to be in only one hex at any one time.

Each hex contains natural and/or manmade terrain and/or water features that can affect the movement of units and combat between opposing units. The various terrains and water features on the map have had their exact real-world configurations altered slightly in order to make them coincide with the hex-grid, but the relationships among the terrains and water bodies from hex to hex are accurate to the degree necessary to present players with the same space/time dilemmas faced by their historic counterparts in the real campaign.

Also note every hex on the map has a unique four-digit identification number printed within it. They're provided to help find exact locations more quickly and to allow for the recording of unit positions if a match has to be taken down before it can be completed. For example, the city of Cracow is in hex N1721, while the major city of Bucharest is in hex S1729.

2.3 Seating

The German player should sit off the map's west edge, with the Soviet player opposite him on the east.

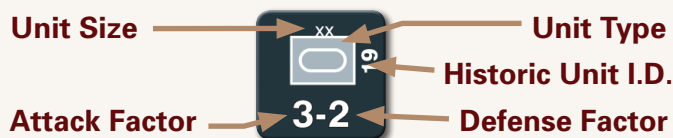
2.4 Counters

There are 684 unit-counters in the game, most of which represent combat formations. Others are provided as informational markers and memory aids. After reading these rules at least once, carefully punch out the counters. Trimming off the "dog ears" from their corners with a fingernail clipper will facilitate easier

handling and stacking during play and enhances their appearance.

2.5 Sample Combat Unit

Each combat unit counter displays several pieces of information: nationality (and therefore the "side" each unit is on), specific historic identification, unit type and size, combat and step strengths, and reinforcement or other special status.



2.6 Nationality

A unit's nationality and "mobility class" (see next column, 2.9), is shown by its color scheme.

Axis Units

German Mechanized Units: white on black

German Non-Mechanized Units: black on gray-green

German Static Flak: back on gray

Hungarian Units — black on yellow

Romanian Units — black on leaf-green

Soviet Units

Soviet Mechanized Divisions & Corps — white on red

Soviet (Mechanized) Heavy Artillery Regiments — red on white

Soviet (Mechanized) T-34 Tank Brigades — black on orange

Soviet Non-Mechanized Rifle & Mountain Rifle Divisions — black on tan

Soviet Non-Mechanized Airborne Brigades — black on sky blue

2.7 Historical Identification

All units are given their specific identification by numbers and/or abbreviations of their historic designations or names to the right of their unit-type boxes. The abbreviations are as follows.

GD — Gross Deutschland

H — Hungarian

HMC — Hungarian Mobile Corps

J — Jaeger (light infantry)

L — Lehr

R — Romanian

RCC — Romanian Cavalry Corps

RMC — Romanian Mountain Corps

Slov — Slovakian

SS — Schutzstaffel

SSAH — SS 'Adolf Hitler' Division

SSP — SS 'Polezei' (Police) Division

SSR — SS 'Reich' (Empire) Division

SST — SS 'Totenkopf' (Deathshead) Division

SSW — SS 'Wiking' (Viking) Division

2.8 Units Sizes

Units' historic organizational sizes are shown by the following symbols: **XXX**—corps; **XX**—division; **X**—brigade; **III**—regiment.

2.9 Unit Types

All ground units in the game belong to one of three basic mobility classes: mechanized ("Mech"), non-mechanized ("Non-Mech") or static. Cavalry exists in both the German and Soviet armies in the mechanized class (but also see 2.12 next page for an important exception). Mechanized units are those whose primary means of moving across the battlefield is by wheeled and/or tracked vehicles. Non-mechanized units are those whose primary means of locomotion is provided by human legs. Static units, of which there is only one and it's on the German side, don't move at all once placed on the map. All those distinctions are important for movement and combat considerations.

In the list of unit types below, if the explanation for a symbol contains a phrase with a slash in it, the term to the right of the slash is used to describe Axis-side units of that type, while the term to the left of the slash is used to describe Soviet units of that type.



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Mechanized Unit Types



Static Unit



Non-Mechanized Unit Types



2.10 Attack Factors & Defense Factors

Attack and defense factors are the measures of a unit's ability to conduct offensive and defensive combat operations. Their uses are explained in sections 9.0 and 10.0.

2.11 Movement Factors

Unlike most wargames, the movement factors of the units are not printed on their counters. Those numbers, the measure of each unit's ability to move across the hex grid printed over the map, are determined by each one's mobility class or nationality, and are displayed on Table 12.1 Units pay varied movement costs to enter different hexes, depending on the terrain in each, any water along the hex sides around them, and the moving unit's mobility class (also see section 9.0).

2.12 Hungarian, Romanian & Slovakian Mobility.

Note that, unlike Soviet and German units, the units of Romania and Hungary don't have movement factors based on their degree of motorization. Rather, all of them, simply based on their nationality, have a common movement factor of five. Also note that, for all purposes, the single Slovakian unit in the counter-mix is treated as a German mechanized-class unit for movement and combat purposes but is irreplaceable.

2.13 Step Strengths

All units in the game have one "strength step." That's an arbitrary term used to express the ability of a unit to absorb a certain amount of combat losses before ceasing to be an effective formation (a measure of its "robustness" in current US Army jargon). When units

of these sizes are eliminated in play, it doesn't mean every individual within them has been killed. It means enough casualties and equipment losses have been suffered to render them useless for further operations.

Design Note: The initial orders of battle for both sides are drawn from the forces historically available to both sides in early June 1941. Similarly, on the Soviet side, the reinforcement schedule is based on what was generated by them during the historic campaign, minus only the historic emergency mobilization of the militia divisions. I believe that, in these altered circumstances, those workers would've been kept at their civilian jobs rather than pressed into service as riflemen.

Similarly, the Soviet Guards conversions—which during this period came almost exclusively from the paratroop arm—have been left out, since those units play a critical part in their original form in the game.

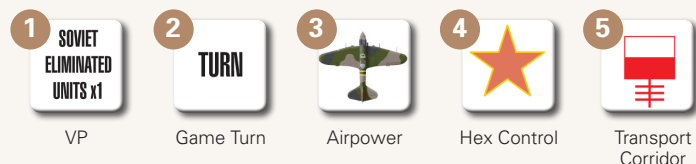
Finally, the "fortified zones" that historically dotted the frontier area east of the 1941 border have also been omitted. Under these circumstances, the last of the manpower and weaponry committed to those static positions would've likely been immediately absorbed into the mobile forces being sent across the border against the Germans.

The Bulgarians have been omitted because they were the least prepared of all the Balkan states for any kind of serious campaigning at this time. My feeling there is, under these altered circumstances, they would most likely have sought to remain hunkered well inside their own borders, hoping the whole thing would pass them by.

All the units are one step because to do otherwise, given the high-unit density often experienced in play, would've been to turn the whole thing into an exercise in stacking and flipping. In compensation for being somewhat short-changed in regard to their per-unit robustness, the Germans are given a 40-division replacement capacity, which is another way of using the principle of abstraction to get at the same thing.

2.14 Other Counters

The uses of the following counters are explained at appropriate points throughout the rest of the rules:



1. Victory Point Markers (see section 4.0)
2. Game Turn Indicator (see section 5.0)

3. Airpower Markers (see 5.3 & 11.1 to 11.6)
4. Hex Control Markers (see 3.8)
5. Transport Corridor Marker
(see 4.4, 4.5, 9.18 & 9.19)

3.0 Set Up & Hex Control

3.1 In General

Players should first decide which side each will control. After that they should take their own side's units and sort them onto and around the map according to the instructions given below. The two players should begin the game's set up by cooperatively placing a Control Marker in each of the city and major city hexes on the map. All the locales to the east of the USSR's border get a marker with the red star showing; all those to the west of that line get a marker with the iron cross showing. Note that there will be some markers left over after all those locales have been marked; extra have been provided to demarcate hex-control in areas where the run of the frontline may not make that status obvious (see 3.8 next page).

