

# Battle for Russia – (Publisher: Quarterdeck International)

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## Game Turn Rules & Restrictions Summary

### Game Turn 1 (June)

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- Axis – Must choose Fight-Move. (5.4)
- Axis – May not move or fight with units that begin setup in or south of 26xx hex row. (5.7)
- Axis – May not move northern units into the south-west (Axis) quadrant; only the south-east (Soviet) quadrant. (5.7)
- Axis – Supplied Panzer armies may treat the marsh terrain in hexes 2013 and 2014 as Clear for movement and combat (both MA and PA allowed). (5.9)
- Axis – All Prepared Attacks +1 column shift. (5.5)
- Axis – Supplied mechanized units that have just advanced 1 hex after PA may advance another hex (11.34).
- Axis – Ignore River movement point cost and combat penalties (10.15)

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- Soviets – Must choose Fight-Move. (5.6)
  - Soviets – No movement or combat allowed across the Axis-Soviet (i.e. east/west) boundary line. (4.4)
  - Soviets – Mandatory Attacks - Units that begin Prepared Assault Phase adjacent to one or more Axis occupied hexes must attack some adjacent Axis unit. Exceptions: Soviets in Cities, Hero Cities or Fortified Lines. (5.8). Also excepting Turn 1 prohibition on attacks across east/west border (4.4)

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- Both Axis & Soviets – No “Mutual Replacement, Reinforcement & Axis Attrition Phase” (5.2)

### Game Turn 2 (July)

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- Axis – If Fight/Move, all Prepared Attacks +1 column shift. (5.5)
- Axis – Sudden Death Victory Check (Turn Sequence III.C and V.C) (4.3)
- Axis – Supplied mechanized units that have just advanced 1 hex after PA may advance another hex (11.34).

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- Soviets - Must choose Fight-Move. (5.6)
  - Soviets – Mandatory Attacks - Units that begin Prepared Assault Phase adjacent to one or more Axis occupied hexes must attack some adjacent Axis unit. Exceptions: Soviets in Cities, Hero Cities or Fortified Lines. (5.8)
  - Soviets - Sudden Death Victory check (any time during turn). (4.4)

### Game Turn 3 (August)

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- Axis – If Fight/Move, all Prepared Attacks +1 column shift. (5.5)
- Axis – Sudden Death Victory Check (Turn Sequence III.C and V.C) (4.3)
- Axis – Supplied mechanized units that have just advanced 1 hex after PA may advance another hex (11.34).

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- Soviets - Must choose Fight-Move. (5.6)
  - Soviets – Mandatory Attacks - Units that begin Prepared Assault Phase adjacent to one or more Axis occupied hexes must attack some adjacent Axis unit. Exceptions: Soviets in Cities, Hero Cities or Fortified Lines. (5.8)
  - Soviets – Sudden Death Victory check (any time during turn). (4.4)

### Game Turn 4 (September)

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- Axis – If Fight/Move, all Prepared Attacks +1 column shift. (5.5)
- Axis – Sudden Death Victory Check (Turn Sequence III.C and V.C) (4.3)
- Axis (Southern Command) - Borrow one or two Panzer armies from the Northern Command. (-1 VP each) (4.5)
- Axis – Supplied mechanized units that have just advanced 1 hex after PA may advance another hex (11.34).

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- Soviets - Must choose Fight-Move. (5.6)
  - Soviets - Sudden Death Victory check (any time during turn). (4.4)

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## Game Turn 5 (October/November)

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- Axis – If Fight/Move, all Prepared Attacks +1 column shift. (5.5)
  - Axis - Luftwaffe withdrawal. (5.11)
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- Soviets - Must choose Fight-Move. (5.6)
  - Soviets - Sudden Death Victory check (any time during turn). (4.4)

## Game Turn 6 (December)

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- Axis – If Fight/Move, all Prepared Attacks +1 column shift. (5.5)
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- Soviets - Sudden Death Victory check (any time during turn). (4.4)
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- Both Axis & Soviets – Ignore River Movement Point cost and combat penalties.