

**COSSACKS ARE COMING SUMMARY SHEET (DoE 2<sup>nd</sup> edition changes)**  
(Formation or form means primary formation unless indicated otherwise)  
(Read Standard §2, Exclusive §1 & §12 before play) (*Italics* = Exclusive Rules)

Making a morale check (MC): Roll die, check modifiers; get modified result  
If result ≤ current morale level (ML) on track, unit passes; if >, it fails  
Morale of unit in entrenchment = ML + TEC modifier  
*For GTs 2, 3, 4, perm trench modifier = GT #*  
When checking for a stack, use same roll for all units in it  
If there are 2+ primary forms in same parent form, check morale against lowest modified ML & apply results to entire form  
If more than one form in hex, check & apply results to each separately  
If check due to combat, force march, w/drawal before combat, difference of (mod roll - ML) = # LRs (loss results) to unit; max LRs from MC = 4  
See each type below for implementation  
Decrement form's ML marker to take ML LR; minimum ML = 1  
If stack w/child forms on same parent track & units faced same way, apply any ML LR to ALL forms on track involved in MC  
Shattered form means Form's ML = 1 or combat units below 30% strength  
*Friendly map edges: German: 74xx/Vistula in Germany; Russian: Russian edges*  
*Treat grand rivers as major rivers until 1<sup>st</sup> turn of Heavy Rain*  
*See 10.42 for composition of German fort garrisons*

**WEEKLY INTERPHASE**

*Start game on turn 2*

**STRATEGIC PHASE (Simultaneous)**

Reduce both sides' rail pts to 0 then add rail pts for week  
*Russian: 10 rail pts/week; German: 30 rail pts/week*  
Resolve attempts to enter perm entrenchment mode (max/hex/week = 1 form)  
Must have prepared any such hex during March Segment  
Make MC, modifying by # of previous attempts  
If pass, place perm entrench marker so it covers unit's front  
If fail, increment marker showing # of previous attempts  
*May use this procedure to rebuild destroyed perm entrenchments*  
*German may not start perm entrenchments until GT4*  
*Russian may never build perm entrenchments*  
Accrue repls on Strat Chart starting GT4  
*German: 6 infantry, 1 field arty, 1 special, & 2 air per turn*  
*Russian: 10 infantry, 2 field arty, 1 special, & 1 air per turn*  
Check effect of other theaters

**IMPULSE DETERMINATION PHASE**

Roll 1 die for both sides; highest modified roll has initiative; reroll ties  
*Side w/most armies on Advance MO: +1*  
*Side w/most armies on Retire MO: -1*  
*Both: +1 for side w/most prisoners*  
*German: +1 if Hindenburg in play*  
*GT2: Russian player automatically has Initiative*  
Initiative player determines impulses (# & length of each)  
Set markers on Impulse track; total days must equal 7  
*No more than 3 impulses per week; no more than 5 days per impulse*  
*GT2: 1<sup>st</sup> impulse must be 2 days, then 2 impulses for rest of week*

**IMPULSE – 1<sup>st</sup> Player**

*Russian player is always first*  
Move marker on Impulse track to indicate current impulse  
Determine weather for turn  
*Roll; check table; conform marker*  
*On 1<sup>st</sup> Heavy Rain turn, no longer treat grand rivers as major*

**1<sup>st</sup> PLAYER COMMAND PHASE**

Mission Order Segment  
*If Pritzwitz marked last impulse, replace him w/Hindenburg & place Ludendorff in 8<sup>th</sup> Army staff box*  
*Also place West Front reinf on track for 10 days out*  
Create/disband detachments: Remove HQ to disband corps/div detachment  
Place HQ in hex w/form being attached to create corps/div detachment  
Create/disband army detachments; see 13.31 for how to place units  
Change attachments by moving form command markers to new parent form  
Which track: If not attaching to a particular corps, place on ind't forms track up to track's limit  
Can't place a corps marker on an ind't track  
Max corps/corps track = 1  
Can attach small forms to divisions by placing small forms command marker under parent division's marker  
*Russian: Max non-fort corps on Strat chart = 2*

Which chart: If attaching to Supreme Cmdr, place on strat chart, else place on appropriate army chart

Which box: Place marker in same morale level box as before

Limits: For ind't forms, stay within limit at top of track

Max units/corps = attachment limit on HQ counter

Div = 1; Bd = .5; Rgt, Bn, smaller = 0

Except: Don't count Supreme/Army/Corps assets against limit

*German: OBO, masurian, ls XX are Supreme asset units*

*OBO arty units w/fort ID not assets until released*

*Russian can't reassign corps assets; 1<sup>st</sup> & 2<sup>nd</sup> Hvy = Supr*

*May attach 1 or 2 lw, ls, e brigades to grdz, 35 r, and kg lw div;*

*count only div if one of those divs is attached to a corps*

*German may attach 2 Heavy arty max to a corps (or less) form*

*Don't count HQ OCU's or fort corps while in fort town, city*

*Russian may attach 2 Heavy arty max to a corps (or less) form*

*Exempt: KOVNO corps; grodnó & osowiec divs*

Asset unit: Its parent form & morale level changes automatically to those of the unit(s) it is stacked with, or of the one closest to it

Depots, supply units, corps trains, Supreme/Army HQs: Consider each a separate formation for stacking & combat