3.2 Soviet Unit Sorting

The Soviet player should first sort his units into groups corresponding to the to the information printed on their backsides. All the units that have blank backsides make up his initial on-board attack force. He should temporarily group all of those units, by type, off to the side of the map within easy reach. Units with a one-digit number on their backside are reinforcements. They should be sorted into the boxes of the Turn Track that correspond to those numbers. For example, all the units with a "3" on their backside would go into the "Turn 3—I Jul" box of that track.

3.3 German Set Up

In the same way as the Soviet player, the German player should put all German and Hungarian and Romanian units with one-digit numbers on their backsides into the corresponding boxes of the Turn Track. He should then sort all the German units with "Res" (for "Reserve") on their backside into an easy to reach pile off to the side of the map. That will leave a large group of German, Hungarian and Romanian units with either an "N" (for "North Map") or an "S" (for "South Map"), along with a four-digit number, on their reverse sides. Working in cooperation with the Soviet player, he should place all those units in the exact hexes shown on their reverse sides. For example, German 1st Panzer Division is set up in North Map Hex 3431.

Design Note: Axis forces are placed in the positions they occupied historically on 16 June 1941, as taken from their supreme headquarters' situation map of that date. That was the final date prior to their moving forward into their final jump-off positions for Operation Barbarossa on 21 June.

3.4 Soviet Set Up

Once all the steps described above have been completed, the Soviet player should finish his initial preparation for play by setting up all his initially available (blank backside) units anywhere he wants in Soviet territory. In general, the only requirement is that every border hex from N4234 to S1937, inclusive, must have at least one Soviet non-artillery unit in it when the set up is completed. The two exceptions are as follows. First, the 16 airborne brigades, though part of the initially available attack force, aren't deployed on the map to begin. Instead, place them in a pile within easy reach off to the side of the map and see 11.10 and 5.13(8).

3.5 Transport Marker Placement

Place either one of the Soviet Transport Corridor Markers in hex S2037, and place the single German Transport Corridor Marker in S2036. Place the other Soviet Transport Corridor Marker in hex N2633. Note there is no corresponding German marker for that corridor. See 9.18 & 9.19 for further details.

3.6 Other Marker Counters

Set aside within easy reach the 10 airpower markers along with the single Aerial Supply marker. Place both the "German Eliminated Units x1" and "x10" markers into the "0" (zero) box of that track on the mapsheet. Do the same with the two corresponding Soviet markers on the corresponding Soviet track on the mapsheet. Place the "Soviet VP" marker in the zero box of that track. Place the "Soviet City Control x1" and "x10" markers in "1" box of that track printed on the mapsheet. Place the "Turn" marker in the "1" box of that track.

3.7 Completing Set Up

When all the piling and sorting described above has been completed, the German player will have in front of him the counters representing the formations that make up his initial invasion force. He should take the substitute counters for the divisions and set them off to the side within easy reach. Then, when the Soviet set up has been completed, he should take his remaining units and set them up in any hexes within Greater Germany. They may be set up in hexes adjacent to Soviet units just across the border. Normal stacking limits apply.

3.8 Hex Control

In this game the idea of “hex control” —which side “owns” which hexes at any given instant—is important for supply source, city, major city, oilfield and transport corridor hexes. See sections 4.0 and 8.0 for more details.

At the start of play, the German player controls all hexes generally to the west of the USSR’s border, while the Soviet player controls all those hexes generally to the east of that line (N4134/N4234 to S1741/S1842).

The control status of a hex switches from one side to the other whenever a ground unit from the other side enters it. Control switching is immediate and may occur and reoccur in the same hexes any number of times during play. A number of “hex control markers” are included in the counter mix; see 2.14. Use them to keep track of the control status of important hexes in areas of the board where the positioning of both sides’ combat units don’t themselves work to do that clearly.

4.0 How to Win

4.1 In General

The Soviet player is generally on the offensive, striving to win by seizing important areas on the map while causing heavy casualties on the opposing side. The German wins by preventing his opponent from fulfilling the Soviet victory conditions. Unless one player assesses his situation to have become hopeless, and therefore capitulates to this opponent, victory is only judged at the end of Game Turn 10. There are no “sudden death” victories in this game. Soviet performance in that regard is based on that side’s accumulation of “victory points (“V.P.”) as described below.

4.2 Theater-Wide Operational Advantage Victory Point

The Soviet player is awarded one victory point (total) for achieving an “operational advantage” across this theater of operations. Calculate that based on control of the majority of city and major city hexes on map, at the rate of one control point per city hex and two control points per major city hex. The supply states of those hexes are irrelevant. The Soviet player starts the game with 11 control points for the locales inside the USSR. If, at the end of Turn 10, he has a grand total of 23 or more control points for city and major city control all across the maps on both sides of the border, he gets one VP for having achieved theater-wide operational advantage. Note that the control of the various locales may swing back and forth without

effect throughout the game; it’s only their status at the end of Turn 10 that matters in regard to the awarding or withholding of this one VP to (or from) the Soviet player.

4.3 Ploesti Oilfield Victory Points

The Soviet player is awarded two VP for controlling Ploesti at the end of Turn 10. The supply state of the hex is irrelevant. Note that, though this VP is only awarded or withheld at the end of play, the German player does suffer immediate effects for the loss of Ploesti in other ways (see 7.8).

4.4 Pripyet-Bug-Vistula-Notec Transport Corridor VP

The Soviet player is awarded one VP for controlling all the hexes of the Pripyet-Bug-Vistula-Notec Transport Corridor at the end of Turn 10 (N3420 to N2044, inclusive).

4.5 Danube Transport Corridor VP

The Soviet is awarded one VP for controlling all the hexes of the Danube Transport Corridor at the end of Turn 10 (S2343 to S2220, inclusive).

4.6 Hungary VP

If, at the end of Turn 10, there are no German or Hungarian units anywhere in the portion of Hungary shown on the map, the Soviet player is awarded one VP.

4.7 Heavy German Casualties VP

At the end of Turn 10, the Soviet player is awarded one VP for having eliminated 150 or more German divisions over the course of the game. Eliminated Hungarian and Romanian units don’t count, while German units eliminated while out of supply count double. Also note that German units on the map and out of supply at the end of Turn 10 aren’t counted for this victory condition in any way.

4.8 Heavy Soviet Casualties VP Deduction

At the end of Turn 10, subtract one Soviet VP if that player has lost 200 or more units (of any sizes and types) during the course of the game. Soviet units eliminated while out of supply count double.

4.9 German North Map Counteroffensive VP Deduction

At the end of Turn 10, subtract one Soviet VP if the German controls, in supply, one or more hexes on east edge of the north map (N1044 to N4244, inclusive).

4.10 German South Map Counteroffensive VP Deduction

At the end of Turn 10, subtract one Soviet VP if the German controls, in supply, one or more hexes on east edge of the south map (S1044 to S4143, inclusive).

4.11 Determining the Winner

If, at the end of Turn 10, after all the calculations described above have been made, the Soviet player has accumulated four or more VP, he has won the game. If his VP total is three, that game has ended in a draw. If the Soviet VP total is two or fewer, that game has ended in a German victory.

Design Note: During playtesting, one of the hotly debated questions was in regard to how quickly and definitively the Luftwaffe would've recovered from the massive Soviet surprise aerial attack that was to have been launched at this campaign's very start. The victory conditions above, in combination with the airpower rules presented in 5.3 and section 11.0, represent the consensus-compromise view that eventually emerged.

If you would like to explore the pro-Luftwaffe position from that debate, make the following changes to 4.11 and the airpower procedures given in 5.3 and section 11.0. That is, starting on Turn 2, the Luftwaffe is always assumed to have air superiority to one or another degree. To determine that degree, only the German player rolls two dice to determine his exact number of his airpower markers each turn (outcomes of 11 or 12 generate just 10 markers). If, at the end of Turn 10, the Soviet player has accumulated one or more VP, he has won the game. If his VP total is zero, that game has ended in a draw. If the Soviet VP total is a negative number, that game has ended in a German victory.

