

1.0 INTRODUCTION

Spearhead Game's Eastfront Battle (EFB) series is its game system for simulating warfare at the operational level on the Eastern Front from 1941 through 1945.

The game scale is 5 miles per hex, with each game-turn representing the passage of two days of actual time. Playing pieces represent actual units ranging in size from companies(100-200 men) to divisions(10,000+ men).

A. GLOSSARY/CONCEPTS

- **Hex:** the six-sided polygon used to regulate a units' location and movement on the game map.

- **Path:** a path is any line of contiguous hexes traced from one hex to another. Retreats and advances after combat, the supply lines to units, command, and air missions are activities requiring the use of paths.

- **Zone of Control(ZOC):** Influence exerted by friendly units against enemy units in adjacent hexes.

- **Movement Allowance(MA):** The maximum number of movement points that a unit may expend during segments allowing movement.

- **Phase:** An increment used to measure the passage of activity during a Game-Turn.

- **Segment:** a subunit of activity occurring during a phase.

- **Active Side:** The one side that is allowed to engage in the activity listed for a Phase or Segment.

- **Non-Active Side:** the guys who get to sit around and pull their Puds while the Active Side devises and executes the methods to fry their cajones during a segment. This side may occasionally be allowed to react.

- **Winners and Losers:** the people who bought this game, and those who didn't, respectively. (or is that respectfully?)

- **DRM:** Die Roll Modifier, any adjustment to a Die Roll used to resolve the probability of some occurrence or result.

- **Proficiency:** a measure of how well trained, equipped, and motivated units are for combat. Units are rated on a scale of 1(worst) to 10(the best).

Units with a rating of three or less are Low Proficiency units.

- **1d10:** means that one ten-sided die is used to resolve probability. A 2d10 signifies the use of 2 such die.

- **Line of Communication:** a path of hexes that is not traced through prohibited terrain, enemy units, and/or enemy ZOCs. The maximum permissible length (in hexes) depends upon what the LOC is being traced for. Supply and Command are the two most important reasons for tracing LOCs.

2.0 Game Components

See Exclusive Game Rules Booklet.

3.0 Prepare For Play

A. Game Set-Up

After choosing a scenario to play, its set-up is consulted and the starting units are placed on the map. A unit's starting hex is listed using the hex numbers on the map. Not all playing pieces start on the map; some are reinforcements that enter after play starts, while others are not used at all. Sort reinforcements according to the turn of arrival and set them aside.

The scenario instructions will list unit set-up and any special rules for that scenario. Note that some units do not always start a scenario at full strength. Once the placement of units is finished, play of the game commences.

B. Friendly Controlled Territory

National and regional borders are shown on some maps as they existed at the outbreak of war between the Soviet Union and Germany; some represent wartime developments. Some nations are neutral, and no hex within their national boundaries may be entered. (exceptions: see Scenario rules)

When a nation becomes non-neutral, it joins the Axis or Soviet side. The control of a hex within its boundaries then depends upon which side most recently passed through, or exerted an uncontested ZOC into the hex(see section 7.0). In most games, the Soviet Union and Germany begin all scenarios already at war.

C. Friendly Forces and Activities

The word "friendly" differentiates each side from its opposition. A player's units and supply sources are "friendly" to he and his side. Opposing units, their activities, and supply sources are the "enemy". Informational markers are used as needed by either side.

4.0 The Game-Turn

Game-turns measure the passage of time and progress of play. When all activity in a Game-Turn has been completed, the turn ends and a new Game-Turn begins, or play ends. The length of a scenario or campaign game is determined by how many Game-Turns have elapsed.

Activity in a Game-turn is divided into phases and segments. The order of these phases and segments is called the Sequence of Play. It should be followed closely. Phases labeled Axis or Soviet identify the active side during that phase; the opposing side is called "non-active".

Listed below in their order of occurrence is a listing of the phases and segments of a game-turn. During a mutual segment or phase both sides conduct activity, otherwise, the active side is identified as Axis or Soviet.

A. Mutual Operations Phase

1. Weather Determination Segment

Weather for the game-turn is determined.

2. Air Operations Segment: Both sides assign their Air Sectors to on-map locations (Basic & Advanced Game). Next, Air Combat is resolved, which can drive off enemy air units (Basic Game) or affect Air Superiority levels (Advanced Game). At the end of this segment, both sides may conduct Air Recon.

B. Axis Operations Phase

Except for Soviet air interdiction and defensive ground support missions, and the Soviet reaction segment, only the Axis side may conduct activity during this phase.

1. Axis Movement Segment

The Axis player moves his units. Axis Air missions can be flown.

The Axis player can conduct

overruns. Soviet Interdiction air missions may be conducted as Axis units are moved. Finally, the Axis player declares which hexes he will attack. Axis reinforcements scheduled to arrive in this segment enter play by moving onto the map.

2. Soviet Reaction Segment

The Soviets eligible for reaction can move and overrun enemy units. Soviet Air missions may be flown. The Soviets may conduct barrages at the end of this segment (Adv).

3. Axis Combat Segment

The Axis side resolves attacks designated at the end of the Axis Movement Segment in the order he chooses, one at a time. Air missions can be flown by both sides. The Axis side may conduct barrages at any time during the segment (Adv). Attacks are resolved using the following steps listed in the order below:

- a. Calculate Air Support
- b. Calculate the Combat Odds/Differential
- c. Calculate Die-Modifiers
- d. Roll the die and find the result on the Combat Results Table.
- e. Apply Attacker Losses
- f. Apply any Defender Obligations
- g. Conduct Attacker advance, and/or Follow-Up Attacks.

4. Axis Exploitation Segment

Units eligible for exploitation movement may move again. Overruns may be performed. Air Support may be flown. Skip this segment during Mud or Arctic weather in the affected Weather Zone. Axis reinforcements scheduled to arrive in this segment may enter play by moving onto the map.

5. German Administrative Segment

The German side determines the supply status of its units and the progress of any rail repair and construction. Replacements are received and are incorporated into other units on the map, or saved for later use.

Air maintenance is carried out (to repair damaged air units or points). The number of Combat Supply Points the Axis receives is determined. At the end of this segment, all markers used to record the usage of Command points, Rail capacity, and Engineer Points (both RR and regular) are either removed or returned to "none-used" status. (i.e., the Axis should reset all of these markers so they reflect the availability of these points in the upcoming turn).

C. Soviet Operations Phase

The Soviet Operations Phase is the same as the Axis Ops Phase, except that the player's roles are reversed.

D. Final Phase

Special Events that a Scenario specifies may occur during this Phase.

At the conclusion of this phase, the Game-Turn marker on the Turn Record Track is advanced one space to signify the start of the next Turn.

5.0 Stacking

Having more than one unit in a hex is called "stacking". The number of units allowed in each stack is restricted by stacking limits. Stacking limits are based upon a unit's stacking point value and the terrain it is in. Markers never affect, nor are they affected by stacking limits.

Stacking limits are in effect most of the time, even during movement; the exceptions are during retreat, RR movement and certain kinds of air and naval transport.

A. Stacking Point Value

A unit's stacking value is printed to the left of its unit type box; it is usually smaller on a unit's reduced side. Headquarters units have no stacking value (and may stack for free), but only one H.Q. may be present in a hex at any one time.

B. Stacking Limits

A stacking limit is exceeded (overstacked) if the stacking point values of all units in a stack are greater than the stacking limit of the hex (see TEC). Some terrain

types may additionally restrict the number of mechanized stacking points that may be present in a hex. This is indicated by a "yes" under the "stacking restricted" column on the TEC for that terrain type. In this type of terrain, no more than one half of the stacking points may belong to mechanized units. The stacking limit for each terrain type is listed on the TEC. Cities and major cities have higher stacking limits.

C. German Pz Division Stacking

All units belonging to the same panzer division may be treated like a single unit with a stacking value of six.

Stacking Example:

Six units are in a hex. Three of the units are from the 23d Pz division. Each regiment's stacking value is three and the pz battalion's is two, but because they belong to the same division, their combined stacking value is six. The other three units do not belong to the same division, so their stacking values are added in the normal fashion. Two of the units have values of two, while the third has a value of one. Adding all of these values together gives us a total of eleven stacking points in the hex. If the terrain in the hex had been swamp, no more than six of the stacking points could have belonged to mechanized units.

D. Effects of Overstacking

Units beginning a segment overstacked are immediately considered Out of Supply (see 13.E). The owning player chooses which units are in excess of the stacking limits for the purposes of this rule. In combat, a player may not use units that exceed the stacking value of the hex. (once again, the owning player chooses which units are overstacked). Overstacked units are affected by all combat results if the hex they are in is attacked.

E. Combat and Stacking

A unit in a stack is not forced to attack if other units in the same stack are attacking (although, see Proficiency-Adv). Units in the same stack do not have to attack the same hex.

Units in a stack must be attacked together, none can be withheld or attacked separately. If the defending stack is overstacked (see 5.2), the defending player chooses which units, up to the stacking limit, will participate. All units in the attacked hex are affected by the result.

No more than one mechanized unit from each adjacent hex may attack into a hex containing Swamp, Forest, Mountain, or City terrain types. A non-divisional attachment is not affected by this rule (see below 5.5).

F. Non-divisional Unit Attachments and Stacking (Adv)

Non-divisional units can be attached to divisions to avoid being counted against stacking limits. One non-divisional unit with a stacking value of two or less may be attached. Attached units are ignored when determining the stacking value of a stack. Divisions with printed low proficiency cannot attach non-divisional units. For all purposes, an attached non-divisional unit is treated as part of the division.

Regiments of the same division can each have one non-divisional attachment if they are not stacked with other regiments of the same division.

From mid-1942 onward, the Soviets receive Rifle Corps. A Rifle Corps may have up to two non-divisional units attached. Soviet Tank/Mech Corps are treated as divisions for this rule.

6.0 Movement

Players move their units during any friendly segments that allow ground movement. Units move using the hexgrid on the map, spending movement points (MPs) from their movement allowance (MA) to enter hexes and/or cross hexsides. Movement must be from hex to adjacent hex—skipping over hexes is not allowed. Movement carried out by expending movement points is called normal movement.

Units are never forced to move using normal movement. Units displaced by combat results are not using normal movement—although

some of the same prohibitions may apply to retreats, also.

A. Movement Allowance

The Movement Allowance of a unit is the number of MPs it may use for normal movement during a segment. A unit's basic MA is printed on its counter, and is reduced by one-half during an Exploitation or Reaction segment. A unit's MA may be reduced further by the effects of weather, no supply, and special scenario rule. All fractions are retained when reducing a unit's MA—even if multiple reductions are made.

Units may not accumulate MPs from one segment to the next. MPs not used in a segment are lost. A unit must stop after expending its MA for the current segment.

B. Movement Class

The MP cost to enter a hex or cross hexsides mostly depends on a unit's movement class and the terrain type. The Unit Description Chart shows the movement class for each kind of unit symbol. A unit never has more than one movement classification.

