

COSSACKS ARE COMING SUMMARY SHEET (DoE 2nd 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 \leq 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 1st 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: 1st impulse must be 2 days, then 2 impulses for rest of week

IMPULSE – 1st 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 1st Heavy Rain turn, no longer treat grand rivers as major

1st PLAYER COMMAND PHASE

Mission Order Segment
If Pritzwitz marked last impulse, replace him w/Hindenburg & place Ludendorff in 8th 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; 1st & 2nd 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 reinfns 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 reinfns due to enter 3rd impulse of a 2 impulse turn, bring on in 2nd
*German may remove friendly * mob rating arty; do not count for VP's*
If Samsonov replaced last impulse or 2nd 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 2nd 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 \geq 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 2nd 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 1st turn; place on map

2nd; 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 2nd Army HQ iso, replace Samsonov w/Scheideman (2nd 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

1st 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 8th 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 2nd Army, German 8th

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 8th 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/2nd 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

2nd PLAYER COUNTER-MOVEMENT PHASE

Counter- March Segment - same as 1st 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 2nd
 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 & take all from cav 1st
 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):
 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 1st EZOC: morale to 1; thru 2nd: to cadre; thru 3rd: 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

1st 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

2nd Player Barrage Step - same as 1st Player's

1st 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 = Σ (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

2nd Player Fire Step - same as 1st 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 – 2nd Player
 Same as 1st 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