5.0 Turn Sequence

5.1 In General

Each game turn of OS is divided into two player turns of sequenced steps called "phases." Every action taken by a player must be carried out in the appropriate phase as described below. Once a player has finished a particular phase, or separate action within a phase, he may not go back to perform some forgotten action or redo a poorly executed one unless his opponent graciously permits it.

5.2 Turn Sequence Outline

The turn sequence is given next column in outline. Note the Soviet player turn is the first during each game turn. Before reading any further in this section, skip to rule 5.11; read it, and then come back to this point and start in again.

Game Turn Sequence

I. Mutual Air Superiority Phase

II. Soviet Player Turn

- A. Soviet Movement or Combat Phase
- B. Soviet Combat or Movement Phase

III. German Player Turn

- A. German Reserve Release Phase
- B. German Reserve Creation Phase
- C. German Movement or Combat Phase
- D. German Combat or Movement Phase

IV. Soviet Terminal Supply Check Phase

V. Soviet Reinforcement Phase

VI. German Replacement & Reinforcement Phase

VII. Mutual Administrative Phase

5.3 Mutual Air Superiority Phase

Both players openly roll two dice. The higher player has won air superiority for that game turn. To determine the degree of that superiority, subtract the smaller rolled total from the higher. That difference is the number Airpower Markers the winning player is awarded for immediate placement on the map. If the two rolled totals are the same, neither player has air superiority that turn. There are never any modifiers applied to these rolls. See 11.1 through 11.6 for more details.

5.4 Soviet Movement & Combat Phases

At the start of every one of his one of his player turns after that of the first game turn, the Soviet player must declare in what order he will carry out his movement and combat phases. That is, he may choose to have his units move first and make prepared assaults second, or he may make his prepared assaults first and move second.

On Turns 2 through 10, that decision is always up to the Soviet player. No matter what phase order the Soviet player chooses, all his units are allowed to participate to the limit of their normal capabilities in both phases. Moving or making a prepared assault doesn't preclude an otherwise eligible Soviet unit performing both tasks each turn; only the order of execution is variable.

The Soviet player only makes one phase order declaration per game turn, at the start of his own player turns, which is then applied to all his units throughout that player turn. He may not choose one phase order for some of his units and the other phase order for others.

If the Soviet player chooses to take his movement phase followed by his combat phase, all his attacks during that combat phase suffer a one-left column shift on the Combat Results Table on account of that choice. That shift is in addition to all other applicable shifts. See section 10.0 for more details. If the Soviet player chooses to take his combat phase first, this penalty is avoided. The Soviet player has no other choice beyond sequencing his movement and combat. That is, he may not choose two movement phases or two combat phases.

5.5 German Reserve Release Phase

The German player may place on the map any number of units from his reserve. Stacking must be observed during the units' placement, and they may enter via any overland supplied city or major hex that's never yet been under Soviet control even temporarily. They may also enter via the Ploesti hex (S2029) as long as that same stricture is observed. They may also enter via any west map edge German supply source hex that's not presently Soviet-occupied. Note that no given unit may both leave and enter the reserve during the same game turn. Within those limits any number of available units may be entered from the reserve onto the map in each of these phases. Entered units may participate normally in the rest of the game turn.

5.6 German Reserve Creation Phases

The German player may withdraw from anywhere on the map—in order to place into his high command reserve—one, some, or all of the units from any one overland supplied hex. An “overland supplied” hex is one that has a valid supply line to a west map edge German supply source hex at that time; fortress supply and aerial supply don't count for this purpose. Also note, as mentioned above, no given unit may both go into and come out of the reserve during the same game turn. Also note, however, it is possible—as long as that same-turn stricture is observed—for the same unit to go into and come out of the reserve any number of times over the course of the entire game.

Design Note: If Ploesti has fallen to Soviet control, even just temporarily, thereby sending the German military permanently into “attenuated supply” (see section 7.0), that has no inhibiting effect on the procedures given above in 5.5 and 5.6. Also note that, despite the unique rules governing much of the first game turn's phase sequence, Phases III.A. and III.B. remain normally in place during it.

5.7 German Movement & Combat Phases

At the start of every one of his one of his player turns after that of the first game turn, the German player must declare in what order he will carry out his movement and combat phases. That is, he may choose to have his units move first, and make prepared assaults second, or he may make his prepared assaults first and move second.

On Turns 2 through 10, that decision is always up to the German player. No matter what phase order the German player chooses, all his units are allowed to participate to the limit of their normal capabilities in both phases. Moving, and possibly mobile assaulting, or making a prepared assault doesn't preclude an otherwise eligible German unit performing both tasks each turn; only the order of execution is variable.

The German player only makes one phase order declaration per game turn, at the start of his own player turns, which is then applied to all his units throughout that player turn. He may not choose one phase order for some of his units and the other phase order for others.

If the German player chooses to take his side's combat phase before the movement phase, all his German prepared assaults during that combat phase gain a one-column rightward differential shift on the Combat Results table, but he may not launch any mobile assaults during that turn's movement phase. That prepared assault shift is in addition to all other applicable shifts. See section 10.0 for more details.

If the German chooses to take his side's movement phase before his combat phase, he thereby sacrifices the rightward column shift bonus for his German prepared assaults that turn, but he may launch German mobile assaults during that player turn's movement phase.

The German player has no other choice beyond sequencing his movement and combat. That is, he may not choose two movement phases or two combat phases.

5.8 Romanian & Hungarian Phase Order Strictures

Romanian and Hungarian units are all also bound by the German player's phase sequence choices. At the same time, though, they may never participate in combined-nationality prepared assaults with each other's units or with German units; they never benefit or suffer from column shifts based on phase order, and they never conduct mobile assaults.

5.9 Soviet Terminal Supply Check Phase

After the completion of each German Player Turn, make a survey of the map and permanently eliminate all Soviet units found to be out of supply at that time. Note there is no corresponding phase for the removal of out of supply German, Hungarian or Romanian units.

5.10 Soviet Reinforcement Phase

During this phase, the Soviet player should examine the box on the Turn Track that corresponds to the game turn being played. If there are any Soviet units in that box, he may enter some or all of them onto the map at this time. Available units not entered during this turn may be shifted into the next Turn Track box in anticipation of entering them during this phase of later turns. Stacking rules are in effect during that placement.

Arriving units may be entered by being placed in any USSR map edge supply source hexes that aren't presently under German occupation. They may also be entered via any city and/or major city hexes inside the USSR that are in supply to the east edge and aren't presently German controlled and that weren't German controlled at any time earlier in the game. They may also be entered by being placed in any hexes of either or both the transport corridors that are at this moment in supply to the east map edge in the USSR (at either S2343 or N2044) via an uninterrupted path of friendly controlled transport corridor hexes.

5.11 German Replacement & Reinforcement Phase

During this phase, the German player should examine the box on the Turn Track that corresponds to the game turn being played. If there are any German or Hungarian units in that box, he may enter some or all of them onto the map at this time. Available units not entered during this turn may be shifted into the next Turn Track box in anticipation of entering them during this phase of later turns. Stacking rules are in effect during that placement. Stacking rules are in effect during placement.

Arriving German reinforcement units may be entered by being placed in any German west map edge supply source hexes that aren't presently under Soviet occupation. They may also be entered via any city and/or major city hexes inside the Third Reich (that is, those in hexes west of the initial USSR boundary line) that are in supply to the west edge and aren't presently Soviet controlled and that weren't Soviet controlled at any time earlier in the game. They may also be entered by being placed in any hexes of the Danube Transport Corridor that at this moment

is in supply to the west map edge at S2220 via an uninterrupted path of German controlled transport corridor hexes.

Hungarian reinforcement units may only be entered by being placed in west map edge hexes inside their own country.

German replacement units (see 8.4) are also entered during this phase, and under the same strictures as given above for German reinforcement entry.