C. Movement Procedure

The Terrain Effects Chart lists the MP costs for each movement class. If a terrain type is prohibited to a unit's movement class, that unit may not enter or cross that type of terrain. (see 6.D, Terrain Effects on Movement) A unit may always move just one hex if it does not leave the ZOC of an enemy unit to enter another ZOC of the same unit. Occasionally, a unit may even move directly from EZOC to EZOC of the same enemy unit. (See 7.C.2)

Units stacked together at the beginning of movement may move as a single stack, using the MA and movement cost of the slowest unit—even if it is dropped off before the rest of the stack stops moving. Units in a stack being moved may be "dropped off" in hexes that the stack moves through. Units may not continue moving in the same segment they were "dropped off" in. New units may not join a stack after has begun movement. Units moving together in a stack containing more than one division must expend double the normal MP costs for terrain.

Moving units may attempt to enter a hex containing enemy units using Overruns. (See Overrun 6.H). Friendly units may occupy the same hex as enemy units if a City Battle is occurring in that hex. (See 9.K)

D. Effects of Terrain On Movement

Terrain type in a hex or hexside affects movement. Each hex or hexside contains one or more terrain types. The Terrain Effects Chart identifies the terrain and lists the MP costs for that terrain. If the TEC lists MP costs that are preceded by a plus sign(+), that cost is added to that of the other terrain in the hex. Hexside costs are always added to the cost of entering a hex. A unit uses the greater MP cost if it enters a hex containing more than one terrain type. The cost for Clear terrain is only to enter a hex, not for crossing a hexside.

E. Roads

Road movement can be used only through hexsides that a road runs through. A road in a hex cannot be used if a unit enters through a non-road hexside. Except for units that are Leg movement class, units using road movement expend MPs at the road movement rate—not the cost of any other terrain in the hex or hexside. Leg class units treat road hexsides as clear terrain for movement—they do not get the road movement rate bonus.

All units ignore the MP cost of a water feature if they move across through a road hexside. (the existence of a bridge is implied)

A railroad line is also a secondary road, and is not downgraded by weather effects.

Units may use road movement rates to enter a EZOC being exerted only by units that the moving units are about to overrun or if there is already a friendly unit in the hex being entered.

F. Reaction Movement

During Reaction segments, units may move in response to enemy attacks. Units must be within three hexes of a defending hex, not adjacent to enemy units, and be activated by friendly H.Q.s to react. (See rule 8.D)

1. Reaction Movement Allowances

Reacting mechanized and Cavalry class units get one-half of their basic MAs; other units may react only one hex.

2. Reaction and EZOCs

Reacting units can enter a hex in an EZOC only if that hex is being attacked, or if they are about to overrun the unit exerting that EZOC in which case the ZOC is ignored. If EZOCs are exerted into a hex from more than one location, then reacting units cannot enter that EZOC using overrun, because not all exerting units can be overrun at the same time. Reacting units can still enter an EZOC if that hex is under attack, regardless of any other EZOCs being exerted into it.

3. Reaction Restrictions and Special Rules

Out of Supply units may not react(13.E). Only cavalry and mechanized units can overrun during Reaction. Low proficiency units may not react, and cannot have their proficiency raised to allow them to do so. Reacting units may not end movement further in distance (in hexes) from the combat that triggered their reaction.

G. Exploitation Segment

Friendly mechanized and cavalry units may move during the Exploitation segment. Their MA is one-half of their basic MA-before any other modifiers are applied. Units move the same way as in the normal movement segment-only their MA has been reduced. Soviet Army H.Q.s may not move during this segment-even though they are mechanized units. Note that a player may use Command points (Adv) to allow a High Proficiency mechanized unit to use its full normal MA during this segment (see 8.G).

H. Overrun Movement

Units using normal movement may perform overruns. Overruns are a form of combat used during movement. The normal combat procedure is used to resolve overruns with some slight modifiers. Combat Supply is not required for overruns.

1. Overrun Procedure

Units must move adjacent to enemy units and spend 2 extra MPs to overrun them. Units must also pay the MPs required by terrain costs to enter the overrun hex; they cannot use road movement rates to do so. Overrunning units ignore the ZOCs of units they are about to overrun.

2. Restrictions On Overruns

Units must begin movement stacked together to participate in the same overrun. Units starting movement in an EZOC must first successfully overrun all enemy units exerting that ZOC before overrunning enemy units elsewhere. Units may not overrun a hex if they have to do so from one EZOC to another of a unit that is not the target of that overrun.

Overruns may not be attempted into, or through unfrozen swamp, mountain, alpine, city/major city, and fortress hexes, or across major/great rivers. Major/great rivers that are frozen do not prevent overruns. A bridge allows one unit(only) to overrun through a hexside over normally prohibited water features; the unit's combat value is quartered.

3. Resolving Overruns

Overruns are resolved using the combat procedure(See Combat 9.0). When calculating the overrun ratio, the defender does not have to disclose the actual strength of the hex until the Active player commits to the overrun. The overrunning player must apply a shift of three columns to the left on the CRT to arrive at the Final Combat Ratio Odds Column that is used to resolve the overrun.

Only the units in the involved hexes contribute their combat values. The only form of fire support that can be added to an overrun is Air Support(Adv) for the attacker by an Air Sector within Short range. The attacker may never use artillery units, and only defending artillery in the hex being overrun can be used.

If there are fewer defending steps in an overrun hex than the number of defender obligations called for by the CRT result, the difference between the two is subtracted from

any attacker obligation from the CRT result.

Example: A Soviet Rifle division with only two steps defends against an overrun. The result is a 1/3. because there are only two defending steps and the combat result lists three obligations, the difference is subtracted from the attacker obligations. Therefore, the result changes to a 0/2!

4. Successful Overruns

If the overrunning units suffer no step losses and the defenders suffered at least one obligation, the overrun is successful. The first defender obligation must be a retreat. The first hex of retreat is chosen by the player whose units are of higher proficiency. If equal, the defender chooses. After the first hex, the defender chooses the retreat path.

All successful overrunning units must advance into the overrun hex. After the first hex of advance units may continue moving by expending MPs. Successful overrunning units ignore the ZOCs of the enemy units they have overrun for the remainder of that movement segment.

5. Unsuccessful Overruns

An overrun fails if the overrunning units suffer any losses; those units must halt their movement for the remainder of the segment. Note that the overrunning unit's obligations may be reduced if the defender has less steps present in the hex than called for by the original printed overrun result. The defender ignores obligations if the overrun is unsuccessful.

I. Other Forms of Movement

Ground units may also be moved by Rail, Air Transport, and Naval movement. These forms of movement are explained in later rules sections.

J. Low Proficiency Units and Movement (Adv)

Low proficiency units cannot move and attack in the same game-turn unless their proficiency has been raised during a movement segment in that turn by a friendly H.Q. that expended Command points. If such a unit moves and is adjacent to a hex being attacked, mark it with a "unit moved" marker to record this.

K. Strategic Ground Movement

All mechanized/cavalry units may double their basic movement allowances if they are not within three hexes of enemy units at any time during their movement, and they are moving entirely within territory they controlled at the start of the current segment. Leg units (See 6.0) may add three MPs to their movement allowances. No unit may use Strategic movement in a Weather Zone experiencing Artic, Mud, or Snow weather unless that unit moves exclusively through Highway road hexes.

•(Advanced) Units may not strategic move through an enemy Air Sector's Normal or Short Range radius if the Atmospheric Condition is Clear and the Air Sector is rated at "B" or better. Units may also use Strategic Ground movement inside enemy territory if moving within the Normal or Short range of a friendly Air Sector that is currently rated A. The unit must still remain at least three hexes away from the nearest enemy unit.

7.0 Zones of Control

A Zone of Control(ZOC) represents the effect friendly combat units have upon enemy activity in adjacent hexes. A ZOC is exerted into a hex by units that are adjacent to it and not prohibited by terrain from entering the hex if they were to use normal movement. The effects of a unit's ZOC never apply to other friendly units. A friendly ZOC in a hex does not negate the presence of an enemy ZOC in that hex. A hex containing only friendly units is always friendly controlled-even if an enemy ZOC is exerted into that hex.

A. Who Exerts ZOCs

Only units with a ZOC dot printed on their counter may contribute to the existence of a ZOC in an adjacent hex. At least two steps of such units must be adjacent to a hex before a ZOC can be considered to exist in that hex. The steps do not have to be stacked together. ZOCs cannot be exerted into or across terrain types that would normally prohibit

regular movement to the type of unit trying to create the ZOC.

Units with a white ZOC dot always exert a ZOC into clear terrain hexes-even if they only contain one step. Such a unit's step value for the purposes of ZOC creation are halved into hexes containing any kind of forest, unfrozen swamp, city, mountain, or across unfrozen river(any type) hexsides. Fractions are retained, and no ZOC is created unless a step value of 2 is reached or exceeded. Units with a red ZOC dot always exert ZOCs (exception: 7.B), and are not reduced by terrain like white ZOC dots.

Rifle brigades (hollow dots) that are not stacked with artillery units or other divisional-sized units count as only half a step for ZOC creation purposes.

Cavalry units (green dots) always exert ZOCs into hexes containing forest, swamp, and woods. This benefit is not awarded if the swamps are frozen.

Air units never exert ZOCs.

B. ZOCs Not Allowed Into

ZOCs are not exerted into any kind of city, fortress, or alpine hex. ZOCs cannot be exerted across all-sea, unfrozen lake, fortification, or major/great river hexsides.

C. Zone of Control Effects On Movement

ZOCs affect enemy units in the following ways.

1. Leaving and Entering EZOCs

All units pay one extra MP each time they enter a EZOC. A leg unit must stop as soon as it moves into an EZOC. All units pay one extra MP to leave a EZOC, unless the moving units are mechanized and the EZOC is being exerted solely by leg units. Additionally, cavalry units never pay to leave an EZOC exerted into a forest, swamp, or woods hex, as long as the cavalry units do not move directly into another EZOC (i.e. the next hex of movement).

2. EZOC to EZOC Movement

Units are usually prohibited from moving directly from one EZOC to another. There are three occasions when such movement is allowed.

a. A Tk/Pz type unit is part of the unit's stack being moved, and the enemy units exerting the ZOC possess no AT/Arm capability. Units conducting this move can only move one hex during this movement segment. The move may not be across fortified lines and/or unfrozen major rivers.

or,

b. All of the moving units have a proficiency that is at least 3 levels higher than any of the enemy units exerting the ZOCs. Once again, the moving units may only go one hex.

or,

c. The moving units will enter a hex occupied by friendly units. The units must stop after entering the hex.

d. If both a and b apply, mechanized units are only required to expend one-half of their current MA (plus terrain costs) to make the move. They may keep moving if they have MPs remaining. This MP cost replaces the usual cost to enter or leave the enemy ZOC, and is not added to it.

D. ZOC Effects on Combat

Units are never forced to attack due to EZOCs. (Adv: exception, Low Proficiency units and combat).