Except: Flipped on-map Command counters not separate forms

*German may reattach mtzd inf units from starting divisions back to their cav divisions, but can't change again*

*Russian can't change attachments while on post-abandonment Retire*

*Russian may only attach r & o forms to Reserve corps, c to cav forms*

*While still on Strat Plan, Russian must have 2 cav forms in IC Cav*

*Corps & may place only 1 or 2 corps on NW Strat Chart*

Place reinf and check w/drawals  
Enter reinforcing unit at designated hex  
If entering in rail mode, allow it 1 free MP of rail movement  
Can overstack; can't place in EZOC or on enemy unit  
Place unit's command marker on designated chart  
May choose chart if none designated  
If entry hex blocked, enter nearest free RR  
Can withhold if desired but must enter at designated hex  
Remove indicated withdrawing units from map  
*If reinf due to enter 3<sup>rd</sup> impulse of a 2 impulse turn, bring on in 2<sup>nd</sup>*  
*German may remove friendly \* mob rating arty; do not count for VP's*  
*If Samsonov replaced last impulse or 2<sup>nd</sup> Army no longer has units in*  
*Germany, replace I Corps leader Artamanov by Dushkevich*  
Select MO from Supreme Cmdr for each army: Advance, Retire, Hold, Flex  
Give orders down command chain & conform mission markers in process:  
- Supreme Commander to army leaders & corps leaders on strat chart  
SC must attempt to give Hold mission to all forms on strat chart  
*OHL must give Pritzwitz Flexible MO; Pritzwitz auto accepts*  
*until 5 German SPs lost in combat or corps HQ attached to*  
*Russian 2<sup>nd</sup> Army within Germany; (on Flex at start)*  
*If Pritzwitz wins or is last impulse of GT5, mark for removal*  
*Hindenburg has no preference; auto assumes given MO*  
*Add Russian staff preference DRM to their commander's roll*  
*Russian may abandon Strat Plan after GT3 if 75+ SPs lost or iso*  
*Russian: Must do following, depending on Strat Plan:*  
- *While on Plan, must issue modified Advance to armies*  
- *Starting GT4, when Front has 75+ SPs lost or iso, may issue mod Advanced, Hold, or order abandonment of Plan; when plan abandoned:*  
*Place all forms on Retire MO*  
*Subtract 1 from MLs of all forms w/MLs of 4+*  
- *Keep on Retire for 4 impulses; after that, may change by placing all forms on Hold for 1 impulse*  
- *Then may issue any MO*  
*Except: If Russian unit starts impulse in Elbing (71.24), Russian may disregard Plan*  
- Then army leaders to corps leaders & independent form leaders  
Except: May give Retire to any army w/isolated HQ; stop there  
*Francois's preference = Advance if HQ in Germany else Flex*  
*Artamanov's preference = Advance if HQ in Russia else Hold*  
- Then corps leaders to leaders attached to corps  
Except: Need not give orders to cav corps  
*Except: Must give to Khan N; if wins, then IC on Hold, else Flex*  
Follow order procedure at each level:  
Roll 1st die & add higher leader's modifier  
Roll 2nd die & add (lower leader's mod - refusal marker #)  
If modified roll 1 ≥ modified roll 2, change lower leader's mission to higher leader's mission & remove any refusal marker  
Otherwise lower leader's mission = his counter preference  
Increment lower leader's "refusal" marker if lower leader wins

Each unit's mission = mission of the lowest level leader above it

Except: These units need not follow mission order restrictions:

- Any unit attached to an army & on or adjacent to that army's LOC as long as stays adjacent to LOC
- Any unit attached to cav (C or CS) form
- Non-OCU engineer units - Isolated units
- *May treat units stacked w/fort as on Flexible*

Reduce RR Engineer pts to 0 then add new RR Engineer pts based on number of days in current impulse

*Russian: 1/day; German GT2-5: 1/day; GT6: 2/day*

Supply & Command Segment

Relocate Army Base Markers on friendly RRs at no cost

*German: May place base on any double RR on friendly map edge*

*Russian: May place 1 or 2 bases on any double RR on friendly map edge; may place 1 base on any single RR on friendly map edge*

Check & record status of each army's main depot

Must be on LOC (operational RR from army supply to depot to base)

Set each depot's marker based on LOC RR:

- If all RR hexes = double line, check how many LOCs share line
- If LOC not shared, status = Max Double (Level 4)
- If shared by 2, status of both = Medium Double (Level 3)
- If shared by 3, status of all = Minimum Double (Level 2)
- If shared by 4, status of all = Single Main (Level 2-)
- Can't share with 5 or more

If any RR hex = single, then status = Single Main (Level 2-)  
Can't share with any other LOC

For each depot, select # of capabilities = level #

1. Use LOC RR for unit supply
2. Allow APs to be replaced
3. Allow SPs to be replaced using repl pts in repl mode
4. Use LOC RR for units in rail mode (can't use w/Level 2-)

Check supply for each friendly unit

In supply if can trace line w/in range to source

- Sources for armies: - Main depot of form's army w/capability 1
- Any supply unit or corps train tracing chain of army's supply units to that army's main depot w/capability 1
- May only use Corps train for its corps & army ind'ts
- RR used as LOC for form's army
- *Depot or supply unit must be on RR station to be source*