Also note the German player, instead of entering his arriving German reinforcements onto the map, may instead keep them off map in his High Command Reserve. Hungarian units may never be committed to that reserve.

5.12 Mutual Administrative Phase

Both players should cooperate during this phase to tidy up around the map, retrieving airpower markers, adjusting the various track markers, etc.

5.13 Game Turn 1 Special Rules

During Game Turn 1, none of the strictures given above in 5.3, 5.4 and 5.7 apply; they only come into effect at the start of Turn 2. Substitute the following strictures in place of those three rules during Game Turn 1.

1. None of the normal phase sequence column shift penalties or bonuses apply. Instead, all Soviet attacks receive a two-column-right "strategic surprise" shift bonus and all German/Axis attacks suffer a one-column-left penalty shift.
2. All units of both sides are automatically in supply the entire game turn.
3. The Soviet player chooses the German phase sequence, announcing it at the start of the German Player Turn.
4. All German and Axis movement factors are halved, and they may not make any momentum attacks or mobile assaults no matter the phase sequence dictated for them by the Soviet player.
5. No airpower markers are placed on the map, but the Soviet side is otherwise considered to have air superiority for all purposes.
6. Soviet units crossing any Hungarian border hexside during Turn 1 must pay one extra movement point to do so.
7. The Soviet phase sequence is always fight-move on Turn 1.
8. The Soviet player must set up his tank and mechanized divisions as corps. That is, the single mechanized rifle and two tank divisions that make up each such corps must be set up stacked together

in one hex. Once play begins, there's no advantage or disadvantage in regard to maintaining that corps stacking; however, the stricture must be met during set up. Also note two complete corps might be stacked together, or a single corps might be stacked with other non-corps Soviet units within normal staking limits. The corps affiliation for each such division is to the left of their unit type boxes on their counters. For example, the 1st Mechanized Corps is made up of the 1st and 3rd Tank and 163rd Mechanized Rifle Divisions.

Design Note: In regard to point 8 above, the logic of the rules system would seem to dictate there should be a bonus in Soviet combat power if the corps integrity of those formations were maintained during operations. No doubt the Soviets hoped for that very thing; however, only the divisions of one of the corps had spent any amount of time training together in field exercises prior to June. In the historic event, then, the divisions operated uncoordinated as corps, and those corps organizations quickly lost all significance.

6.0 Stacking

6.1 In General

"Stacking" is the word used to describe the piling of more than one unit into a single hex at the same time. Stacking rules are only in effect at the end of each stack or lone unit's movement, at the end of every advance-after-combat (see 10.24), in the launch hex of every mobile assault at the time of each launch (see 9.22 to 9.30), during the placement of reinforcement and replacement units onto the map, and at the very start and end of every phase.

6.2 No International Axis Stacking

On the Axis side there is never any international stacking allowed. Moving German and Hungarian units, or moving German and Romanian units, are allowed to pass through each other's hexes while moving, but at the times listed above in 6.1 no international stacking in any combinations is allowed.

6.3 Hungarian & Romanian Stacking Limit

The stacking limit for the Romanians and Hungarians is three units.

6.4 German Stacking Limit

The German stacking limit is eight units.

6.5 Soviet Stacking Limit

The Soviet stacking limit is six non-artillery units and six artillery units. That is, the stacking of all Soviet unit types other than artillery (see 2.9) is figured separately from that of his artillery units. So a hex of Soviet units

stacked to the maximum would be any mixture of six non-artillery units along with another stack of up to six artillery units.

Design Note: Note that artillery units are a subset within the overall mechanized-unit classification. For more details on their unique characteristics, see 11.7.

6.6 Stacking & Movement

If any hex containing stacked units of either side is found to be "over stacked" (exceed the stacking limits given above) at the any of the times listed above in 6.1, the offended player is immediately allowed to remove to the dead pile his choice of the minimum number of involved enemy units necessary to bring the violating stacks back into limits.

The idea in the paragraph above is that most stacking violations should be noted and stopped before they're allowed to go on, during each phase as the game progresses. If, however, some violation is not seen until a phase ends, or is discovered when a phase is just beginning, the transgressing player then suffers the penalty of unit elimination rather than just chastisement.

6.7 Free Stacking Units

None of the units and counters pictured in rule 2.14 have any stacking values of their own. They may be added to any stacks in accordance with the particular rules given for their uses.

7.0 Supply

7.1 In General

German and Soviet units need supply to operate at their full movement and combat potentials. There are no counters representing the actual materiel consumed; instead, that process is represented by "supply line tracing" to "supply source hexes." Note that Hungarian and Romanian units, both of which are restricted to moving and attacking only within their own countries, are always automatically in supply.

7.2 Supply States

There are three supply states for German units, and each ground unit of that side always exists in one of them: 1) in supply; 2) attenuated supply; and 3) out of supply, which is also referred to as being "OOS" and "unsupplied." For Soviet units there are only two supply states: 1) in supply; and 2) out of supply.

7.3 Supply Sources

German supply source hexes are all those along the assembled maps' western edge, from N1044 to S1420, inclusive. Soviet supply sources hexes are all those along the assembled maps' eastern edge, from N4244 to S2044, inclusive. A map edge supply source

hex loses its supply providing capacity while enemy occupied. That capacity is regained, though, the instant that enemy occupation is ended. That loss/gain process may potentially go on any number of times for each such hex throughout the game.

7.4 Tracing Supply Lines

In general, both German and Soviet supply paths may be of any length, even possibly crossing each other; however, no unit anywhere on the north map may trace its supply into or through any south map hex. Similarly, no units anywhere on the south map may trace its supply into or through any north map hex. Supply lines may cross any kind of terrain, but they may not be traced across all-lake or all-sea hexes or hexsides. Other than that, only enemy occupation of a hex blocks the tracing of a supply line into and through that hex.

7.5 When to Check Supply

Check the supply status of every German or Soviet unit/stack the instant it starts its movement during every movement phase of its side. Units unable to trace a complete supply line as described above at that time are thereby OOS for that entire movement phase. And that's true even if they, during that same phase, manage to move into a hex wherein they would've been in supply had they began their move in it. Also check the supply status of every German and Soviet unit involved in any combat, offensive or defensive, as the first step in resolving each battle. Units found to be without a complete supply line at that time are OOS for purposes of resolving that battle.

7.6 Effects of Being OOS

German and Soviet units, be they mechanized or non-mechanized, which are found to be OOS at the start of their movement have their movement factors reduced according to the Movement Factors Table printed in section 12.0 Further, mechanized German units that are found to be OOS at the start of their movement may not make mobile assaults during that phase.

German and Soviet units found to be OOS at the start of a prepared assault in which they're participating suffer a two-column-leftward differential shift on the Combat Results Table (CRT) when attacking and, if an OOS unit or stack is attacked, their attackers gain a two-column rightward shift bonus. If an attack force contains a mix of OOS and supplied units, the two-column-leftward penalty is still applied.

Note that no German unit is ever eliminated simply for being OOS; within the strictures given above, a German unit may exist indefinitely in the OOS state. In regard to OOS Soviet units, see 7.10 next column.

7.7 Deliberate OOS

It's permitted for both players to deliberately move his units into hexes wherein they will or may become OOS.

7.8 German Attenuated Supply

Once Ploesti (S2029) has fallen under Soviet control, even if only temporarily, otherwise supplied German units are thereafter considered to have only "attenuated supply." Movement of German units with attenuated supply is reduced according to the Movement Factors Table in section 12.0. German units found to be OOS at the start of a prepared assault or mobile assault in which they're participating suffer a one-column-leftward differential shift on the Combat Results Table (CRT) when attacking and, if an attenuated-supplied unit or stack is attacked, their attackers gain a one-column rightward shift bonus. If a German attack force contains a mix of attenuated and OOS units, a two-column-leftward penalty is applied.