Each time a retreating stack of units enters a EZOC, two additional combat obligations must be added to the original number suffered in the combat. Note that once a unit has retreated its maximum retreat distance (see 9.I.5), it must start losing steps.

Units advancing after combat must usually stop after entering the first EZOC. Units may always advance into the hex they attacked. Friendly units do negate EZOCs for the purposes of this rule. If the advancing stack contains a Tk/Pz unit, it may ignore EZOCs being exerted only by units that possess no Armor/AT capability. Units with a proficiency level at least 3 greater than of those exerting an EZOC may ignore that EZOC exerted into the first hex of advance.

E. ZOC Effects on Lines of Communication

Supply LOCs may be traced into, but not through enemy ZOCs.

Friendly units negate enemy ZOCs for the purposes of this rule.

Command LOCs cannot be traced through enemy ZOCs to units with a proficiency level of 3 or less. (not many radios or people who know how to use them). Friendly units negate ZOCs in this case.

F. ZOC Effects On Reaction

Units that react may only enter enemy ZOCs if friendly units already occupy the hex and are under attack, or the reacting unit intends to immediately overrun the enemy units that exerted the ZOC.

G. Overrun Units and ZOCs

Units that have retreated at least one hex due to an overrun lose their ZOC capability against the units that overran them during the segment the overrun occurred in.

H. Arctic Weather and ZOCs

During Arctic weather, no units exert ZOCs.

8.0 Command

Command enhances the ability of units to perform various game activities. H.Q.s provide Command in the form of Command Points (CPs), which can be allocated in various segments during a game-turn. Indirectly related to the use of Command in the game is the concept of unit proficiency, which affects that unit's ability to move and fight. Both are explained here.

A. Command Rating

The Command Rating of an H.Q. equals the maximum number of Command Points it may allocate during any segment of a game-turn. Once it has allocated such a point, it may not allocate that same point again until a new segment has started. Enemy air activity and lack of supply may reduce the number of command points available to a H.Q. An H.Q. may also use the Command Points of any friendly Front or AG H.Q. that it can trace a Command LOC to.

B. Command LOC

A unit must have a Command LOC from an H.Q. traced to it to receive CPs from that H.Q. A Command LOC's distance (in hexes) may not exceed the supply rating of the H.Q.

dispensing the command points. Note that units with a proficiency level of 3 or less must have a command path traced to them that is free of enemy units or their EZOCs.

Mountain, forest, and swamp hexes count as two hexes each for the purposes of tracing a command path. Primary roads, secondary roads, and railroads count as one-half a hex for the purposes of tracing a command path.

C. Proficiency

The Proficiency rating of a unit represents the unit's training, morale, and leadership qualities. This rating is printed on the unit's counter (See the Unit Description Chart). A unit's Proficiency rating affects the way it moves, and how effectively it conducts combat.

1. Proficiency Ratings

A unit can have a rating from 0 to 9. Proficiency ratings increase or decrease by increments of one (i.e., there are 10 discrete levels of proficiency in the game). Scenario rules may contain special cases for increasing or decreasing a unit's printed proficiency rating. Lack of supply may also decrease a unit's rating. Non-divisional attachments assume the rating of the division they are attached to.

2. Low Proficiency Units

Unit's whose printed proficiency ratings are equal to, or less than three, are considered Low Proficiency units. Low Proficiency units have special restrictions concerning movement, combat, and stacking.

3. High Proficiency Units

Unit's whose printed Proficiency ratings are equal to, or greater than 8 are considered High Proficiency units.

4. Raising Unit Proficiency

Each Command point received from an H.Q. raises the proficiency of a unit by one level. Units can never be raised more than two levels. Proficiency may be raised at any time during any segment of a turn-by either side, as long as rule 8.B has been satisfied. A CP raises the level for the rest of that segment only. A unit may receive command points again during a later segment of the

turn. H.Q.s may not raise the proficiency of another H.Q.

5. Non-divisional Units and Raising Proficiency

Any unit smaller than a division normally requires only one-half of a CP to have its rating raised. (however, see 8.C.6) A Soviet Rifle Corps requires one CP for each level of proficiency it is raised. Soviet Tank/Mech Corps are treated as divisions for this rule.

6. Circled Proficiency Ratings

Units with a circle behind their proficiency rating require only one-half the normal number of points to raise their proficiency level. (e.g., a rifle brigade with a circled Prof rating requires only one-quarter point to raise its prof level by one)

D. Initiating Reaction

Units must be activated by H.Q.s to react. The following is a list of the command point costs to activate a reacting unit.

1. Soviet:

One command point activates one Soviet division or mech/Tk Corps-sized unit. A brigade or smaller-sized unit requires half a point. Two points activates one Rifle XXX. A low proficiency unit can only be activated if its proficiency rating can be raised above 3 and an additional point is spent to activate it normally. If this occurs, it must be done by the same H.Q.

2. German:

One command point allocated from a German PanzerKorps may activate one full division of any type. Up to two non-divisional units of any kind may be activated by one point. A German Regular Army H.Q. may activate any non-mechanized units according to the same formula as above. However, mechanized units require twice the number of points to activate if the H.Q. is a regular army type.

E. Coordinating Soviet Tank Forces

The Soviets may use command points to coordinate attacking Tank divisions. For each CP that an H.Q. allocates during the combat segment, the Soviet player may add one Tank division to an attack, up to a limit of two. Tank divisions that are

participating in the same attack must be stacked in the same hex if they receive CPs from the same Soviet H.Q. No more than two Soviet Army H.Q.s may contribute CPs to the same attack for the purposes of this rule, and no more than four Tank divisions may ever participate in the same attack.

To use a Tank/Mech Corps in conjunction with other divisional or Corps-sized units, the Soviet Player must allocate Command Points. Each additional Tk/Mk Corps in an attack, beyond the first, requires one Command point. Soviet non-Tk Army H.Q.s must allocate two Command points for each unit. No more than one H.Q. of any type can ever contribute Command points to a single attack.

(Adv) F. Coordinating Artillery

Ordinarily, only two artillery units and two H.Q.s can contribute artillery support to a combat. However, CPs from H.Q.s can be used to increase the limit on the number of artillery units allowed to participate in a combat. Each command point allows one additional artillery unit of any size to participate in an combat. With the exception of Army Group and Front Army H.Q.s, only one H.Q. may allocate CPs for artillery coordination for each combat. Artillery that is in a hex being attacked is counted against any H.Q.'s limit. No more than two H.Q.s and four artillery units may ever participate in the same combat regardless of how many Command points were expended by H.Q.s.

G. Increasing Movement Allowances During Exploitation

Any High Proficiency unit (see 8.C.3) may use its basic MA (i.e., not halved) during a friendly Exploitation segment if that unit received one full CP at the start of the segment.

H. Army Group/Front LOCs and Command

In some cases, engineer points (either regular or RR), and other rear area units may not be within the range of an Army H.Q. If these types of units or points can trace to the

appropriate friendly AG or Front H.Q. using LOCs, then they are still in command. (which will allow them to perform their necessary rear-area duties).

9.0 Combat

Combat is used to resolve overruns and attacks. The player initiating combat is always the attacker, while the enemy player whose units are being attacked is the defender, regardless of the overall strategic situation.

•(Adv) Barrage is another form of combat that allows artillery units to attack enemy units that may, or may not be adjacent to them. Barraging units never suffer combat results.

A. Initiating Combat

A player initiates combat by overrunning during movement, or by resolving a designated combat during the Combat segment. The hex being attacked and all participating attacking and defending units constitute an individual combat. An individual combat never has more than one defending hex, although the attackers may occupy more than one hex.

1. Attacker and Defender Eligibility

A combat must have least one attacking unit adjacent to the defending hex. Units with zero attack strengths may not attack. Non-artillery/H.Q. units must be adjacent to the defending hex to attack it. The terrain in the defending hex and the hexside separating it from any would-be attackers must not contain any types that prohibit movement by the attacking unit into the defending hex-unless the unit was an artillery or H.Q. type(see artillery and H.Q.s). If it does, then that unit may not attack.

See also, rule 5.E (Combat and Stacking)

2. Units and Follow-up Attacks

Active units may participate in one attack and one Follow-up attack per Combat segment. Defending units may be the target of any number of Follow-up attacks in a combat segment.

3. H.Q.s and Artillery Units

H.Q.s and artillery units not in or adjacent to a defending hex can still participate in combat involving that hex if they are within range.

4. Proficiency and Mandatory Combat(Adv)

An active Low Proficiency unit in the ZOC of an enemy unit being attacked must participate in an attack during that same Combat segment. Additionally, every non-active enemy unit that exerts a ZOC against an attacking Low Proficiency unit must be attacked in that segment. Normal and High Proficiency units are under no such restrictions or requirements for combat. They may attack or not, as they please.

B. Combat Strength

A unit may have two types of combat strength; attack strength and defense strength. A unit uses its attack strength if its side initiated the combat; if not, it uses its defense strength. The Unit Description Chart shows where the attack and defense strengths of a unit are printed. The combat strengths of all friendly units involved in the same combat are added into an attack or defense strength total.

1. Step Losses and Combat Strength

Most combat units have a full strength side and a reduced strength side. The full strength side possesses the larger step value (printed on the counter) and has a darker shade of background color. When the number of steps a unit has lost would reduce its current step value to equal, or less than the step value on the reduced side, the unit must be flipped over to that side. Units can gain or lose steps due to combat losses and or replacements. A unit may never have more steps than those shown on the full strength side.

When a unit loses steps, a step loss marker is placed underneath it, or the unit is flipped (see above) to its reduced side. Each step loss reduces a unit's printed strength by two if its current strength is greater than four. A reduction of only one occurs if a unit's current strength is four or less. If a printed strength on the reduced

side does not conform to this formula, it still takes precedence.

2. Combat Strength Modifiers

Other modifiers besides step losses may also affect a unit's combat strength. These modifiers are applied to the current strength of a unit (taking into account any losses). More than one modifier may affect a unit's strength; algebraically combine them into one modifier and round all fractions downward-but never below one.

e.g., if a unit with a strength of "7" was affected by three modifiers that tripled, halved, and halved again, that unit's final combat strength would be "5". (21 divided by 4, round down). If the unit was a "1" strength unit, it would still be a "1", since fractions are never rounded below one.

2.a Out of Supply

An Out of Supply unit has its combat strength halved. The presence of Combat Supply Points does not change this.

2.b Terrain and Combat Strength

The multipliers for each terrain type are listed on the Terrain Effects Chart. Defender strengths are never affected by hexside strength modifiers, only units attacking through such hexsides are affected. A defending unit's strength can only be affected by in-hex terrain types.

2.c Armor Terrain Modifiers

Panzer/Tank, mechanized infantry panzergrenadier combat strengths are affected by terrain as follows:

- If an Pz/Tank unit defends in, or attacks from and into a clear terrain hex, its combat strength is tripled.
- If any rough or woods terrain is involved, then the combat strength is doubled.
- In any other kind of natural terrain the combat strength is halved.
- If any kind of city is involved, the combat strength is always multiplied by one.
- Mechanized infantry or panzergrenadier units are doubled in all terrain except any kind of swamp, mountain, or city hex, in which case the modifier is a multiple of one.