Sources for strategic forms: Any friendly operational RR w/ open line to friendly edge (any corps train must be on RR)

Sources for depots: LOC RR with open line to army base

*Sources for all on or adj: Fort w/supply symbol*

*Russian source: Praga depot for 2<sup>nd</sup> Army; needn't trace to base*

*German sources: May supply one div w/in 3 of Baltic port*

*May supply 3 corps w/in 6 or 6 divs w/in 3 of Danzig,*

*Elbing, or K-berg if corps train in that city*

*May supply lözén bd & assets (only) from Fortress Boyen*

*if w/in 3*

*Ranges for cav forms; forms tracing to corps trains; depots, supply units, trains: German = 6 hexes; Russian = 7 hexes*

*Ranges for all others of both sides: 3 hexes*

*Count each op RR hex traced along as 1/2 hex; swamp as 2*

*Can't trace across grand, major rivers except at bridges,*

*ferries; can't trace across lake or sea*

*Except: German may trace between 66.18 & 67.18*

May trace supply to a fort with a supply symbol for any combat, arty, or HQ unit from any form on or adjacent to the fort

Auto in supply: forts; units in rail modes; *Praga depot; militia*

If unit out of supply, reduce form's ML by # of days in impulse

Unit = iso if surrounded by adj non-dummy enemy units or EZOCs or if corps HQ can't trace LOC, even if not all enemy adjacent

*Exempt: form on or adj to fort w/supply symbol; lözén bd units w/in 3 of Boyen*

Remove command counter from track and invert on top of one of its iso units; treat as supply unit; form morale now = 1

*German: Invert counter on track 1<sup>st</sup> turn; place on map 2<sup>nd</sup>; form not penalized while counter still on track*

If iso unit no longer iso, replace uninverted counter on original

command track w/morale set to 1

All supply ranges and RRs are blocked by non-dummy enemy units & EZOCs not occupied by friendly units

Check command for each friendly unit:

In command if w/in range of parent form's HQ, which is w/in range of its parent HQ, etc.

Range = printed # on HQ, traced from HQ to unit

*Double corps HQ range GTs 2, 3, 4 to command cav form*

*Double range of any German Army HQ that Hoffmann or*

*Ludendorff are attached to; \*4 if both w/ same HQ*

If division or brigade has no HQ, all form units must be stacked with or adj to all others in form

Each detachment is ind't form, tho affects parent morale if OOC

Auto in command: depots; supply units; corps trains; units on or adj to

LOC; units in rail mode; ind't form or HQ on strat chart

Also forts & any unit posted to a fort w/a supply symbol

*Forms attached to KÖNIG if w/in K-berg fort area*

If unit out of command, reduce form's ML by # of days in impulse

Range not blocked by EZOCs or any enemy units

*Russian: If 2<sup>nd</sup> Army HQ iso, replace Samsonov w/Scheideman (2<sup>nd</sup> A) & Scheideman w/Slyusarenko (II Corps)*

Add supply and command effects together (cumulative)

May give APs to any fort or form if:

- Form's counter on army chart, not strat chart

*Except: May give to any form posted to fort w/supply symbol*

- Units in supply & command - Its depot has capability 2

Remove ammo markers from track of form given APs or any fort

*Except: Place ammo 2 marker on Russian tracks GTs 5 & 6*

Roll for each used air unit

If 1 to 4, flip to front; if 5, keep flipped; if 6, elim air unit

*Flip balloons automatically*

Give indicated replacement points to units in Repl mode if:

- Unit's counter on army chart, not strat chart

- Unit in supply & command - Its depot has capability 3

Deduct repl pt of type appropriate for unit from track:

Inf repl pts for infantry units

Field/Direct Arty repl pts for field/direct arty units

Special repl pts for other units

Can't give unit more repl pts than current strength in SPs

*Except: Unit w/1 SP or at cadre can receive 2 repl pts*

Can't rebuild totally eliminated combat, arty, or HQ units

## 1<sup>st</sup> PLAYER MOVEMENT PHASE

Concealment Segment

Invert all friendly face-up non-fort units (visible only thru recon or combat)

Place dummies on top of real units

Perform RR tasks by expending RR Engineer pts per exclusive costs

May make neutral RR hex operational if hex is controlled, not Broken, & adj to operational RR hex

May damage operational RR hex by placing Line Broken marker

May make damaged RR hex operational if hex is controlled & adj to

operational RR hex; remove Line Broken marker

*Can't damage or repair lines in Cossacks*

March Segment

Calculate movement allowances: 2 MPs \* # days in impulse

*Reveal any Russian unit (even dummy) in Germany if starts movement w/in*

*12 of unconcealed German 8<sup>th</sup> Army HQ & spends MPs*

*Can't move certain units until released; see setup charts*

Place reinfs (as in Mission Order Segment)

Place returning depots, supply units, & corps trains on any friendly

RR (in rail mode for trains)

Disband/create new detachments in same hex as parent unit; conform parent

Still in same form unless noted elsewhere; note form on chart

Detachment must be of same type, ratings, etc; use parent's morale

Follow restrictions applicable to all movement modes

Spend MPs as per TEC based on mobility rating & current mode

May select any mobility rating for a dummy

Can't move from hex A to hex B if can't move from B to A

Unit may always move 1 hex in March if not EZOC to EZOC

Round total MPs used; can move fractionally more than MA

*Can't move \* mobility rating units*

*If Heavy Rain, double all terrain costs except primary roads*

MOs: Check form's Mission Order restrictions on movement:

(See MO procedure above for excepted units)

*Use diagrams on Strategic Charts to determine MO hexsides*

*Use Special Charts for Russian 2<sup>nd</sup> Army, German 8<sup>th</sup>*

If Flexible: May not move depots

If Retire: May only move thru retire hexsides; must attempt to

move further from & can't move closer to nearest enemy

*Except: Don't restrict depots, supplies, trains, army HQs*

If Hold: Double all TEC costs unless unit in road mode & 7+ hexes from enemy

*Except: Don't double for depots, supplies, trains*

If Advance: May only move thru advance hexsides; must attempt to move closer to & can't move further from nearest enemy not in fort  
 Except: Don't restrict depots, supplies, trains, army HQs  
*Russian Mod Advance MO: Units under form w/this MO in Russia must spend all MPs to move until enter EZOC or Germany; need not force march or go OOC/OOS*

Boxes: May move units in and out of boxes on charts  
 May move unit into HQ holding box if unit & HQ in same hex & form IDs match; may move out of box into same hex  
 Except: May place Supreme & Army assets in a corps box  
 Except: May only place Supreme, Army assets & air units in Army HQ box  
 May place unit in LOC box if starts March w/army depot, supply unit; may remove during March, Counter-March  
*German: must keep 4+ combat SPs in 8<sup>th</sup> Army LOC when LOC extends out of Germany; don't count 8 loc bd*  
*Russian: must keep 4+ combat SPs in any Army LOC when LOC extends out of Russian*

Fort: May designate any 1 form w/in a fort hex to be posted to fort  
 May enter/remains in lone enemy fort but then must attack  
 Must Fire attack w/units in hex; may Barrage from adj hex  
 Must retreat any arty if not w/friendly combat unit

Facing: May reface during movement unless entrenched  
 Units in road mode have no facing; forts have all-around fronts  
 Must face all units of same form in same hex the same way  
 May face max of 2 forms/hex 2 different ways; may treat units of 1 form as different forms so face different

EZOCs: Pay costs to enter/leave EZOCs (6 hexes around)  
 +1 to enter EZOC or exit (unless exit at start of March & don't move directly into another EZOC)  
 +1 to move EZOC to EZOC (can't do in road mode)  
 No ZOCs: Dummies (even in own hex)  
 Units: 1 SP, arty, HQs, all supply types, road or rail mode; fort w/enemy combat unit in same hex  
 Not into forts, occupied perm trenches; not across major or grand rivers; not into terrain unit can't enter deployed  
 Forts (only) negate EZOCs for movement

Stacking: Check DURING all movement (see yellow card for BEs)  
 Limit: All units of 2 forms or 6 brigade equivs; can't overstack  
 Don't count: Forts; entrained units (unless depot or supply unit); embarked units  
 May do all movement w/dummy but rail, naval, entrench, enter EZOC  
 Must move OOC unit of ind't div or bde w/no HQ back into command  
 If unit w/combat marker moves, remove marker  
 If friendly unit enters an enemy RR hex, make RR neutral

*German special movements & restrictions:*  
 Must keep M rating unit w/other combat unit if w/in 2 of enemy  
 May move up to 3 BEs/day between 66.18 & 67.18 per TEC  
 Can't move masurian units 13+ hexes from Lötzen or ls XX 13+ from Allenstein until base town controlled by Russian  
 Can't voluntarily move fort garrison 3+ hexes from fort; must move back if forced away or remove & treat SPs as POWs  
 Except: Can't move K-berg garrison out of K-berg fort area; may keep off-map until Russian adjacent (10.42)

*Russian special movements & restrictions:*  
 In March segment following Strat Plan abandonment, make MC for all units that moved & implement LRs as if force march  
 While still on Strat Plan, Russian can't move 1 Corps more than 4 hexes into Germany or east of 57.xx row  
 Can't move KOVNO, grodno, osowiec 2+ hexes from locales; must move back if forced away or remove & treat as POWs  
 Must garrison following by posted non-fort form on command track w/fort's command counter; may use unreleased units  
 Osowiec: 5 SPs; need not be a primary form  
 Grodno: 1 div or 2 brigades with at least 8 SPs  
 Kovno: 2 divs or equivalent with at least 16 SPs  
 Bialystok: 1 brigade with at least 4 SPs; put command counter on NW Ind't Forms track

Move units in deployed mode (regular movement)  
 Conduct overruns w/non-heavy arty combat units that start together by paying 1 MP; others may accompany but don't count for overrun  
 Can't overrun across major or grand river  
 Treat as normal Fire attack  
 If target contains only dummies, then no cost for overrun  
 If target w/draws before combat, attacker may advance & ignore w/drawing unit's ZOC

If odds = 6+:1, then defender loses 1 SP, retreats 1 hex, & makes an MC (+1), and attacker enters hex  
 Else attacker loses 1 SP & makes an MC (+1); attacker can't move, though can expend MPs w/in hex  
 Attacker must always pay terrain costs when advancing