Design Note: No international Axis attacks are ever allowed, and there's no Soviet equivalent to attenuated supply. Also note there are no German "coastal" or "fortress" supply rules, as are common in historically based late-war east front games. That's because here the Soviet Navy wouldn't begin the game bottled up in the Gulf of Finland, and its 165 submarines would be more than able to effectively disrupt that kind of German logistical effort during this period. Similarly, none of the materiel that allowed for self-sustaining German "fortresses" late in the war had as yet been piled up in any of those places.

7.9 German Aerial Supply

Once during the game, on any turn in which he has air superiority (see 5.3), the German player may place the Aerial Supply Marker in any hex anywhere on the map in which he has OOS units. The effect of that placement is to restore that force to full or attenuated supply for the duration of that game turn as long as they remain in that marked hex. There is no Soviet aerial supply capacity.

7.10 Soviet Terminal Supply Check Phase

During Phase IV of every game turn after the first, both players should cooperatively check the map in search of all OOS Soviet units. All Soviet units found to be OOS at those times are instantly and permanently removed from play. There is no corresponding check and removal of OOS German units.

8.0 Reinforcements, Replacements & German Reserves

8.1 Reinforcements & Replacements

Reinforcements are new German and Soviet units that enter the game for the first time after play has begun. Replacements are previously eliminated German units (never Soviet, Hungarian or Romanian) that reenter play as if they were reinforcements.

8.2 Soviet Reinforcement Placement Phase

Soviet reinforcements enter during Phase V of the game turns; see 5.10 for details. Newly entered Soviet reinforcements immediately have all their normal movement and combat capacities available to them within the strictures of the turn sequence, supply rules, etc. For procedures in regard to entering Soviet airborne units, see 11.10. Note there are no Soviet replacements.

8.3 German & Hungarian Reinforcement & Replacement Entry

German and Hungarian reinforcements, and German (only) replacements, enter during Phase VI of the game turns; see 5.9 for details. Newly entered German and Hungarian reinforcements immediately have all their normal movement and combat capacities available to them within the strictures of the turn sequence, supply rules, etc.

8.4 German Replacements

The following German/Axis units are never eligible to be replaced: all units eliminated while OOS or aurally supplied, the Slovakian division, all Romanian and Hungarian units, the 1st Cavalry Division, the 10th Flak Division, the 900L Panzer Brigade and the Gross Deutschland Panzer Grenadier Regiment. Units other than those become eligible for reentry via the replacement process throughout all turns but starting the game turn after their elimination. Within these strictures, an otherwise eligible unit may be eliminated and reentered into play any number of times. Starting on Game Turn 2, the German player may replace up to two mechanized-class units and up to three non-mechanized units. One or two additional non-mechanized units may be substituted for the mechanized units, but not vice versa.

9.0 Movement, Transport Corridors & German Mobile Assaults

9.1 In General

Every non-static ground combat unit in the game has a movement factor based on its nationality and mobility category and listed on table 12.1. That factor is the number of "movement points" (also called "movement factors," "MF," and "MPs") available to the unit to use to move across the hex grid during its side's movement phase in each of its own side's player turns. Units move from hex to adjacent hex—no "skipping" of hexes is allowed—paying varied costs to do so depending on the type of unit moving and the terrain in (and water barriers along the sides of) the hexes being entered. The movement of each player's ground units takes place only during his own player turn's movement phase; no enemy movement takes place during your own player turns.

9.2 Limits

MP may not be accumulated from turn to turn or phase to phase, nor may they be loaned or given from one unit or stack to another. A player may potentially move all, some or none of his non-static units in each of his movement phases throughout the game. The single static unit in the counter-mix never moves once it's been placed on the map, except to be lifted off it and put into the dead pile. Units that move aren't required to expend all their MP before stopping. The movement of each unit or stack must be completed before that of another is begun. A player may only change the position of an already moved unit or stack if his opponent agrees to allow it.

9.3 Minimum Movement Ability

Each ground combat unit with a listed movement factor of one or more is generally guaranteed the ability to move at least one hex during a friendly movement phase by expending all its MF in order to do so. But that guarantee doesn't allow units to enter hexes or cross hex sides that are otherwise impassable to them, nor does it guarantee German mechanized-class units the ability to launch a mobile assault.

9.4 Enemy Units

Ground combat units may normally don't enter hexes containing enemy ground combat units, but see 9.22 and 11.10 for exceptions.

9.5 Stack Movement

To move together as a stack, units must begin their side's movement phase already stacked together in the same hex. Units are not, however, required to move

together simply because they started a movement phase in the same hex; such units might be moved together, individually, or in smaller sub-stacks.

9.6 Splitting Stacks

When moving a stack, you may halt it temporarily to allow a unit or sub-stack to split off and move away on a separate course. The units left behind in the original (or "parent") stack may then resume their own movement, even splitting off other units if desired. But once you begin moving an entirely different parent stack, or an individual unit that began in a different hex than the currently moving parent stack, you may no longer resume the movement of the earlier stack without your opponent's permission.

9.7 Different MF in Stacks

If units with different movement factors are traveling together in a stack, the stack must use the movement factor of the slowest unit within it. Of course, as the slower units exhaust their MF, you may drop them off and continue with the faster ones.

9.8 Terrain & Movement

All terrain features on the map are classified into two broad categories: natural and manmade. Both those categories are further divided into different types (see below). There is never more than one type of natural terrain in any one hex, but one or more types of manmade terrain may exist in one hex along with one type of natural stuff.

9.9 Natural Terrain & Water Barriers

There are seven types of natural terrain and hydrographic features on the map: clear, forest, rough, marsh, mountain hexes, along with river hexsides and all-lake/all-sea hexsides. The effects those various features have on the movement of ground units are described below and are also summarized on the Terrain Effects Chart (or "TEC," see 12.2) for quick reference during play.

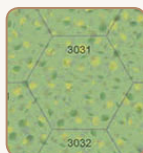
9.10 Clear

Clear terrain is the "base" terrain of the game; it's devoid of any natural features that would enhance defense or slow movement at this level of operations. Each clear hex costs all ground units one MP to enter. All city and major city hexes, as well as the Ploesti oilfield hex, are considered to have a base of clear terrain.



9.11 Forest

Forest hexes represent areas where the primary ground cover is trees. Each forest hex costs most mechanized



units two MP to enter, while all non-mechanized units and cavalry pay one MP.

9.12 Marsh

Marsh hexes cost non-mechanized units two MP per hex entered. Cavalry units pay one MP per marsh hex entered, while other mechanized units are only allowed in marsh hexes when traveling along transport corridors (see next page, 9.18 & 9.19).



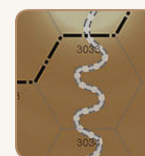
9.13 Rough

Rough hexes are areas dominated by broken or hilly terrain. Cavalry and mountain infantry pay only one MP per rough hex. Non-cavalry mechanized units pay two MP per hex, as do all non-mechanized units other than mountain infantry.



9.14 Mountains & Mountain Passes

Mountain hexes are areas dominated by alpine terrain. Mountain infantry pay only one MP per mountain hex, while cavalry pay two MP per hex. Non-cavalry mechanized units are only allowed in mountain hexes when moving along passes, from pass hex to pass hex across hexsides traversed by the pass symbol, at the cost of one MP per hex. Non-mechanized units other than mountain infantry may enter mountain hexes at the cost of three MP per hex, or they may make use of passes, at the rate one MP per hex, in the same way as mechanized units.



9.15 River Hex Sides

Rivers run between hexes, along hex sides, rather than existing in-hex. In general, every river hex side may be crossed by all units of both sides by paying one extra MP for the crossing. "Extra" means in addition to whatever movement cost is involved for the hex being moved into. See 9.18 & 9.19 next page for the exception.