The terrain the defender is in always takes precedence. So that a

Pz/Tank unit defending in Major City located in a swamp hex would still have its strength modified by a multiplier of one, not one-half, while the same unit attacking into another swamp would be affected by the one-half modifier. The other terrain modifiers for any type of rivers are still applied to attacking Pz/Tank units.

Soviet tank units never receive the tripling benefit. Instead, substitute the doubling modifier wherever the strength would normally be tripled.

Weather may further affect the combat strength of armored units. See the weather rules(15.0) for a list of these effects.

•(Adv) Combined Arms: to receive any modifier greater than 1x, a Pz/Tank unit must be stacked with some type of cavalry or infantry/engineer unit.

2.d Zero Strength Units

A zero strength unit may be combined with another zero strength unit to yield a combat strength of one-half.

2.e Anti-Tank Units vs Armor

Defending units that are AT capable have their combat strength modified as follows:

- If any attacking unit had its strength doubled or tripled due to armor, then double the combat strength of each defending AT capable unit.

- If the unit is heavy AT-capable, triple the unit's combat strength.

C. Combat Procedure

Resolve each individual combat using the order of steps listed below. Each combat must be completely resolved before starting the resolution of another combat.

•**Step One:** the attacker designates which units will participate in the combat and if any air missions will be allocated to it. He then totals the attacking combat strength of all friendly units, and airpoints allocated to the attack.

•**Step Two:** The defender totals the defense combat strength of all units in the hex being attacked, plus that of any artillery or airpoints allocated to the defense.

•**Step Three:** The attacker's total combat attack strength is divided by the defenders' total defense strength to yield a Combat Odds Ratio or Differential. Any ratios should be rounded to the nearest whole number. (round down) A Combat Differential is lowered until it equals or exceeds one of the Differential columns shown on the CRT. Any ratios supercede differentials. All column shifts are applied.

•**Step Four:** The attacker rolls either one or two ten-sided dice (depending on the magnitude of the combat), and all die-roll modifiers (DRMs) are applied. The modified result is cross-indexed with the appropriate odds or differential column on the CRT to give a numerical combat obligation for both sides.

•**Step Five:** The attacker applies any combat obligations to his own units.

•**Step Six:** The Defender applies his combat obligations to the defending units. Retreats may occur.

•**Step Seven:** The attacker may now advance if allowed to because of combat results. Only eligible units may advance. The attacker may also execute any Follow-up attacks that are allowed. Once all advances or Follow-up attacks have been completed, the combat is over. The next attack may now be resolved.

D. Die-Roll Modifiers (DRMs)

Die roll modifiers (DRMs) modify the original combat die-rolls by adding to, or subtracting from them. DRMs awarded to the attacker subtract, while those given to the defender add to the die-roll. If both sides receive DRMs, subtract the smaller number from the larger and reward the difference(in DRMs) to the player who originally had the larger number.

A combat die-roll can never be modified more than +/- six in any combat.

1. Armor/AT Superiority DRMs

The attacker or defender may receive DRMs due to the presence (or absence) of armor/AT capabilities. If one side has pure armor (Pz/Assault Gun/Tank) units involved in a

combat, and the other side has no such units, or any with AT capability, then the side with armor receives a DRM of one in its favor. The armor must be stacked with some type of infantry or cavalry if the defender is in a non-clear hex. (no urban features, either) If a defending hex contains terrain that is listed as "No Armor Bonus" on the TEC, then Armor/AT superiority DRMs are not awarded, either for the attacker or defender. (ignore these rules and those of 2 immediately following)

2. Advanced Game Armor/AT DRMs

Armor and anti-tank capabilities appear and are quantified in the form of Armor or AT ratings. See the Unit Description Chart for their exact location on a unit's counter. AT capabilities may only be used when a unit is defending. Armor capabilities are used on both the attack and defense.

For each combat, the attacker designates a "lead" armor unit and uses its armor rating to compare against any AT rating that the defender may possess. The attacker is not obligated to declare the use of armor, but he must do so before the defender has revealed the exact composition of the defending stack.

After the attacker has declared his lead unit, the defender selects his lead defensive unit. A defending unit may use its Armor rating as a defensive AT rating, also. If the attacker has no armor capable units, the defender may declare any unit with an Armor rating (not AT). If the defender declares a unit with an Armor rating, the attacker can now declare any unit with an (AT rating).

Once both sides have finished declaring either Armor or AT, compare the opposing values. If the differential is 1 or 2, the side with the higher value receives a +1 DRM. If it is 3 or 4 the DRM is +2, and if it is 5+ the DRM is +3.

Players should also see the rules for step losses and Armor/AT superiority, since the use and differentials of Armor/AT ratings may affect how units have to lose steps.

3. Terrain DRMs

The defender may receive DRMs due to terrain. The attacker never receives beneficial terrain DRMs. A defending stack receives terrain DRMs in addition to any other defender DRMs. Hexside terrain DRMs for any kind of rivers are awarded only if all enemy units are attacking through river hexsides. Fortification and fortress markers are considered terrain modifiers. When attacking a unit behind fortifications, each hex attacking through a non-fortification hexside reduces the defender's DRM by one.

4. Proficiency DRMs

If a side has a unit with a higher proficiency rating than any enemy unit, a proficiency DRM is awarded to the side with the higher rating. One DRM is awarded for every difference of two. If a proficiency DRM is taken, the first loss suffered by that side must be from the unit used to provide the DRM, unless armor capability was used-in which case armor units must first lose steps.

5. Engineer DRMs

Engineer units or engineer capable points can provide DRMs when the defender is in a hex containing the following terrain features: cities, major cities, fortifications, and fortresses. Each attacking hex containing an engineer unit awards one DRM to the attacker. Each defending engineer unit in any kind of city or Fortress (not fortifications) awards the defender a DRM of one. One H.Q. on each side may also award one DRM for each Engineer Point it can allocate to a combat in any kind of city or fortress. An H.Q. may award no more than two Engineer Point DRMs to the same combat. If losses are suffered when Engineer DRMs have been taken, the second step loss must be from engineer points or units.

E. Column Shifts

The Odds column used on the CRT to resolve a combat may be shifted to the left (in favor of the defender) in two cases. If the attack is an overrun, or the attacker allocated no Combat Supply Points (CSPs) to a combat, the odds/differential column found after comparing the attacker's and

defender's strength is shifted three columns to the left.

F. Combat Results

Combat results appear on the CRT as obligations, which are applied as losses and/or retreats to the affected side's units. The range of results is listed on the Combat Results Table, with the attacker obligations to the left of the slash and the defender's to the right.

1. Using the CRT

Combat results consist of two values separated by a slash. A dash equals a value of zero. If two dice are thrown because of combat magnitude, obligations from the first and second die-rolls are added into one result for the affected side.

Bracketed results award the attacker one Follow-up attack. An asterisk allows the attacker to pick how the defender must satisfy his first combat obligation. Attacker obligations are satisfied first. The attacker cannot convert obligations into retreats.

When the die-rolls are made, a "zero" on the ten-sided dice equals 10 on the CRT. Note that there are result rows for values of 0, -1, -2, 11, and 12. These are used if DRMs raise or lower the original combat die-rolls to these values.

2. Forgive and Forget

If the final result (after adjusting for Combat Magnitude and rule 6.H.3) is not a 1/1 or 1/0 and there is at least one defender obligation, the attacker can lower both side's obligations by one. If any attacking units were Low Proficiency this option may not be used. The attacker must declare Forgive and Forget before the die-roll for that combat is made.

3. Defender Obligations

Defender Obligations are applied as retreats and/or step losses from the defending units. The choice of every first and second defender obligation is the defender's unless the result is asterisked. Every third defender obligation is chosen by the attacker. The attacker then chooses how to satisfy the third defender obligation. A combination of losses

and retreats can satisfy combat obligations.

If a loss is chosen, the attacker does not pick the unit; instead, the step loss priority is followed by the defender. The defender always informs the attacker how he will satisfy obligations immediately prior to any picked by the attacker.

4. Attacker Obligations

The attacker obligations must be applied as step losses to the attacking units.

5. Step Losses

Obligations applied as losses require step losses from affected units. A step loss marker is placed under the unit to record step losses, or the unit is flipped over (See 9.B.1). Each step loss against a group of affected units is taken once from one unit in the group, not once from each unit in the group. Except for attacking Low Proficiency units, one obligation equals one step loss. A Low Proficiency unit that attacked must suffer two step losses for each obligation it absorbs as a step loss.

If a unit loses its last step, it is eliminated and removed from the map. The unit may return later through the replacement process. (See rules section 17)

Units in the defending hex, or those attacking from adjacent hexes, can take losses to satisfy combat obligations. Engineer Points assigned by H.Q.s may also be lost.

6. Out of Supply Elimination

Any unit eliminated and unable to trace a Supply LOC (of any length) at the instant of combat is placed in a separate dead pile. They may not be used as replacements.

7. Pz Bn Non-elimination

A German Pz battalion on its zero strength side is not eliminated if it is stacked with other regiments of the same division. If all other units have been eliminated by step losses in the same combat, then the Pz battalion is destroyed.

or:

7. Pz Regiment Losses

A German panzer regiment not at full strength never has to take a loss if it is stacked with other units of the same division that together, has

an equal or greater number of steps than the Pz regt. If all other units have been eliminated by step losses in the same combat, any remaining step losses would have to be taken by the Pz regiment.

G. Step Loss Priority

Below is the order in which step losses must be taken from units involved in a combat.

1. If an armor bonus has been taken, the step loss must come from the unit that supplied the armor rating.
2. An engineer point must be lost if any engineer DRMs were taken.
3. If any proficiency bonus has been taken, a unit with the highest proficiency level must take any first step loss.
4. Before a unit in a combat can take a second step loss in the same combat, all other units in that combat must have taken one step loss.

After a group of retreating units is forced to stop and convert retreats into losses, the step loss priority does not have to be followed.

H. ARMOR RATING AND LOSSES

If a unit using its armor rating possessed a armor value that was at least two greater than the best AT/Armor rating of the opposing side, that armor unit does not have to take a loss if there are any other units stacked with it. If, however, there was any other attacking armor in the combat that did not possess an armor value of at least two greater, then it must take a loss if any armor bonus was awarded. If the defender had an AT value that was at least two greater than any of the attacker's armor ratings, the defender may require that a step loss be allocated against those armor units. This only occurs if a side declared an attempt to gain an armor bonus in combat.

I. Retreats

Each combat obligation converted into a retreat requires all affected units to retreat one hex. This retreat does not require the expenditure of MPs. Although other terrain prohibitions are still in effect.

1. Splitting Up Retreating Stacks

A stack of retreating units can split up during retreat. Any remaining

obligations must still be satisfied by the units that were part of the original stack, though they need not satisfy them in the same manner as other units formed from the original stack.