Conduct recon w/non-cadre cav, armored car or bikes by paying 1 MP  
 Target hex must be w/in 2 of reconning unit (adj to OCU cav)  
 Can't recon across grand river, perm trench, prohib hexside  
 Can recon across river w/cav only; if major, must be adj & pay 2  
*Double recon costs if weather = Heavy Rain*  
 Check target hex contents: - If only dummies, just reveal them  
 - If no recon types or mtzd inf in target, then flip all in the target hex and reconning unit  
 - Otherwise, flip & compare recon SPs to contesting SPs; flip all in target only if recon SPs > contesting SPs  
*Count cav OCU point as 1/2 SP*

Place Combat Marker towards center front hex  
 Spend 1 MP to place Regular combat marker; 2 MP for Intensive  
*Double costs if weather = Heavy Rain*  
 Can't place marker on shattered unit, paren'd unit, or cadre  
 Must place on unit w/Advance MO if has MPs & not shattered  
 Can have some in hex w/marker, some w/o  
 Unit that detrained this segment must pass MC to place marker

Recover lost formation morale points  
 All form units must be 3+ hexes from nearest enemy  
 If unit's form on Advance or Retire MO, only shattered units can recover MLs  
 Spend 3 MP per morale point recovered; can't force march  
 Adjust command track morale marker; can't exceed printed max  
 Have unit create new entrenchment by paying 3 SPs & placing marker  
 Have unit enter perm/regular entrenchment already on map (printed or not) by moving unit into hex & facing entrenchment hexside  
 Have units prepare to enter perm entrenchment mode  
 Hex must contain div-sized inf unit or combat engineer unit & entrenchment mode marker  
 Must leave building unit in hex whole turn (week)  
*Have engineer or corps HQ place a pontoon; place marker*  
*Spend 3 MPs; only across grand/major rivers not adj to enemy*

Have unit enter/leave road mode per chart; conform marker  
 Need not be on road to enter, move in road mode  
 Can't deploy corps train—always in road mode (may rail or naval)

Move units in road mode  
 May use road rates (negates all but rivers); have no facing  
 May use bridges, ferries, if both sides friendly controlled  
 Max/hex = larger of 1 division-sized form or 4 BE  
 May move thru another form (road or not), but not end w/ unless meets stacking or other moves before end of segment  
 +0.5 MP/BE (down) to enter hex w/other friendlies not of same form

Have unit enter rail mode (entrain) or leave (detrain); conform marker  
 Unit must be on station of op RR, not in EZOC, & w/in station's cap  
*Count city, town, or village as station if connected to RR*  
*Capacities: city = 6 BE; town, village, or station = 3 BE*  
 Pay chart costs per BE; can pay across turns; can't force march  
 Must finish all of one form at a station before starting next  
 Owning player composes forms; others must pay previous costs

May detrain into road or deployed mode  
 Depots & supply units always in rail mode; can't detrain  
 Optional: Must designate destination when entraining; see 4.32

Move units in rail mode  
 Move all units 24 hexes per MP, with each single track hex costing 2  
 Halve rate if RR is part of LOC between supply unit & depot  
 Subtract 1 rail pt for each BE moved 1 MP; can't force march  
 May move reinforcing unit 1 MP free by rail  
 Add 1 BE for each division sized infantry form  
 Count each arty BE as 2 BE  
 Count German 3 brigade cav forms as 2 BEs  
 May use LOC RR only if main depot selected capability 4  
 Except: May use for depot & supply units even if 4 not selected  
 Cannot enter EZOC; have no facing; must use operational RR  
 Can rail off-map; keep track of progress, costs; can't re-enter in EZOC  
 Only Russian can do, and then only on marked south edge lines  
 May not move Praga depot  
 Russians may use RRs in Germany only for depots, supplies, trains

Have unit enter naval mode (embark) or leave (disembark); conform marker  
 Pay chart costs per BE; can pay across turns; can't force march  
 May (dis)embark marines on coast; others only in port & w/in port cap  
 May disembark marines (only) into EZOC or enemy controlled hex