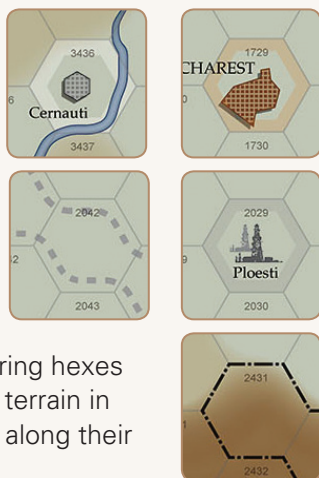
9.16 All-Lake Hex Sides & All-Sea Hex Sides

No movement or combat is allowed across all-lake or all-sea hexsides for either side.



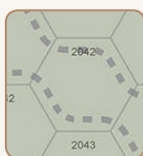
9.17 Manmade Terrain & Movement

Manmade terrain exists in five types: cities, major cities, transport corridors, the Ploesti oilfield, and international boundary hexsides. Manmade terrains have no slowing effects by themselves on movement. Other than when using the corridors, the movement cost for entering hexes is determined by the natural terrain in them and any water barriers along their hex sides.



9.18 Danube Transport Corridor (DTC)

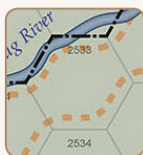
The Danube River valley has been the main east-west transport corridor in Europe since the time of the Pax Romanum. The following special rules are therefore applied to it for units of both sides all during play.



1. When moving from one DTC hex to another, provided that move is across a hexside traversed by the DTC pathway as drawn on the map, a moving German, Romanian or Soviet unit or stack pays only one movement factor per hex.
2. River crossing costs are ignored.
3. Mechanized units may enter and pass through, and attack into and defend in, marsh hexes without penalty (as if they were clear terrain).
4. Both sides are able to enter newly arriving units along the course of the DTC as given in 5.10 and 5.11.
5. Use the marker units provided to delineate the forward limit of each side's control portion of the DTC. Those control limits may slide back and forth, based simply on the hex-control rule of 3.8, any number of times during play. Each side's special exploitation of the DTC is limited to its own area of control from moment to moment.

9.19 Pripyet-Notec Transport Corridor (PNTC)

According to the Soviet plan, this transport corridor was going to be put together by the Soviets as their invasion progressed, and they had assembled numerous engineer units, along with over 1,000 European-gauge trains, to ensure that could be done. Therefore the special rules given above for the DTC also apply here, but only for Soviet



use. Again, use the marker provided to delineate the area of Soviet control from moment to moment.

9.20 Cumulative Costs

The total movement cost for entering any hex is always the sum of all the applicable terrain and water-barrier costs involved. For example, outside of a transport corridor, a tank unit crossing a river hexside into a rough hex would pay a total of three MP to do so. That is, two MP to enter the rough hex and one extra MP to cross the river hexside.

9.21 No Off Map Movement

No unit once in play on the map may be moved off it except when eliminated in combat.

9.22 German Mobile Assaults

Supplied (attenuated and aerial OK) German panzer and motorized infantry (panzer grenadier) units may conduct a special form of attack during that side's movement phases, provided the move-fight phase sequence has been chosen for use that player turn, called "mobile assault," or simply "MA" (pronounced "em-ay"). Both those types of German mechanized-class units may potentially participate in MAs, but for motorized infantry to be able to do so at least one panzer division or brigade must be involved in the same MA. Motorized infantry alone may not make MA. Within normal stacking limits, one panzer division enables any number of motorized infantry divisions to participate in the same MA with it. Also see 11.7 for special rules governing German overruns of hexes occupied only by Soviet artillery.

9.23 MA Procedures

To conduct an MA, an eligible moving German unit or stack enters the Soviet occupied hex chosen to be attacked, paying an extra MP to do so while also suffering a one column leftward differential shift (along with all other applicable odds shifters) during that battle's resolution. An MA-eligible German unit or stack may conduct more than one MA per German movement phase, into the same or different hexes, paying the same plus-one MP cost to initiate each "round" of battle until all its MP are spent, or the defenders are entirely eliminated, or the attackers themselves are entirely eliminated; or the German player simply decides not to press the matter any further.

Any given Soviet-defended hex may potentially be mobile assaulted any number of times during any one German movement phase. Each new German MA force, though, must enter the Soviet-defended hex from a



launch hex that is not overstacked with German units at time of the moving force's launch of the MA. The stacking limits for the opposing sides' involved units within the assaulted hex itself are mutually exclusive.

Design Note: A mobile assault's "launch hex" is the last hex occupied by the assaulting German force just prior to entering the defender's hex.

9.24 More MA Limits

MA may not be launched into marsh, mountain or mountain pass hexes. Those terrain prohibition remain true even in transport corridor hexes. MA in the corridors must be calculated solely on the basis of the other terrain features in them, as if the corridors didn't exist. Also note, however, that terrain doesn't limit the hexes from which MAs may be launched.

Soviet units may never launch MA, nor is the concentric assault odds shift bonus (see 10.20) ever available to the Germans for MA.

The guaranteed ability of units to move at least one hex per friendly movement phase by expending all their MP to do so doesn't work to guarantee otherwise ineligible German units the ability to launch an MA. An assaulting unit or stack must have sufficient MP available to pay for the MA or it may not be made.

The first German unit given up to satisfy combat losses in any MA must come from a panzer unit "leading" that attack.

9.25 MA & Supply State

The supply state of German units involved in an MA is determined at the instant of battle and at the location of battle. That is, no otherwise eligible German unit or stack may conduct an MA if it can be seen to be OOS in the launch hex for that MA.

9.26 MA Stack Eligibility

To be able to MA together during a given movement phase, otherwise eligible German units must have begun that phase already stacked together.

9.27 Unfavorable Combat Result

If a German MA achieves any result that fails to entirely eliminate the defended hex of all Soviet units, the involved German force suffers whatever losses are dictated for it by that same result and the survivors are placed back in their MA launch hex. The German player could then choose to have those units launch another round of mobile assault into the same Soviet-defended hex, provided they had sufficient MP remaining to pay for another round. Alternatively, he could simply declare their movement over for that phase, or he could move off in another direction, even attempting MA into other hexes, provided he had sufficient MP

remaining to do so. Such units could also potentially make a prepared assault, into the same or different Soviet-defended hex, in the following German combat phase.

9.28 Favorable Combat Result

If a German MA force completely clears its targeted hex of Soviet units, those assaulting German units may continue their movement from that hex with the MP remaining to them. Within the normal MP and supply strictures set out above, they may launch other MA that same phase, and they might still also make a prepared assault later in that same German player turn. Note there's never any automatic advance-after-combat in victorious MAs as there is in victorious prepared assaults; all post-MA movement is governed by the MP left to the moving units.

9.29 MA & Phase Sequence

No MA may be launched during German Player Turns during which the fight-move sequence is being used. Further, no MA may be launched during Turn 1 no matter the German phase sequence used that turn.

9.30 Air Support & MA

The one-column-right differential shift for Luftwaffe air support is available for use by the attacking force in MA. The defended hex is the one that must be in range of the Luftwaffe. Similarly, if a Soviet-defended hex is in the range of one or more of that side's Airpower Markers, the one-column-left defensive benefit is in use.

Design Note: Within the limits and exceptions given above, mobile assaults are otherwise resolved the same way as combat phase prepared assaults (see section 10.0).

9.31 International Boundaries

For the significance of international boundaries in play, see 4.6, 5.11, 5.13 & 8.3.

10.0 Prepared Assaults

10.1 In General

Prepared assaults (PA) take place between adjacent opposing units during the combat phase in every player-turn. Attacking is always voluntary; the mere fact of enemy units' adjacency doesn't necessitate your units launch PA against them. Both players are always free to PA or not, as each chooses, during each of his own player turns' combat phases throughout the game. The player whose player turn it is, is considered the "attacker," and the other player is considered the "defender," no matter the overall situation across the map.

10.2 Multiple Defenders in One Hex

If there are two or more enemy units in a hex being attacked by your units (MA or PA), you may only attack that stack as if it were one combined defending unit.