- Adv:(Low Proficiency units may not split up from each other when retreating).

2. Retreats Into Enemy ZOCs

Each unnegated enemy ZOC retreated into adds two additional combat obligations to the original combat result.(See 7.24)

3. Retreat From Attacking Units

Units must end retreat as far away from attacking units as possible. They cannot retreat into the same hex more than once in the same combat segment.

4. Retreat toward supply

A unit must try to retreat in a manner that keeps it in supply.

5. Maximum Retreat Distances

The number of hexes a unit may retreat during combat is limited by maximum retreat distances. Units may not retreat more hexes than these limits allow, and any remaining obligations must be taken as step losses.

These limits (in hexes) are listed below:

- Mechanized class units can retreat up to five hexes in a single combat.

- A Cavalry class unit may retreat up to four hexes.

- All other units may retreat a maximum of three hexes.

- Adv(Low proficiency units may never retreat more than three hexes).

Terrain may reduce the maximum retreat distance of a retreating unit. Under the Advance/Retreat column on the TEC is a set of values listing how much a terrain type reduces retreats or advances. Cross-index a unit's movement class with the terrain being retreated into or through. The resulting number is subtracted from the retreat distances given above.

During Arctic weather conditions or during a Ground Attack air mission, the maximum retreat distance is one. The maximum allowable retreat distance of any

mechanized unit is two hexes during Mud weather.

6. Major City and Fortresses

Units in any kind of city or fortress hex are never required to retreat and may always take step losses instead.

7. NKVD Units and Retreat

Units stacked with an NKVD unit in any non-Clear terrain hex can never be forced to retreat. Instead, the units may take losses.

8. Retreat and Low Proficiency Units

If the attacker had higher proficiency in a combat, he may choose the path of retreat for any obligation he chose. He may not force a unit into an EZOC if there are other hexes available to enter, nor may he retreat the unit to a location that puts it out of supply.

J. Advance After Combat

If a hex is completely vacated by defending units, then units that attacked it can advance after combat. Advances are useful for surrounding enemy units, and for creating holes in the enemy line. Advances must be taken before the next combat is resolved. If the Forgive and Forget option was used, the attacking player may not advance.

The attacker may not usually advance into more hexes than the number of hexes the defender retreated. Also, maximum advance limitations are listed below that are based on a unit's movement class. Each hex a defender retreats awards one hex of advance. Terrain can affect this distance. A unit may always advance into a vacated hex that was attacked, unless the forgive and forget option was used (see 9.F.2).

1. Units Eligible to Advance

Only adjacent units that attacked the vacated hex may advance. Artillery or H.Q. units can never advance, regardless of whether or not they were adjacent. Units may not advance into, or through, terrain that would prohibit their regular movement.

2. First Hex of Advance

The first hex entered must always be the hex that was attacked.

3. Advances and EZOCs

a. An advancing stack with any Tk/Pz units ignores EZOCs without Armor/AT capability; otherwise, advancing units must stop in the first hex containing an EZOC.

b. Units with a proficiency at least 3 greater than that of any enemy units exerting a ZOC may ignore them in the first hex of advance.

c. All advancing units stop after entering an EZOC projected from a fortress or through a fortification hexside. This supercedes b.

4. Infantry Advance Limits

Leg units can advance a maximum of only two hexes after combat. They must follow the path of retreat if they advance more than one hex.

- Adv (Low proficiency infantry units may only advance one hex unless their proficiency has been raised by an H.Q.).

5. Mechanized Units and Advance Detachment Advance Limits

Mechanized units may advance a maximum of five hexes. They must stop before crossing any unfrozen and unbridged river or major river hexside encountered after the first hex of advance.

- Adv (If a road exists through non-clear terrain, up to one brigade/regiment-sized (two steps max) formation may advance along the road as though it were clear terrain. Once a unit advances in this manner, no other unit may do so through the same hexsides in that combat segment. If a road exists in clear terrain hexes, the advance detachment may count each hex of advance along this route as one-half of a hex advanced against the original advance result. Up to one advanced detachment from an attack may advance a maximum of six hexes after combat).

6. Cavalry Advance Limits

Cavalry units may advance up to three hexes. Cavalry is affected by terrain as though it was Leg class, but has a maximum advance distance of 3, not two hexes.

7. Terrain Effects On Advance

Because of terrain, an advancing unit may have to use more than one hex of advance to enter a hex after combat. Use the values listed under

the Advance/Retreat column on the TEC. The value listed for a terrain type is the amount of extra advance expended to enter a hex or cross a hexside during advance. If a unit does not have a great enough advance left to enter a hex, it may not do so.

exception: City Battles 9.K

Units in a stack advance after combat using the advance rate of the slowest unit in the stack. Slower units may be dropped off, allowing remaining units to advance more hexes.

8. Advance and Out of Supply

Units that are out of supply may only advance one hex.

9. Mandatory Advance

Low Proficiency units must advance after combat with at least one such unit. No other type of units are ever forced to advance, except during overruns-when units must advance.

K. City Battles

Taking a city or major city hex may require a City Battle. Because an advance result of two or three is needed to take such hexes, more than one turn may be needed to capture them.

If the defender does not convert combat obligations into losses when in any kind of city, the attacker gains an advance into those hexes equal to the number of obligations that were taken as retreats. The defender does not have to leave the hex until the attacker accumulates a number of advances equal to the numbershown on the TEC needed to take the city. Each side may have units present in the hex whose stacking value is proportionate to the number of advances they still control. In a Major City, for example, the stacking limit is 20. If the attacker got an advance of two, he could advance up to 10 stacking points into the city hex. The defender could keep up to 10 SPs in the hex.

When a City Battle exists, no ZOCs extend from, or into the hex. Both sides may trace supply into, but not through that hex. Control of the city is contested.

In any combat segment, the active side may attack the non-active units in the City Battle hex. Apply all appropriate DRMs. Units from all adjacent hexes, except for the rearmost hex, may join in the attack. A City Battle continues until one side voluntarily leaves the hex, or is finally forced out due to combat losses.

If a player loses part of a city, he must retreat enough units to satisfy any new stacking limits placed on him by the opposing player's accumulated advance total. Any units that cannot do so are eliminated.

Rear Most hex: In the turn in which a player's units first enter a City Battle, he must designate one hex from which he advances as the "rear most hex". If the enemy occupies this hex, another should be chosen-if possible.

L. Double Magnitude Combat

"Double Combat Magnitude" (DCM) represents larger troop concentrations in a combat. Whenever an attacker has more than 20 stacking points of units involved in a single attack (not counting those of artillery units), the rules of DCM apply to his units. If the attacker has DCM and the defender has more than 9 printed stacking points of units defending in the hex (again, not artillery), DCM applies to the defender, also. A defender can never be affected by DCM if the attacker isn't.

Magnitude also affects how many CSPs are required to efficiently fight a battle (see 13.G.1).

1. Effects of Double Magnitude

When a side is subject to DCM in combat, an extra d10 combat die-roll is made with all original DRMs applied and using the same CRT column. If a side has DCM, it adds new obligations from the second die-roll to those of the first. Results are then applied in the normal manner.

2. Forgive and Forget

The attacker may not use the Forgive and Forget option (9.F2) if he has DCM in that combat.

M. Follow Up Attacks

Bracketed CRT results allow the attacker to conduct a Follow-up

attack. The attacker chooses units to advance into the original target hex. After advancing, these units can make one attack against any adjacent enemy units. No ranged artillery or H.Q. participation of any kind may be allocated by either side. (Adv: short range air missions may be flown in support of the combat by both the defender and the attacker). Calculate and resolve the combat in the normal fashion. If a Follow-up attack results from another Follow-up attack, it is ignored.

If the attacker chooses to carry out a Follow-up attack, only the units that are advancing into the vacated defender's hex may advance. Any other units that were part of the original attack lose the ability to advance for that combat.

A Follow-up attack does require Combat Supply. If there is none, apply the rules for attacking without sufficient CSPs. Units that are Out of Supply may not participate in a Follow-Up attack.

N. Artillery Fire

Both the attacker and defender's artillery and H.Q. units can add their barrage strengths to a combat if the following conditions are met:

- The target hex (hex being attacked) is in range of participating H.Q.s and artillery units.
- The allowable number of artillery and/or H.Q. units participating in a combat is not exceeded.
- None of the artillery or H.Q. units is Out of Supply, and the proper number of CSPs are spent.
- The German artillery or H.Q. strengthpoint or Soviet unit being used to barrage has not already done so in the current combat segment.
- In a Follow-Up attack, only artillery units in the defending hex can participate.
- An artillery or H.Q. unit that is being attacked is only using its Barrage value to defend itself.

An artillery unit not in the target hex may not be used to satisfy combat obligations inflicted on that hex. Attacking artillery units firing at a range of more than one hex are never affected by combat results, and may not be used to satisfy attacker

obligations. Treat H.Q.s exactly like artillery units when they contribute Barrage strengths to a combat.

1. Range

Artillery and H.Q. units must be within range to participate in a combat. Artillery units have their range printed on their counter. H.Q. units use their Command LOC rating as a range. Range is the distance, in hexes, between the firing unit and the target hex. A path of hexes is traced from the firing unit to the target. Do not count the hex that the firing unit is in, but do count the target hex. This path should be as straight as possible. Each hex in the path counts as one hex of the firing unit's range. The final three hexes to the target may be traced through enemy ZOCs or enemy units.

As long as any hex within two hexes of the target hex is friendly controlled, and a valid Supply LOC can be traced from that hex to an H.Q., that H.Q. is considered in range of the target hex for combat purposes.

2. Enemy Units and Artillery Fire

An Artillery or H.Q. unit may always participate in ranged fire, as long as it is not being attacked itself.

3. Artillery Fire Barrage Strength

The value added to a combat from artillery fire is stated in terms of Barrage points. Each Barrage point equals a combat strength of one. An artillery unit's Barrage value is the number of Barrage points it has available for combat. Note that a unit's Barrage value may be modified by terrain in the target hex, or weather.

An H.Q.'s Barrage value is calculated by applying a multiple to its current strength. This multiple is listed in each of the exclusive game scenario books. Most Soviet H.Q.s have a multiple of one, while German Army H.Q.s have a multiple of two.

When a Soviet unit fires, it cannot use any part of its strength into more than one target hex. When a German unit fires, it may divide its strength between more than one target hex, as long as this is done in whole number

increments of its Barrage Value(printed).

Example: A German unit with a Barrage Value of three could apply Barrage points into a maximum of three different combats (one each), while a Soviet unit could only do so for one combat. A German Army H.Q. with a strength of 3 and a multiplier of two (Barrage value=six) could contribute one Barrage point to six combats, or three Barrage points to two combats, etc.

After Barrage points have been allocated, each side totals its Barrage value and adds it to the combat strengths of other friendly units in that combat.