May disembark into road or deployed mode  
 Emergency Naval Mode: See 8.64 in rules (Dunkirk rule)  
 Move units in naval mode **\*\*No naval movement in Cossacks\*\***  
 Spend naval points for each BE's MPs as per exclusives  
 Can't force march; can move across: water, coastal hexes;  
 major/grand river hexsides up to naval cap  
 May move depots, supply units, corps trains by naval mode  
*Check for cavalry fatigue for any cav form that recons or moves*  
*Make MC at end of each March starting w/2<sup>nd</sup> impulse of GT 3*  
*+1 for each non-M rating MP used for movement or recon*  
*Reduce form's ML by 1 for each failure point*  
*Except: Exempt German 1c Div if stays in Germany*  
 Check for enemy player reactions  
 Enemy may reface any unit if friendly moves from hex adj to hex adj  
 Enemy may move deployed cav unit 1 hex if friendly moves from adj  
 hex to a hex adj to that unit or another enemy unit  
 Unit must be part of Cav form & have mobility of M, C, or H  
 May move unit 1 hex and/or reface; can't enter vacated hex;  
 must reduce any combat marker 1 level  
 Can't enter non-occupied EZOC except that of moving unit  
 If friendly moves adj to enemy unit in rail mode, enemy may displace  
 8 hexes towards nearest army base  
 If during any movement a friendly unit moves adj to enemy LOC RR  
 hex, enemy may place unit from LOC box anywhere on LOC  
*Can't place German 8 loc bd outside Germany*  
*German may place K-berg garrison on-map if Russian adj (10.42)*  
*On GT2, if Russian moves adj to German town or village that still has*  
*militia, German rolls; on a 1 or 2, place 1 SP militia there*  
*Militia lost if already eliminated or Russian has occupied locale*  
 Conduct air operations with any air unit on its available side  
 Prereqs: Target hex(es) must be w/in air unit's range of its base  
 Only 1 air unit may operate against a hex per segment  
*Weather must be Clear or Summer Heat*  
 Roll; if result < ops rating, air unit may perform action  
 Flip to used side when done with any mission  
*To spot, may use corps air only for arty unit's of plane's corps;*  
*may use strat air only for arty of ind't army forms*  
*German may not spot until GT5; Russian may never do so*  
*Balloon: Ranges = 2 hexes from named town/city*  
*May only spot for same form; may not change attachmt*  
 Recon: Pick 4 contiguous hexes & make check for each hex  
 Successful roll = enemy reveals units in hex; if target is city,  
 woods, enemy reveals dummies only  
 Transfer air units up to 3\*range to any other friendly HQHB  
 Remove any unoccupied entrench mode markers  
*May destroy enemy perm trenches if occupied by friendly unit*  
*Remove enemy pontoons friendly moved adj to; may remove friendly ones*

## 2<sup>nd</sup> PLAYER COUNTER-MOVEMENT PHASE

Counter- March Segment - same as 1<sup>st</sup> Player March Segment, except:  
 No Concealment Segment & no 1 hex minimum movement  
 Allowance: 1 MP \* # days in impulse  
 Can add double this allowance to base if unit:  
 - Is in deployed or road mode (hence can't w/depots, supply units)  
 - Does not spend extra points to recover morale  
 - At end of its movement, makes MC & removes MLs or SPs for  
 failure difference; +1 DRM for each additional MP used  
 If unit's MO = Retire, treat any SPs lost as prisoner points  
 +1 if weather = Summer Heat  
 Except: +2 MPs max to corps train; if do, reduce all corps forms 1 ML  
 May enter repl mode w/any unit: 4+ hexes from enemy; or 2+ hexes from  
 enemy & friendly unit or impassible terrain between it & enemy; or in  
 perm entrenchment  
 Spend 3 MPs (or whole MA) & place repl marker

## MUTUAL COMBAT PHASE

General combat prereqs  
 Combat is not mandatory, even for units with combat markers  
 Target must be adjacent to attacking unit's front &, for a combat class unit,  
 a hex it could enter in deployed mode  
 Except: Heavy *non-fort* arty may barrage enemy two hexes away  
 Can't Barrage or Fire attack a unit in naval mode  
 Can't Fire attack: a fort, unless a combat unit is in the fort hex (then must  
 attack); or a hex that was barraged this segment  
 Can't Fire or Barrage attack with: a paren'd or entraining unit; a unit in a  
 mode other than deployed