10.3 Multi-Hex Attacks

An enemy occupied hex may be prepared assaulted in one battle by as many of your units as you can bring to bear from one, some or all of the surrounding hexes, but no more than one hex may ever be the object of any one PA, which is also true for MA. For example, a unit in S2236 may not attack, either PA or MA, into both S2335 and S2336 in one attack.

10.4 Indivisibility of Units

No single attacking unit may have its attack factor divided and applied to more than one battle. Likewise, no defending unit may have part of its defense factor attacked by one or a few attackers while another part is attacked by others. No attacking unit may make more than one prepared assault per combat phase, and no defending unit may be attacked more than once per prepared assault phase. That last isn't true for MA; see 9.22, and also see 10.25 for a further exception (momentum attack).



10.5 Attack Sequencing

There's no arbitrary limit on the number of PA each player may resolve during his combat phases, which is also true for MA during the German player's movement phases (provided he's using the move-fight phase sequence). The attacker need not declare all his attacks before hand, and he may resolve them in any order he wishes as long as the resolution of one is completed before that of the next is begun.

10.6 Stacks in Prepared Assaults

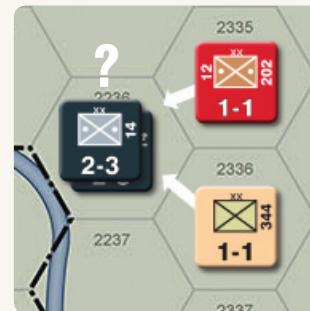
It's not necessary for all the units you have stacked in a given hex to participate in the same PA. Some of the units in a stack might attack into one defended hex while other units from there attacked into some other hex(es) or simply didn't attack at all.



No defending unit may ever refuse combat. Neither player may ever declare some of his units in a hex they're defending to be avoiding combat or in any way sitting out that battle. All units in an attacked hex must participate in its defense.

10.7 Fog of War

Neither player may ever look beneath the top unit of enemy stacks until the time comes in the resolution process for that battle's combat differential computation. Once such an examination has been made, the attacker may no longer call off that attack. Neither player may examine the other's stacked reinforcement units on the Turn Record Tracks, though the various VP counts are always known to both players.



10.8 Combat Procedures

The attacking player should strive to have more attack factors involved in a battle than the defender has defense factors. Add together all the involved defending unit's defense factors and subtract that total from the involved attacking force's totaled attack factors. That number is the "combat differential."

For example, if 26 attack factors attack 7 defense factors, the situation yields a combat differential of +19. That number doesn't exactly correspond with any heading on the Combat Results Table (CRT; see 12.3), so the column closest to it—always going left—is the one used. Here, for example, "+19," were there such a column heading, would lie between the "+15" and "+20" headings that are on the table. So, going left, the column used to resolve the battle would be the one headed "+15."

10.9 Combat Differential Column Shifters

Combat differential columns may be shifted by the terrain in the defender's hex as well as by other factors described below. All applicable shifters are cumulative in their effect. That is, in every battle, all applicable shifts are applied to get one final left or right shift. Leftward shifts favor the defender; rightward shifts favor the attacker.

10.10 Minimum Combat Factors

No lone unit or stack in the game with a printed combat factor greater than zero ever has that combat factor reduced below "1" for any reason(s). Whenever stacked or multi-unit or multi-hex situations arise in which combat factor reductions are to be made, total all the units' factors subject to a common reduction,

then make just one grand reduction, rounding up any remainder.

Note, however, that units with printed defense or attack factors of zero (Soviet artillery and German flak) may never defend or attack, respectively, in any way. The flak unit may sit passively in its hex while other, attack-eligible, friendly units are making attacks from there, either MA or PA. For details on the limitations of Soviet artillery in these regards, see 11.7.

10.11 Clear, Forest & Marsh Terrain

Units defending in clear, forest or marsh hexes derive no benefit to their defense because of that terrain.

10.12 Rough

Units defending in rough hexes receive a one-column leftward (1L) differential shift.

10.13 Mountain & Mountain Passes

Units defending in mountain and mountain passes hexes receive a two-column leftward (2L) differential shift

10.14 River Hexsides

Every attacking unit coming across a river hex side has its attack factor halved.

10.15 All-Lake/All-Sea Hexsides

It's impossible for units of either side to attack in any way across such hex sides.

10.16 Cities

Cities generate a one column leftward combat odds shift for units defending in them, and the concentric attack bonus in PA is never available for use against them.

10.17 Major Cities

Units defending in major city hexes gain a two-column leftward (2L) differential shift bonus for doing so, and the concentric attack bonus in PA is never available for use against them.

10.18 Combat Air Support

See rules 11.1 through 11.6.

10.19 Supply Effects on PA

See section 7.6.

10.20 Concentric Prepared Assault

If a Soviet unit or stack is defending against a German PA being launched from opposite hexes, or by units from three hexes with one hex between each and the next, or by units from more than three hexes, no matter the terrains or water barriers involved, that German PA gains a two-column-rightward (2R) odds shift. The concentric assault bonus is available to

Soviet attackers in PA, but it's only a one-column shift.

10.21 Final Combat Resolution

After all applicable modifiers have been applied and the final CRT odds column determined, the attacker rolls a die and cross-indexes that result with his final differential column in order to get a "combat result." For example, a roll of "5" for a German attack made with final differential of "+20" yields a combat result of "1/2" on the CRT.

10.22 Numeric Combat Results

Combat results are usually given in terms of steps lost by the involved units of one or both sides. The number printed to the left of each result's slash apply to the involved attacking units; the number printed to the right of the slash applies to the involved defending units. For example, a combat result of "2/3" would mean the involved attacking force must lose a total of two units, while the involved defending force must lose a total of three units.

In each battle, the defender must always completely absorb his combat result before the attacker absorbs his. There is never any carry over of a combat result from one battle into any other battle in that phase or a later phase. Any combat losses in excess of the unit strength of the forces involved are simply ignored.

Both players are generally always free to apportion his losses among his involved attacking or defending units as he sees fit. See 11.7 and 11.10 for the two exceptions. When it comes to MA, the very first German loss must always come from the panzer unit leading that attack. If more than one panzer unit is present, it's the German player's choice which takes that first hit.

10.23 Defender Eliminated ("DE") Combat Result

A DE result means all the involved defending units in that battle are eliminated, while there are no losses to the attackers.

10.24 Advance-After-Combat in Prepared Assaults

At the end of every PA (not MA), whenever the defender's hex is left vacant of defenders, the victorious attacking units may advance-after-combat into that hex. Stacking limitations must be observed. Such advances aren't part of normal movement, and they don't cost any MP, but advancing units must still observe normal terrain prohibitions.

Advancing-after-combat is an option; it is never mandatory. The decision to advance must be made immediately after the battle is resolved and before that

of another is begun. It's not necessary for advancing attackers to stack-full the newly won hex; the victorious player may send just one or a few units.

There is never any defender advance-after-combat; victorious defenders simply hold their place.

10.25 Momentum Attacks

Supplied attacking units of both sides (German attenuated OK) that advance-after-combat in prepared assaults may attack again immediately (owning player's choice), but this is always done only as one hex of attackers versus one hex of defenders. Further, the option to do it must be exercised immediately, prior to starting the resolution of any other prepared assault. This is the exception to the one-attack-per-defended-hex limit given above in 10.4. If a momentum attack is successful in clearing another defended hex, and those victorious attacking units advance-after-combat again, they would then be allowed to make yet another momentum attack that same phase, and that process may continue any number of times. In all other ways, momentum attacks are resolved as normal prepared assaults (including air support if available).

11.0 Airpower, Artillery, Flak, T-34 & Airborne Special Rules

11.1 Airpower Marker Placement

After the first turn, Airpower Markers are generated and deployed as given in 5.3. Available airpower markers may be placed in any hexes on the map. Friendly and enemy ground unit presence has no bearing on this. Note, though, no more than one marker may be placed in any one hex. All available markers must be deployed. Every airpower marker on the map effects the hex in which it's placed and all six of the immediately surrounding hexes. That's termed its "range." If the ranges of two or more friendly airpower markers overlap, there are no additive effects because of it.