Artillery units that defend against a ground attack may use their barrage strengths if there are other non-artillery/non-H.Q. type units in the same hex. If no such units are present, each artillery unit defends with a strength of one.

4. Rocket Artillery Units

Rocket artillery units may not provide Barrage fire to defending units. Rocket artillery units have their barrage strength halved when applied against units defending in fortifications, fortresses, cities, and major cities.

5. Artillery Barrage Attacks

Artillery units may perform barrages without the participation of other friendly ground units. The targets of a barrage must be adjacent to a friendly unit, or •(Adv)within the Normal/Short air mission range of an Air Sector that is rated A or B. Only the active player during a combat or reaction segment can barrage.

All barrages must have modified minimum strength of at least four. When resolving barrages, use the CRT column corresponding to the barrage value that is printed below it. When artillery fires by itself, it must still expend combat supply points.

6.Terrain and Weather Modifiers on Artillery Fire

Artillery fire can be modified by terrain. Non-heavy artillery is halved firing into city or major cities. All artillery is halved firing

into unfrozen swamp, mountains, or fortresses and fortifications, except for German Mortar regiments and heavy artillery firing into fortifications and fortresses. These modifiers are applied to both attacking and defending artillery. All artillery fire is halved in a Mud weather zone.

7. Soviet Artillery and Movement

Soviet artillery units other than rocket units may not fire during the immediately following combat segment if they have moved. Flip the unit over to its blank side to show this.

8. Maximum Artillery Support

No more than two artillery units and two H.Q.s (of different sizes) may take part in a combat unless command points are expended to increase this limit. (See 8.F)

11.0 Headquarters

Headquarters (H.Q.s) units perform various duties such as supplying units (Supply-13.0), enhancing unit performance (Command-8.0), assisting in combat (Artillery-9.N, Engineers-12.0), and coordinating construction and demolition (Engineers-12.0, Railroads-14.0). Specific rules for each of those functions are found in the above listed sections. Rules specifically pertaining to H.Q.s are listed in this section.

The Axis has Army Group, Army, and Pz Corps H.Q.s, while the Soviets use Front, Army, and Tank Army H.Q.s. Exclusive game rules may sometimes contain specific rules for H.Q.s unique to that game. It cannot be stressed enough that efficient use of one's H.Q.s is paramount to winning play in this series.

A. In General

An H.Q. at full strength has two steps. The front face of the H.Q. unit marker is the two-step side, the reverse has one step. Flip an H.Q. marker if it loses a step. Eliminate the H.Q. if it loses its second step.

H.Q.s cannot attack by themselves or with other units; they may contribute engineer and artillery strengths to a combat. The combat

strength of a defending H.Q. is equal to the number of steps it currently possesses if it is not stacked with other kinds of units, otherwise it may use its Barrage strength to defend. It may also use up to two attached Engineer Points for its own defense.

B. Soviet Army and Front Attachments

All Soviet Army H.Q.s are subordinated to Front H.Q.s, unless they are in STAVKA reserve. Any supply, engineer, replacement, and recon capabilities that an army H.Q. wishes to use must come from the Front it is subordinated to.

At the start of a scenario, Soviet Army H.Q.s are subordinated to either a Front H.Q. or STAVKA Reserve. Scenarios will list the necessary subordination information which should be written down on a piece of paper; the Axis side is not informed of the subordination of a Soviet H.Q. During play, Soviet Army H.Q.s may enter as reinforcements. When they do, they may be subordinated to either a Front or STAVKA Reserve.

• (Adv) A Soviet Army may not change Front Attachments if it has changed subordination within the last 3 Game-Turns. Record the turn of attachment on paper.

1. Effect of Front Attachment

Soviet Armies receive CSPs from the Front they are subordinated to. They can use engineer points assigned to that Front, also. If an army wishes to perform a recon mission, the air assets must come from the Front that they are subordinated to.

Soviet armies that wish to use replacements for units in their command radius can only use the replacement/casualty points on the Record Track of the Front they are attached to.

Soviet Armies trace general supply to the Fronts they are attached to.

2. STAVKA Reserve

Soviet Armies may be attached to STAVKA Reserve. Armies attached to STAVKA may use any Front Record Track for replacements. They may also draw on any Front for CSPs if they are attacked.

An Army in STAVKA Reserve may not initiate attacks. It may defend itself normally should any enemy units attack. When an Army goes into STAVKA Reserve, any divisions or units attached to it are considered to be in hexes in, or next to, the H.Q. of that army. The units do not have to be placed on the map unless enemy units move within five hexes of the H.Q. counter. Write down any locations on a piece of paper and keep it hidden from the German player. You can also play with his mind by having a fake sheet and let him see it (he's cheating if he does!), but make sure you have a real copy of the locations written down and label it as such.

If enemy units move within 5 hexes or less of a STAVKA Reserve Army H.Q., that army must be committed and placed on the map.

Armies are removed from STAVKA Reserve by attaching them to Fronts. There is no other restriction concerning the release of a STAVKA Army.

Armies may be placed in STAVKA Reserve off map. To do this, record the entry road or RR hex that the army will use when it comes out of reserve to enter the map. While in reserve, the army is considered 5 hexes away from the map edge it is to enter. The Soviets may change the entry hex of a STAVKA army, but that army must then wait at least two game turns before being able to enter the map. STAVKA armies in reserve off map can never be forced out of reserve.

C. • (Adv) Reconnaissance

H.Q.s can perform recon missions during the Air Recon segment. If an H.Q. is within the Short or Normal range radius of a friendly air sector that has a A or B rating, that H.Q. may perform one air recon for each command point available from its command rating.

The air recon must be flown in a hex that is within the Short or Normal Range of the Air Sector allowing it, and within the command range of the H.Q. using it. Enemy units and/or ZOCs are ignored for the purposes of this range.

When a mission is flown, the enemy player must disclose the complete contents of a hex if it is in clear terrain. Towns and villages have no affect on clear terrain. If the mission is in any other kind of terrain, the enemy player only informs the reconning player as to the number of divisions, brigades, and battalions that are in the hex. He does not have to reveal the type of units that are present.

During any turn in which the Atmospheric Weather Factor is Precipitation, only half of the normally available air recon missions are allowed and the reconned player does not have to reveal the exact units in the hex.

D. Engineer Capability

H.Q.s can provide engineer support if they have been assigned engineer points. Treat these points like engineer units with all of the capabilities listed in the Engineer Rules (12.0).

1. Assignment of Engineers

Engineer points (EPs) are assigned to German Army or Soviet Front H.Q.s. All assignment of EPs is kept track of on the appropriate H.Q.'s Record Track. Use the EPs Available markers to record the number of points present with each Army or Front H.Q. Scenario instructions list how many points should be placed on the Record Tracks. Any points that come in as reinforcements may be attached as desired. Adjust the Engineer Point marker to reflect any additions or losses to an H.Q.

An EP may only be used once per turn. As an H.Q. uses its assigned EPs, move the EPs Used marker one space to the left for each EP used. When the marker reaches zero, that H.Q. can no longer use its EPs. At the end of a friendly Administrative phase, all EPs Used markers are placed in the same box as the EPs available marker for their H.Q. Note that the EPs available marker will be moved every time a EP is lost in combat, or reinforcement of replacement EPs are received by that H.Q.

2. Using Engineer Points

EPs that are assigned to an H.Q. may only perform engineer duties

(12.0) in a hex that can trace a valid Command and Supply LOC (8.0 & 13.0) to their controlling H.Q. units. They may also trace these LOCs to any H.Q. superior to their controlling H.Q. For Germans, this would be the Army Group H.Q. The Soviets may have such H.Q.s listed in the Exclusive game rules.

To perform an engineer function, the H.Q. must assign one EP for each separate engineer task. After the EP has been used, move the EPs Used marker one space to the left as described above. No combat may have more than two EPs assigned to it; stacking is not affected by EP usage.

3. Reassigning Engineer Points

Engineer points may be reassigned to different H.Q.s. A player simply subtracts such a point from one H.Q. and adds it to another that it can trace a Supply LOC to. This is done during a friendly Administrative segment. The EP cannot be used during the following turn, so players should record this by starting the EPs Used marker one box to the left of the EPs Available marker for each transferred EP.

4. Engineer Point Strengths

Each EP has a combat strength of one and possesses one step. They may defend or attack, but only with other combat units that are on the map. They may not attack with only an H.Q.

•Adv: EPs may be used to defend any hex containing railroads or towns or cities along an army's Supply LOC to its superior Army Group H.Q. or a supply source. An Army Group H.Q. may also do the same. This occurs the at the instant that a soviet unit attempts to enter such a hex.

5. Engineers and Demolition and Construction

EPs may be used to demolish bridges and RR infrastructure. They may also be used for construction. See section 12.0 below.

12.0 Engineers

Engineer Points and any unit that is listed as "Engineer Capable" on the Unit Description Chart are considered engineers and may

perform the tasks listed here. For a repair, destruction, or construction task to occur, the unit must be in the hex or adjacent to the hexside being affected, or a valid Supply LOC must be traced to the H.Q. controlling the EPs allocated to the task. An H.Q. that allocates EPs to any task may not move during the turn that task is performed.

A. Demolition Tasks

Things can be blown up real good by engineers.

1. Bridge Demolition

Engineers may attempt bridge demolitions during a friendly movement segment. Engineer units must expend one-half of their MA; Engineer Points must be allocated from an H.Q. that does not move in that segment. The attempt is performed during movement and, if successful, takes effect immediately.

Bridges exist wherever roads of any type or a Railline cross water hexsides. The only type of bridges that may be blown are those over major/great river or lake hexsides. (most units have the ability to bridge smaller rivers rather quickly wherever destroyed bridges exist.)

For each attempt, a 1d10 is rolled. On a 1 through 8, the bridge is blown and a Blown Bridge marker is placed in the hex with the arrow pointing to the affected hexside. Only one attempt per bridge per segment is allowed. A demolished bridge ceases to exist until it has been repaired.

If enemy units occupy one of the hexes of a bridge hexside, the attempt to demolish the bridge is modified by adding a +2 DRM to the roll. Also, add +1 if the river is frozen.

2. Railroad Demolition

Railroad hexes are not destroyed in the usual manner in this game. Instead, the railroad infrastructure in towns and cities is destroyed, representing the destruction of rail facilities and rails in a sector.

In any town or city hex containing railines, a player may use engineers to impair future enemy use of the railnet. Each regular movement segment in which engineer units remain in such a hex, or EPs are

allocated to it, a hit is inflicted on the rail infrastructure in that hex. A rail destruction marker is placed in the hex, and a step loss marker is used to record how many hits have been accumulated in the hex. A town may have no more than one hit, while any kind of city may have up to a maximum of three. The effect of these hits will be to retard the movement of any enemy railhead through the hex for a number of turns equal to the number of hits in the hex. Engineer units placing rail hits may not move during that segment.

• Adv: A player wishing to demolish RR infrastructure must use engineers in a hex containing a RR Sector Source (See Rule 14.0). RR demolition may be attempted during any regular movement segment. A RR demolition marker is placed in the hex demolition is being attempted in. See Rule 14.3 on how to allocate RR Hits.