Can't Fire attack with: an arty unit, unless in conjunction with a combat  
 unit; a shattered unit; a fort  
 Can't Barrage attack with a non-arty class unit  
 Check supply and command for all units in a combat  
 Apply same conditions as in Supply & Command Segment  
 Except: If out of supply, reduce form's ML by just 1  
 Except: If out of command, reduce form's ML by just 1  
 Stacking: Only 1 form or 2 BE can attack from / defend in a hex  
 Except: If 2 forms in hex facing different ways are attacked; see 3.33A  
 Except: May consider fort part of form posted to it  
 Can't Barrage w/a form in the same segment it Fire attacks, & vice versa  
 Can't target a hex w/both Barrage & Fire in same segment  
 Post-combat procedures (for both barrage and fire)  
 If unit w/repl marker participates in combat, remove repl marker  
 Implementing results (general rules):  
 Have friendly select how target incurs odd # results, then have enemy  
 select how it incurs even #s, then make MC & implement results  
 Each LR pt means lose 1 morale level, lose 1 SP, or retreat 1 hex, but:  
 - Each side can select only 1 arty SP LR, 1 ML LR, & 1 retreat  
 per combat or MC  
 - In both Barrage & Fire attacks:  
 Enemy can't select ML LR until unit has taken SP LR  
 Can't select ML LR for fort, Iso units, detachments, or if  
 form ML = 1;  
 Can't select retreat for fort, units standing fast or posted to  
 forts (unless get "r" result, then must retreat), or units  
 prepping for perm entrench mode  
 - In Barrage: Can't select retreat for defender  
 Attacker may choose to reduce combat marker 1 level  
 Attacker may place Arty Sup marker if target includes non-  
 fort arty & (barrage column was 35+ or as MC LR)  
 - In Fire attack: If eng provided shift, must lose 1+ SP of eng  
 Can't select retreat for attacker as LR from FCRT; may as  
 LR from failed MC  
 Can't select arty SP until combat class unit has taken an SP  
 LR and attacker expended an AP  
 Must make an MC for any unit that retreats from Fire combat  
*Eliminate militia that takes any LR result; roll for militia if triggered*  
 Taking SP losses:  
 Place counter under unit w/new SPs towards top  
 All involved inf must take 1 step before any can take 2<sup>nd</sup>  
 If arty SP indicated, arty owner decides which unit takes  
 After last SP gone, place Cadre towards top if unit has CPs  
 "-" = no cadre pt; "+" = 2 CPs; else has 1 CP; \*2 for double unit  
 Corps & army HQs have 2 CPs; divisional HQs have 1 CP  
 Cadre pts must be last SPs lost in stacks  
 Making arty a cadre changes its mobility class to L  
 Depot, supply, & train units have no SPs, only cadre pts  
*Add 1 VP to friendly VP track for each enemy SP eliminated*  
 If attacking cav charged, double attacker LR's & take all from cav 1<sup>st</sup>  
 Add 1 to enemy prisoner track for each CP lost or for each SP lost by  
 an iso unit or by a standing fast defender that gets "r" result  
 HQs can lose arty SPs, but not cav OCU or arty dots  
 Place eliminated depots on turn track 1 impulse forward; supply units  
 & corps trains, 7 days forward  
 Checking morale for combat (implement after taking LR's):  
 Friendly selects LR type for each odd # unit fails roll by, then enemy  
 selects for each even #  
 Ignore "c" results for forts & units posted to them  
 Max of 1 MC per form per combat  
 Apply same LR choices restrictions as for a LR due to table result  
 Apply modifiers (all are cumulative):  
 +1 per SP lost by formation in this combat  
 + TEC entrenchment modifier if attacked through trench hexside  
 Apply these only to MCs from barrage combat:  
 ++ if indicated on BCRT result  
 +1 if barrage thru flank; +2 if thru rear; NA to forts  
 +1 if at least 1 heavy arty barraging  
 Retreating units:  
 Must 1st try to avoid EZOCs, then move toward friendly map edge  
 Thru 1<sup>st</sup> EZOC: morale to 1; thru 2<sup>nd</sup>: to cadre; thru 3<sup>rd</sup>: eliminate  
 If arty unit can't retreat due to TEC or EZOC, have it abandon  
 equipment by reducing to cadre (so now mobility class L)  
 +1 to enemy prisoner track for each SP/CP lost thru EZOC  
 Friendly units negate EZOCs  
 Retreat unit into a hex first & then ask whether it's in EZOC  
 May overstack to avoid; must displace extras or eliminate

Remove any combat & entrenchment markers from retreating unit  
 Reveal enemy dummy if retreating unit enters its hex  
*May retreat a unit off-map, but then remove from play*  
*Elim M mob rating unit that retreats across grand/major river hexside unless does so at bridge or ferry*

**Initial Combat Segment**  
 May attack with all non-dummy units w/Intensive markers  
 Exception: May barrage with forts even if no marker  
 Flip unit's Intensive marker to Regular side after it barrages, fires, probes, charges, or pursues

**1<sup>st</sup> Player Barrage Step**  
 Can't barrage if the *fort*, arty or HQ does not spend an AP, has an Arty Sup marker, or is part of a non-corps detachment  
 Can't expend APs for form on Independent Strategic track  
*Except: If form is posted to fort w/supply symbol*  
 Designate target hex and type  
 Either fort or all non-fort in a front hex  
 If target contains units of a cav form, enemy may withdraw before combat as with Fire attack  
 Determine barrage value column  
 $BV = \Sigma$  (each arty SP \* its barrage factor)  
 Add 1 to BV if BF has bonus indicator (^)  
 Check TEC for reductions due to terrain  
 $BV = *0.5$  if non-fort heavy barraging at 2 hexes; *0 for fort*  
 $BV = *0.5$  if super-heavy barraging non-fort target  
 $BV = *0.5$  if barraging in *Light Rain*  
 $BV = *0.5$  if firing or barraging in *Heavy Rain*  
 Can't split arty unit's fire  
 HQ, forts, arty w/heavy indicator = heavy arty  
 Decrement AP marker of *fort*, arty, or HQ by 1 / combat / form  
*Russians GT 2-4, forts, Germans: full ammo = 3 pts;*  
*Russians GT 5-6: 2 pts*  
*German \* Mob rating arty has unlimited ammo*  
 Find next lowest column corresponding to BV on BCRT  
 Determine net column shift modifier & possible die roll modifier  
 Shift ?L for terrain per TEC (cumulative)  
 Some less if at least 1 attacking arty is indirect  
 Consider all forts as indirect unless noted otherwise  
*Cav HQ arty = direct; all other HQs = indirect*  
 No TEC shifts if target is fort unit  
*For GTs 2, 3, 4, perm trench modifier = GT #*  
 Shift 1R for successfully committing air spotter; move to hex  
 Prereqs as for air operations in March Segment  
 If fort's caliber > attacker's best barrage factor, DRM =  $2*(fort - arty)$  else DRM = fort - arty (a negative DRM)

Resolve barrage attack  
 Roll, apply DRM, & cross ref under modified column  
 See Barrage table for explanation of results  
 Do not count Surrendered fort SPs as prisoner points  
 Implement results and retreats (see above)  
 LRs must be taken by designated target; ignore excess

