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) (*Italicics* = 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 entrenchment 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, withdrawal 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 impulse 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/least 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
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 Phase
Impulse – 1st Phase
Russian player is always first
Move marker on Impulse track to indicate current impulse
Determine weather for turn
Roll: check table; conf orm marker
On 1st Heavy Rain turn, no longer treat grand rivers as major

1st PLAYER COMMAND PHASE
Mission Order Segment
If Prittwitz marked last impulse, replace him w/Hindenburg & place
Ludendorff in 1st Army staff box
Also place West Front reins 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/Amy/Cprps assets against limit
German: OBO, Masurian, ls, XX are Supreme assets
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 lv, ls, s brigades to grdz, 35, r, & kg lv 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
Exempt: KOYNO corps; godnno & osovie 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
car 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 cavs on NW Strat Chart
Place reinsifs & 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 withdraw if desired but must enter at designated hex
Remove indicated withdrawing units from the map
If reinsifs 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 VPs
If Samsonov replaced last impulse or 2nd Army no longer has units in
Germany, replace 1 Corps leader Artamanov by Dushievich
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 chart
OHL must give Prittwitz Flexible MO; Prittwitz auto accepts
until 5 German SPs lost in combat or corps HQ attached to
Russian 2nd Army within Germany; (on Flex at start)
If Prittwitz 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 cavy 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 stationed 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/d: German GT2-5; 1/d: GT6; 2/day

**Supply & Command Segment**

Relocate Army Base Markers on friendly RRs at no cost

**German:** May place based 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 = No Double (Level 0)
- 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 = Main Single (Level 2-)

Can’t share with more or 5 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 #
- Use LOC RR for unit supply

- Allow APs to be replaced

- Allow SPs to be replaced using repl pts in repl mode

- 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 depot: LOC RR w/open line to any 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 lützen 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 ½ 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, lützen bd units w/in 3 of Boyen units

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, affects parent morale if OOC

Auto in command: stacked; 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/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) & Scheideman w/Slysarenko (1st 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 pts if type appropriate for unit from track:
  - Infl 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**" 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 reins (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 hexides

Use Special Charts for Russian 2nd Army, German 8th

If Flexible: May not move depots

If Retire: May only move thru retire hexides; 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
Move units in deployed mode (regular movement)

- Original text:

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

- 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

- Forts: May designate any 1 form w/in a fort hex to be posted to fort

- May enter/remain 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 refuse movement unless unentrenched

- 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 masss units 13+ hexes from Lodz or 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 KVOJNO, grodno, osowiec 2+ hexes from locales; must move back if forced away or remove & treat as POWs

- Must garrison following by posted non-form on command track w/fort’s command counter; may use unreleased units

- Osoviec: 5 SP in and not a primary form

- Grodno: 1 div or 2 brigades with at least 8 SPs

- Kovno: 2 divs or equivalent with at least 16 SPs

- Białystok: 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/stands 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, 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

- - Otherwise, flip & compare recon types to contesting SPs; flip all in target only if recon SPs > contesting SPs

- Count cav OCU point as ½ 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, parent’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 detained 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

- to enter/leave grand/major rivers; must 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 engine or corps HQ place a ponoon; place marker

- Spend 3 MP’s; only across grand/major rivers not adv 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 top of 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 at 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

- Russians may use RR 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 (only) into EZOC or enemy controlled hex

- May (dis)embark marines on coast; others only in port w/in port cap

- Count straights (between major cities) as 1 BE

- Count German 3 brigade cav forms as 2 BEs

- Except: May not move Prague, Lvov, Oder, etc; Russians may use RR in Germany only for depots, supplies, trains

- May disembark marines (only) into EZOC or enemy controlled hex

- Count cav OCU point as ½ SP
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 Cassacks**
Spend naval points for each BE’s MPs as per exclusives
Can’t force march; can move across: water, coastal hexes;
major/ grand river hexesides 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 reaction
- Enemy may refuge 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 adv to enemy unit in rail mode, enemy may displace
8 hexes towards nearest army base
- If during any movement a friendly unit moves adv 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-bergarrison on-map if Russian adj (10.42)
On GT2, if Russian moves adv to German town or village that still has
militia, German rolls on 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 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 attachmnt
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 ponitons friendly moved adv to; may remove friendly ones

2nd PLAYER COUNTER-MOVT 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
Except: +2 MP 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);
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 shatted 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 form / 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 if 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
- Barrage: Can’t select retreat for defender
Attacker may choose to reduce combat marker 1 level
Attacker may place Arte 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 selectarty SP until combat class unit has taken an SP
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
- Ifarty SP indicated, arty owner decides which unit takes
- After last SP gone, place Cadre towards top if unit has CPs
- “n” = no cadre pt; “+2” = 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 LRs & take all from cav
- Add 1 to enemy prisoner track for each SP lost or for each SP lost by an iso unit or by a standing fast defender that gets “r” result
- HQs can losearty SPs, but not cav OCU or arty dots
- Place eliminated deports on turn track 1 impulse forward; supply units & corps trains, 7 days forward
Checking morale for combat (implement after taking LRs):
- 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
Retreatung 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
- Ifarty unit is reduced form due to TEC or EZOC, have Fire 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 = Σ (each arty SP * its barrage factor)
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 1L for terrain per TEC (cumulative)
Some less if at least 1 attackingarty is indirect
Consider all forts as indirect unless noted otherwise
Cav HQ arts = 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
Prerequisites 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
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/ mb cat of F 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
Exception: 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/attack 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 = Σ (unit SPs * MG factor)
Attacker can’t use paren’t factor
Don’t reduce cav, dragon 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 = Σ (SPs + MGV + BV)
Defender must deploy any units in road mode; may refute
Determine odds and find column on FCRD
Determine column shifts (cumulative)
Shift 1L 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
Prerequisites 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 by unit w/ZOC
Shift 1 against side with no arty in combat
Shift 1R if attacking cav charging
Shift 1 for side w/comb 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 ≥ 1:1.5, check roll’s prisoner result; if result > morale of any defender’s form before applying LRs:
Increase ML of an 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
Refuse 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, 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/artillery 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

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