3. Port Demolition

This is handled in the same manner as Railroad Demolition above (12.A.2). The only difference is that a Port Destruction marker is used instead of a Rail Destruction marker.

B. Engineer Repair Tasks

Engineers may perform repair tasks rebuild bridges, repair port facilities, and to aid RR Engineers in the repair of RR infrastructure.

1. Road Bridge Repair

A demolished road bridge may be repaired. Repair attempts are made at the end of a friendly movement segment, after units have finished their move. Units attempting such repair cannot move during that segment. Enemy units may not occupy either of the two hexes adjacent to the bridge hexside. On a 1d10 of 1-5, the bridge is repaired. Each additional EP or unit subtracts one from the die-roll. If the river is frozen or the weather is Arctic, add +3 to the Roll. A bridge is always repaired if 3 consecutive attempts have been made to repair it.

2.0 • Adv Railroad Repair

RR engineers(RREPs) can initiate repair of demolished RR Sector Sources and regular engineers and points can aid in this process. For

each RR Engineer Pt used, a player may use two regular EPs or units toward RR repair as though they were one RR Engineer Pt.(note that this is not a very cost-effective way to use these Engineer Points or units). See the RR Rules(14.0) on how to repair RR infrastructure.

3. Port Repair

Port Destruction may be repaired. Repair is handled in exactly the same manner as Road Bridge repair in 1. above. On a 1d10 of 1-2, one hit is repaired and removed. For every four turns of previous repair attempts, a DRM of minus one is applied to the attempt. This DRM is applied to all remaining Port hits in the hex.

C. Engineer Construction Tasks

1. Constructing Fortifications

Engineers may construct fortifications. Units performing this task may not move until the task is finished. Fortification construction is begun at the beginning of a movement segment, and is completed at the end of the next friendly movement segment. Keep a Fortification marker in the hex on its Under Construction side until it is completed, after which the marker is flipped to its finished side. Any engineer unit performing the construction is kept under the marker until it is completed.

If a fortification is being built in a hex containing unfrozen swamp or forest, add one turn to the time of completion. Mud, or Snow weather also adds one to the time of completion. Keep a step marker under the marker to record how many turns are left until it is completed.

The populace of any major city may be used to construct fortifications, If there are no enemy units within 5 hexes. Also, enemy units must be within 20 hexes before construction can start. The maximum distance from the city that fortifications can be built is 10 hexes. A clear path of hexes free of enemy units or EZOCs must be traced to the hex that is being fortified.

For each major city hex, one fortification may always be under construction. There is no limit to how

many fortifications can be built by the populace of a single hex.

Except for fortifications built by city labor, fortifications cost half of a CSP if they are not built in a town hex. They may not be built in any kind of city hex. If a fort is started and the enemy takes the hex before its completion, the half CSP is lost.

2. Constructing Fortresses

Fortresses may be constructed in a hex already containing a fortification. The process is identical to that of constructing fortifications. They may only be started in hexes in which the specific rules for a game allow. There may also be other restrictions.

13.0 Supply

Units need to be in supply to operate effectively. Units are supplied by H.Q.s that they can trace Supply LOCs to. These H.Q.s must also be able to trace Supply LOCs to superior H.Q.s and/or supply sources that supply them. A unit or H.Q. that is Out of Supply will suffer various movement, combat, and command penalties until it is placed back in supply.

There are two kinds of supply: General (GS), and Combat (CS). GS is judged during a player's Administrative segment; CS at the instant of combat. GS is provided by supply sources via H.Q.s that subordinate units can trace Supply LOCs to. CS is provided by Combat Supply Points (CSPs) that ultimately come from a side's Home country. The number of CSPs available to an Army or Front H.Q. is recorded on that H.Q.s Record Track, or by CSP markers on the map.

A. General Supply Lines of Communication (LOCs)

GS is necessary for efficient operational activity. When units can't get GS in the normal manner, they are placed into Emergency Supply status. GS for a side is judged during that side's Administrative phase of each game-turn. Units that don't receive GS have an Emergency Supply marker placed on top of them. Any subsequent activity by a

unit with an ES marker will result in the unit being out of supply.

1. General Supply LOCs to Supply Sources

To receive GS, combat units trace a Supply LOC to any supply source that has not exceeded its supply capacity. A Supply LOC is a path of hexes free of enemy units and/or their ZOCs. Friendly units negate EZOCs for the purposes of tracing Supply LOCs. The allowable length of each Supply LOC is determined by the Supply LOC costs (listed on the TEC) for the type of terrain in each hex it is traced through. The total Supply LOC cost of each traced path may not exceed the LOC rating (which is printed on its counter) of the H.Q. or Truck being traced to. Additionally, no Supply LOC may ever exceed (in hexes) by more than one and a half times, the LOC rating of the H.Q. it is traced to.

Players should note that a CSP itself has a LOC rating of two when it is on the map. Soviet Front and German Army Group H.Q.s must be within two LOC points of a rail hex to trace to it. Thereafter, all rail hexes for these H.Q.s cost nothing when tracing through a friendly, operable rail hex to a Home Country source; the length of their Supply LOC is unlimited as long as it is traced through these type of hexes. The number of Supply LOCs that may be traced each turn to a H.Q. or Truck may not exceed its Supply capacity.

An H.Q. may not trace a Supply LOC to another H.Q. of the same size. The hierarchy for this rule is (from smallest to largest):

- German Corps H.Q.s
- Soviet Rifle or Tank Army, German Army/Panzer Army
- German Army Group Secondary Railhead
- Soviet Front or German Army Group

A Truck may be traced to by any H.Q., but combat units may not trace directly to a Truck. They could trace directly to a CSP that was stacked with a Truck, however.

2. Soviet Supply Paths

A major city that can trace a Supply LOC to a Soviet Front can be used by a Soviet Army H.Q. as if the Front H.Q. was there, as long as that city is Soviet-controlled. The Army H.Q. would still count against the Front H.Q.'s Supply capacity.

3. H.Q. Rail Capacity Limitations

No more than one Army Group or two Front H.Q.s can trace a Supply LOC through a particular rail hex each game-turn. Up to two Army H.Q.s may be traced to along a single track rail line, four along a double track.

B. General Supply Capacities

Each H.Q. has a GS capacity that limits the number of units tracing to it. This capacity may not be exceeded during a turn, nor may it be saved from turn to turn. The capacity of a H.Q. is printed on its counter.

1. Combat Units and Supply Capacity

Combat units count against capacity as follows: A Soviet corps, of any type, counts as three. A divisional-sized unit counts as one, and units of smaller size count as one-half each. Any half-sized unit that is not a Soviet rifle brigade is in GS if it is in a hex with a larger unit that is in GS.

2. Trucks

Trucks retain the capacity of whatever type of H.Q. they trace to. A Truck can only trace directly to another other Truck or H.Q., although there is no limit to the number of Trucks that may be chained together. If a chain of Trucks exist, the capacity is limited to the type of H.Q. that the last Truck in the chain traced to.

C. CSPs and General Supply

H.Q.s and/or units that can't receive GS from normal supply sources may convert CSPs into GS. (see 13.G.3)

D. Emergency Supply Status

If a unit or H.Q. does not receive GS, it is marked with an Emergency Supply marker. A unit with such a marker may perform one subsequent activity (except using its barrage value) before going out of supply immediately.

An H.Q. with an Emergency Supply marker may provide GS for one full turn, then the marker is flipped to the Out of Supply side. This occurs during the judgment of supply in a friendly Administrative segment.

Example: a German division with a Emergency Supply marker moves. After finishing its movement, the unit is Out of Supply. The German player could have used the unit in combat, instead, and then gone out of supply.

A player is never forced to use Emergency Supply. Remove the marker if the unit is able to get GS. If a player decides to not use his Emergency Supply when attacked, the unit's combat strength is temporarily halved.

E. Out of General Supply Effects

Units and H.Q.s Out of General Supply suffer the following effects. The penalties for being Out of Supply and not having Combat Supply are cumulative.

1. Movement Penalties

Units that are Out of General Supply suffer the following penalties: mechanized units may only move one hex, while all other unit's MAs are halved. ZOC to ZOC movement is allowed if the unit meets all other requirements for such movement. Cavalry units are treated as non-mech units. Out of Supply cavalry units may not move during Arctic Weather.

Units that are Out of General Supply may not utilize any form of reaction movement, nor may they do overruns.

2. Combat Penalties

The current combat strengths of Out of Supply units are halved (retain fractions). These units may attack with other friendly supplied units, but the presence of Combat Supply will not negate the strength reductions of Out of Supply units. Unsupplied artillery units may not attack, and are considered to have a defense strength of one. Units that are Out of Supply may not be used to provide an armor bonus. Any attacking units that were Out of General supply may only advance

one hex after combat and may not participate in Follow-up attacks.

3. Command Penalties

Units that are Out of Supply have their proficiency reduced by one. H.Q.s that are Out of Supply have their Command Rating reduced to one.

4. Removing Out of Supply

An Out of Supply unit may remove the Out of Supply marker as soon as it can trace to a valid GS source during a friendly Admin segment.

F. Combat Supply

Combat supply represents the increased tonnages of munitions and fuel required when battles and maneuver occur. Combat Supply is accumulated and used in the form of Combat Supply Points(CSPs). To avoid combat penalties the attacker, and sometimes the defender, must use CSPs. CSPs may also be converted for use as General Supply when no other source is available.

1. Getting Combat Supply Points

The number of CSPs a side receives each turn depends upon the location of certain H.Q.s, and whether or not they can trace valid Supply LOCs to higher sources of supply. Each side rolls a 1d10 and consults the CSP Arrival Table for each H.Q. that is eligible to receive CSPs. The Supply LOCs used to obtain CSPs are traced in the same manner as those used for GS (see 13.A.1)

- Axis Army H.Q.s can receive CSPs if they can trace Supply LOCs to Army Group H.Q.s that are also connected by Supply LOCs to Home Country supply sources. German H.Q.s use the CSP Arrival Table by comparing the distance (using Supply LOC rates) of the LOC they trace to a Army Group H.Q. with the columns on the table. Use the first column that the traced distance exceeds.

- Soviet Front H.Q.s get CSPs if they trace Supply LOCs to Home Country supply sources. They use the column on the CSP Arrival Table that corresponds to the location of that H.Q. There are four possibilities: within six hexes of a friendly RR line (path is unobstructed by enemy units or their ZOCs); in a hex with usable double-track RR lines; in a

hex with usable single-track RR lines; and not within six hexes of any friendly RR lines.

2. Ports

Note that in some instances (explained in each game's exclusive rules), CSPs may be obtained from a port that is connected to a Home Country supply source, instead of an H.Q.