**2<sup>nd</sup> Player Barrage Step** - same as 1<sup>st</sup> Player's

**1<sup>st</sup> Player Fire Step**  
 Attacker may attempt Probe if defender inverted  
 Make MC; if pass, reveal contents of enemy hex, else don't  
 Can't Probe across grand river  
 Attacker w/2+ cav SPs may declare cav charge if defender in clear  
 Defender may attempt to stand fast  
 Must be deployed, in supply, & attacked through its front  
 If all units in hex pass MC, all in hex stand fast else treat normal  
 Add TEC morale benefit if unit in trench attempts  
 Can't stand fast if unit in road mode  
 Defender may withdraw non-dummies 1 hex  
 Must be target of combat w/ mobility category T, M, C, H, or D  
 May not w/draw into overstack or non-friendly occupied EZOC  
 Arty w/ mob cat of T or D must abandon equipment to w/draw  
 After w/drawal, make MC; failure LRs must be MLs or SPs  
 If leave combat class unit in hex, -2 to MC  
 Except: Don't make MC for arty that abandons equipment  
 Remove any combat marker from retreating unit  
 Attacker may advance 1 hex if defender Counter Marched away, withdrew before combat, or retreated due to barrage this impulse  
 Reduce any combat marker on attacker by 1 level  
 Reveal all units involved in this combat  
 Determine Fire Combat Values for both sides  
 Owners choose who participates in hex based on stacking  
 Find SPs attacking =  $\Sigma$  (combat class SPs)

Cav SPs =  $*0.25$ ; charging cav, dragoons SPs =  $*0.5$   
*Treat all Russian cav & Cossacks as dragoons*  
 Check TEC for reductions due to terrain  
 Find SPs defending - as w/attacking except:  
 Halve SPs (keep) if in road mode, cav, or dragoons  
 Don't count depot, supply units, corps trains, arty, cadres, dummies; remove & make prisoners if alone  
*Don't count cav OCU points*  
 Add fort's defense to 1 form posted to fort  
 Find Machine Gun Values  
 $MGV = \Sigma$  (unit SPs \* MG factor)  
 Attacker can't use paren'd factor  
 Don't reduce cav, dragoon SPs for MGV  
 Find BV as in Barrage Segment, except:  
 If non-heavy arty or HQ doesn't spend AP, BF = 1  
 If arty has Arty Sup marker, BF = 0  
 If combat class unit has Arty dot, BV = 1 & no AP spent  
 Super heavy arty =  $BV*0.5$ ; must use AP  
 Compute Fire Combat Value for both sides  
 $FCV = \Sigma$  (SPs + MGV + BV)  
 Defender must deploy any units in road mode; may reface  
 Determine odds and find column on FCRT  
 Determine column shifts (cumulative)  
 Shift ?L for defender terrain per TEC  
*River applies only if all attackers coming across*  
 Entrenchment benefits are both column shifts & MC mods  
*For GTs 2, 3, 4, perm trench modifier = GT #*  
 Don't apply perm entrenchment mod to forts alone in hex  
 Shift 1L if attacker in swamp  
 Shift 1 for side successfully committing air spotter; move to hex  
 Prereqs as for air operations in March Segment  
 Shift 2R if attack thru defender flank (NA to forts)  
 Shift 3R if attack thru defender rear (NA to forts)  
 Shift 1R for every side > 1 attacked thru by unit w/ZOC  
 Shift 1 against side with no arty in combat  
 Shift 1R if attacking cav charging  
 Shift 1 for side w/combat eng if attack vs. perm trench or fort

Resolve attack  
 Roll, cross ref under modified column  
 See Fire table for explanation of results  
 If odds  $\geq 1:1.5$ , check roll's prisoner result; if result > morale of any defender's form before applying LRs:  
 Increase ML of 1 attacking form (even if 2+ eligible) by 1  
 MAY exceed printed morale, but by no more than 2  
 Add 1 to attacker prisoner track for each defender SP lost in this combat

Implement results, retreats (see above)  
 Apply results to all of that side's units in EACH hex  
 Apply retreats & excess Loss Results to all in hex  
 Pursuing retreated units:  
 Make MC; if pass, follow retreat path; stop in EZOC  
 Must stop if cross perm entrench hexside  
 If unit pursues in Initial, may retain Regular combat marker  
 HQs need not pursue w/all units in holding box  
 Reface any successfully pursuing unit at end

**2<sup>nd</sup> Player Fire Step** - same as 1<sup>st</sup> Player's  
 Flip any remaining Intensive combat markers to Regular side

**Final Combat Segment** - same as Initial except:  
 - May barrage, probe, pursue, or spend APs as attacker only w/non-dummy units w/Regular combat markers  
 - May Fire thru front w/any non-dummy unit, even w/out a combat marker  
 - Instead of flipping combat marker, remove it  
 - *Can't Barrage attack non-fort units in Final segment*  
*Except: May Barrage w/arty units posted to fort in either segment*  
 - *Must Fire attack any target in Final Segment that was Barraged in Initial*  
*Except: If posted barraged, or target = fort, across grand/major river*  
*Can't just Probe*

Remove all combat & arty sup markers & return planes to friendly HQHBs

**IMPULSE – 2<sup>nd</sup> Player**  
 Same as 1<sup>st</sup> Player with roles reversed  
 Except: Do not check weather or move impulse markers

If week not over, proceed to next impulse  
 If week over, record VPs and advance game turn marker to next turn