11.2 Airpower's Effect on Enemy Movement

For an enemy unit or stack to make a move into a hex that's in range of one or more of your airpower markers, it must pay an extra movement point (MP) to do so for each such hex entered, for both in-hex and hexside costs, and this applies both in and outside of the two transport corridors (so the cost of crossing a river using transport corridor movement would be +1). Your own airpower markers have no effect on the movement of your own forces. Note that enemy

airpower presence in a hex doesn't absolutely prohibit your units making moves into and/or through such hexes; it merely makes it more expensive in terms of movement point expenditures. Also note Soviet airborne entries (see next page, 11.10) may only take place on turns when that side has air superiority.

11.3 Airpower & Combat

If you make an attack into a hex that's in range of one or more of your airpower markers, your attack gains a one-column rightward shift (cumulative with all other applicable bonus and penalty shifts). Conversely, if an enemy attack is launched against one of your forces, and that defending force is in range of one or more of your airpower markers, that defense benefits from a one-column leftward shift (cumulative with all other applicable bonus and shifts). Those shifts never amount to more than one column per battle, no matter how many markers are in range.

11.4 German Airpower & Soviet Artillery

No matter what other conditions may pertain, Soviet artillery units (see 11.7 below) may not attack when their own hex is within the range of one or more German Airpower Markers.

11.5 German Airpower & Ploesti

If the Ploesti hex ever becomes Soviet controlled—even if just temporarily, and no matter the supply state of the hex while under that control—the German player thereafter rolls only one die during Air Superiority Phases.

11.6 Airpower Marker Retrieval

Deployed airpower markers remain on the map until the Administrative Phase of each turn, at which time they're retrieved for use again in the next turn. Airpower markers are never subject to elimination; all the markers are always available for potential use as described above and in rule 5.3.

11.7 Soviet Artillery

In addition to the special stacking rules governing them (see 6.5), Soviet artillery regiments are further governed by the following strictures. Their counters are marked with an asterisk as a reminder of these additional considerations.

1. Each artillery unit has an attack factor of one, but there may never be more artillery attack factors involved in a Soviet attack than there are non-artillery factors.
2. Artillery may not attack at all when OOS or when in the range of one or more Luftwaffe airpower markers.

3. If caught alone in a hex during a German Combat Phase, without the presence of any Soviet non-artillery units, any German/Axis attack against them scores an automatic "DE" result.
4. Similarly, if caught along in a hex during a German Movement Phase, without the presence of any Soviet non-artillery units, any German mobile assault—which in this case may be conducted even by non-mechanized German and Axis units—automatically scores a "DE" result against them.
5. In combat, on offense or defense, artillery units share the fate of last non-artillery unit in their hex. On defense, they make no contribution to the defense of their hex even if Soviet non-artillery units are also present with them in the hex. Even further, such "artillery overruns" may even be made by German/Axis units when the fight-move sequence is being used.
6. Soviet artillery never advances after combat, nor can it in any way participate in momentum combat.

11.8 German 10th Flak Division

Whenever this division is supplied (attenuated and aerial OK) defends against a Soviet attack, either alone in its hex or stacked there with other German units, it—in addition to adding its defense factor to that defense—has the effect of halving the attack factors of all Soviet tank units attacking into its hex.

11.9 Soviet T-34 Brigades

If one or a stack of these units is in a hex without at least one non-T-34 non-artillery unit with them, they are thereby unable to attack and, if attacked, that German/Axis attack gains a one-column-right CRT shift against that all-T-34 force.

11.10 Soviet Airborne Brigades

Soviet airborne brigades are governed by the following strictures.

1. They may only enter play via combat airdrop, and they may not make such airdrops during any turn during which the German has air superiority.
2. In general, on turns of Soviet air superiority, they may drop into any hex anywhere on the map their side is making supplied attack except into a hex containing flak. Further, the ground portion of that Soviet attack must contain at least one non-artillery unit.
3. A maximum of up to six brigades may be committed to any one air drop, and no more than two hexes may be attacked during any one Soviet Combat Phase in any given turn.
4. The chosen brigades are dropped atop the enemy defenders at the start of that battle's resolution. They are automatically in supply, and they add their attack factors to the differential calculation. No non-airborne Soviet unit may be given up to satisfy that battle's combat result until all involved Soviet airborne units have been sacrificed in that way. If any enemy defenders survive the combat, all of the still surviving involved Soviet airborne brigades are automatically eliminated at that time. If the hex is cleared of enemy defenders, any surviving Soviet airborne brigades occupy that hex and thereafter operate as regular rifle units. In such situations, Soviet units from the ground-force portion of the attack might also advance into the hex within normal stacking limits. Note, though, that airdropped airborne brigades never take part in momentum attacks.



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12.0 Charts & Tables

12.1 Movement Factors Table

Unit Types / Supply States	Full Supply	Attenuated Supply*	Out of Supply
German Mechanized	10	7	4
German Non-Mechanized	6	4	2
Soviet Mechanized	8	Not Applicable	4
Soviet Non-Mechanized	5	Not Applicable	2
Hungarian & Romanian All Types	5	Not Applicable	Not Applicable

*Goes into permanent effect if Ploesti becomes Soviet controlled, even just temporarily.

12.2 Terrain Effects Chart

Terrain Type	Movement Cost Non-Mechanized / Mechanized	Combat Effect
Clear	1 / 1	No Effect
Forest	1 / 2 Mechanized Exception: Cavalry Pay Only 1	No Effect
Marsh	2 / Not Allowed Except via Transport Corridors Mechanized Exception: Cavalry May Enter & Pay Only 1	No Effect
Rough	2 / 2 Exceptions: Cavalry & Mountain infantry May Pay Only 1	1L
Mountain	3 / Not Allowed Except via Passes; See 9.14 Exceptions: Cavalry May Enter & Pay Only 2; Mountain infantry Pay Only 1	2L
City	1 / 1	1L & No Concentric
Major City	1 / 1	2L & No Concentric
Ploesti Oilfield	1 / 1	No Effect, But See 4.3
River Hexside	+1* / +1* *+0 for Soviets in both transport corridors; +0 for Axis in the Danube corridor.	Units Attack Across Are Halved
Pripyet-Notec Transport Corridor	1 / 1 for Soviets Germans Pay Normal Terrain Costs Listed Above	Determined by the other terrain in the hex.
Danube Transport Corridor	1/1 for All	Determined by the other terrain in the hex.
All-Sea/All-Lake Hex/Hexside	Not Allowed	Not Allowed
Boundary Hexside	Generally No Effect , But See 4.6, 5.11, 5.13 & 8.3	No Effect

12.3 Combat Results Table

Differentials is:	≤0	+1	+2	+3	+4	+5	+10	+15	+20	+25	+30	+35	+40	+45	+50	≥55
1	1/0	1/1	1/1	1/1	1/2	1/3	0/4	0/5	0/6	0/7	DE	DE	DE	DE	DE	DE
2	2/0	1/0	1/1	1/1	1/1	1/2	1/3	0/4	0/5	0/6	0/7	DE	DE	DE	DE	DE
3	3/0	2/0	1/0	1/1	1/1	1/1	1/2	1/3	0/4	0/5	0/6	0/7	DE	DE	DE	DE
4	3/0	3/0	2/0	1/0	1/1	1/1	1/1	1/2	1/3	0/4	0/5	0/6	0/7	DE	DE	DE
5	3/0	3/0	3/0	2/0	1/0	1/1	1/1	1/1	1/2	1/3	0/4	0/5	0/6	0/7	DE	DE
6	3/0	3/0	3/0	3/0	2/0	2/0	1/1	1/1	1/1	1/2	1/3	0/4	0/5	0/6	0/7	DE