3. Recording Arrival and Expenditure of CSPs

An arriving CSP can either be placed on the map, or added to the CSP pool of the receiving H.Q. When first placed on the map, it must occupy a friendly-controlled hex that is adjacent to, or contains the H.Q. that received it. If it is added to a H.Q.'s CSP pool, the CSPs available marker on that H.Q.'s record track is increased by one for each CSP it gets. Note that the process of placing a CSP on the map is reversible with adding it to a H.Q.'s CSP pool. Each time a CSP is used, it is expended and removed from the map, or the CSP Available marker is reduced by one from the H.Q. that used the CSP.

4. Moving CSPs

CSPs can be moved in four ways.

- If the H.Q. whose pool they belong to moves, up to one-third of that H.Q.'s Supply LOC rating may be moved with it. Any excess CSPs must be left in the hex.

- A CSP point can be moved, if the H.Q. it belongs to doesn't move. A number of CSPs equal to one-third of the H.Q.'s Supply LOC rating may be moved (per turn) to any hex that can trace a Supply LOC to that H.Q. Not all CSPs have to be moved to the same hex.

- CSPs may be flown between locations on the map using air missions. This is explained in the Air Rules.

- A Truck may carry up to two CSPs with it when it moves. A Truck pays no cost to pick up or drop off CSPs while moving, but it may only do so to a maximum of two CSPs. An H.Q. may use a Truck to extend its Supply LOC distance when moving CSPs, but the Truck may not have moved during the previous segments of the

turn. (flip it over to its stationary side if it does not move).

CSPs can only be moved during a friendly Movement segment. They arrive during the Administrative segment but must remain stationary until the next Movement segment. A CSP can only be moved by one H.Q. per segment. That H.Q. may use one Truck to move a CSP an additional distance equal to the Truck's LOC rating.

Example: an H.Q. moves a CSP to a hex that is within 12 Supply LOC points (its LOC rating); this hex is within the LOC rating of a Truck (let's say 4 points), so the H.Q. may use the Truck to move the CSP anywhere within the LOC rating of the Truck.

• (Adv: Any CSPs that used a RR hex's LOC rate to arrive or be moved counts against the RR capacity of that hex. Each CSP equals one divisional equivalent for this rule.)

5. Axis-Allied H.Q.s & CSPs

The exclusive rules will list supply sources for Axis-Allied armies and the availability of CSPs.

G. Using CSPs

CSPs can be used to satisfy combat requirements for their use, providing General Supply when there is no other source, and for certain types of construction. Whenever a CSP is used, it is considered expended.

At least one unit taking part in an activity for which a CSP is being used must be able to trace a Supply LOC (at the instant of use) to an H.Q. that can expend that CSP. The H.Q. can only use CSPs that are available on its record track, or those that they can trace a LOC path to (remember, the LOC rating of a CSP is two points).

German Korps H.Q.s may use CSPs they can trace to on map, or they may use those that are available to an Army H.Q. they can trace to.

1. CSPs and Combat

Attacking units require at least one CSP. If the attacker has Double Magnitude (9L), then two CSPs are needed. Each increment of sixteen artillery barrage points (printed: attacking or defending) in excess of the first eight requires one extra

CSP. Round fractions up. No CSPs are needed for Overruns or Follow-up attacks.

If a side lacks the required Combat Supply to pay for an increment of Barrage strength, then that strength may not be used. If the attacker lacks the required one or two CSPs for an attack, then he suffers a three column shift on the CRT and an additional obligation.

Players announce if they will use CSPs for a combat after secretly deciding whether or not to commit supply. Use markers hidden in a hand to designate the use of CSPs. A player that has designated the use of CSPs may not change his mind. Units that are in a hex with a CSP may expend that CSP without using a H.Q. The CSP only supplies the units in the hex.

2. CSPs and Construction

Exclusive Game rules will state various CSP requirements for construction and repair. Also, see 12.C.1 and 12.C.2.

3. CSPs and General Supply

If an H.Q. cannot trace a valid Supply LOC for General Supply, then it may expend any CSPs it can trace to for this purpose. A CSP spent in this manner will place one Army or Korps H.Q. in General Supply. Any units that are stacked with a CSP can be placed in GS if that CSP is expended.

As soon as units are encircled (they can't trace a valid LOC due to enemy units and/or ZOCs), a player may allocate up to one-third of the CSPs with a Soviet Front or German Army H.Q. to the surrounded units. The surrounded units must be able to trace a Supply LOC to the H.Q. just before they are cut-off.

If the surrounded units contain a Front H.Q., then up to one-half may be allocated. If the surrounded units include a German Army H.Q., then all of the CSPs with that H.Q. must be present in the pocket.

CSPs used for GS provide two turns of GS for up to one German Army's worth of units if there is such an H.Q. in the pocket. If there is no such H.Q., then 1 CSP provides one turn of

GS to any number of units within a six hexes of any kind of terrain.

One CSP provides two turns of GS to a Soviet Army H.Q. in the pocket. If there is no such unit, then only one turn of GS is provided per CSP for up to 9 units of any kind.

CSPs that can't be allocated to the cut-off units are placed with the nearest H.Q. that would ordinarily be able to receive them.

4. Capturing CSPs

When enemy H.Q.s are attacked or overrun, CSPs may be captured. Friendly units attacking any hex containing enemy H.Q.s make a 1d10 roll to see if CSPs are captured. If the result is equal to or less than five some CSPs have been captured. The number of CSPs captured is equal to one-half of the die-roll (round up). If the H.Q. was retreated in any fashion, add one to the number of captured CSPs. The captured CSPs are deducted from the enemy Army or Front H.Q. possessing them. No more than one-half of the total number of CSPs currently with an H.Q. may ever be captured (round up). The captured CSPs are awarded to the nearest friendly Front or Army H.Q. The total on that H.Q.'s CSP Record Track is adjusted to reflect the new total. If an enemy unit enters a hex containing only CSPs, all of those CSPs are captured by the other side.

Captured CSPs may only be used for General Supply. Show this by marking the CSPs with a Captured marker.

F. Special Supply Sources

Units not able to receive supply normally may use Special Supply sources. There are three methods of Special Supply. Individual games in this series may also list other methods.

1. Air Supply

Special Supply may be delivered using air missions. Air delivery can be by Air Transport, or Air Drop. Air Transport is more efficient. CSPs used for Air Supply must come from a Front/AG H.Q.

If a pocket of encircled units contains a clear terrain hex with a town or city, and free of enemy units

or their ZOCs, a player may fly air transport missions to attempt resupply of the pocket. Any supply that is flown in is received in the form of CSPs-which may be converted to GS. The mission is flown normally using the Air Mission Strength Table. Roll a 1d10 to determine the Final Air Mission Strength. Every three Final Air Mission Strengthpoints is worth 1 Combat Supply Point. One CSP may be placed in the hex. If the attempt fails, no CSPs are used. Bomber points may also attempt resupply. (See 16.65)

Supplies may also be delivered by Air Drop. If there are no clear hexes in a pocket, or there are no hexes free of enemy ZOCs, players may attempt to Air Drop supplies. Use the same procedure used for air transport of supply, but apply these additional restrictions:

1. No more than one CSP each turn may be received in a hex this way.
2. Apply the additional DRM of plus two to the die-roll for Air Drop.
2. *Naval Supply*
To be added later.
3. *Fortress Supply*

If friendly units occupy intact Fortresses and are cut-off from normal means of supply, they check their supply status according to the following procedure. First, the owning player throws a ten-sided die. If the result is less than or equal to the printed GS value of the fortress, then all units in that fortress remain in GS. If it is greater, then an ES Marker is placed on top of the fortress. Once a fortress has such a marker placed on it, only air or naval supply can keep the units from going out of supply. A player could bring in such supply before the fortress reaches the ES State; in such a case, don't start rolling until there is no supply from either of these sources.

G. Trucks

Trucks extend the supply path distance of H.Q.s. A Truck has no combat value. A Truck has a MA of 6 and is considered to be mechanized for movement purposes. Enemy units may not attack Trucks. If an enemy

unit enters a hex containing a Truck, the Truck is removed from the map for three game-turns. It re-enters play with any Front or AG H.Q. on the map.

Trucks act as supply path extensions for H.Q.s. They may not be used to motorise other units. A Truck can never use the RR supply path rates listed on the TEC when tracing these paths.

H. Exclusive Supply Rules

The exclusive rules of a game may list other means and restrictions on the provision of supply. Any exclusive Supply rules always take precedence over the rules listed in this Booklet.

I. Surrender

Out of Supply units may be forced to surrender. A surrender die-roll for each unit(but see J. below) must be made in the following circumstances:

1. a unit cannot trace a Supply LOC of any kind to a source of supply, and
2. the unit is not within 4 hexes of a friendly unit which is in supply, and
3. there is an enemy unit within 4 hexes which is not itself subject to (1) and (2) above.

If all three conditions are met during the owning player's Administrative segment, roll a 1d10 for each afflicted unit. (insert table from series rules here, p27 here, plus all of the notes).

J. Breakout and Disbandment

As an alternative to surrender, a player may attempt to Breakout and Disbandment. Only units meeting the conditions for surrender(see 13.7) may attempt Breakout and Disbandment. The owning player makes a 1d10 for each unit attempting Breakout and Disbandment. If the result is 1 through 3, the attempt is successful and the unit is removed from the map. In his next Administrative segment, replacements are received from the units equal to one-half the number of steps they possessed at the moment of Breakout. (round down, not less than one) If the attempt is not a success, the units automatically surrender and are eliminated permanently. Only infantry and cavalry units may attempt Breakout and Disbandment.

Chart goes here:

K. Army Group Relocation and Secondary Army Group Railhead

The use of a German Army Group H.Q. for supply purposes presents a special case. There are restrictions on where and how the H.Q. may be moved.

1. Where AG H.Q.s may be placed.

A German AG H.Q. must be within 6 hexes of a friendly controlled city to operate efficiently. If it is not, then it cannot be traced to by other H.Q.s for General Supply or Combat supply. Note: this means that subordinate Army H.Q.s will have to trace to on map CSPs for supply if their superior AG is unavailable.

2. Moving AG H.Q.s

AG H.Q.s are mechanized units but they may not move during the Exploitation segment. They may utilize rail movement, but no other rail movement may occur during that segment. During the turn that a AG is moved, and for the next three turns, it may not be used for any supply purposes. Double this penalty time during any turn in which Mud or snow is in effect.

3. Secondary AG H.Q.s

This represents a second location to which lower level H.Q.s may trace in lieu of the actual AG H.Q. itself. As long as this secondary H.Q. can trace a Supply LOC to the actual AG H.Q., subordinate Army H.Q.s or Trucks may trace to this H.Q. as if it was the actual AG H.Q. Those H.Q.s and Trucks that do so still count against the supply capacity of the actual AG H.Q. The location of a secondary AG H.Q. can only be changed when the location of its parent AG H.Q. is changed.

L. Front H.Q. Restrictions

Soviet Front H.Q.s are affected by rules K.1 and K.2 above in the exactly the same manner as AG H.Q.s.

Please note that the remaining rules sections are presently being updated and will be published as soon as they are available.