

## ZHUKOV'S WAR

### Additional Rules, Improvements, Clarifications

#### 6.1 Stacking Limits

The Axis player may stack up to 10 German units per any hex (including cities).

The Soviet player may stack up to two units per any hex (including cities). Exception: each Soviet shock army and Mechanized Group Popov count as two units.

#### 10.16 Cities

Stacking in cities is the same as in any other hexes (two Soviet units and ten German units).

Cities have the following combat effects:

- The odds shift two columns leftward (2L).
- No concentric attack bonus (see 10.19) is possible against a city.
- All attacker loss results are doubled (0=1).
- All defender loss results are normal, per the CRT.
- Tank and panzer units use their defense factors as their attack factors when attacking into cities.

#### 10.17 Mechanized Superiority

In every supplied attack in which the attacking force contains more mechanized-class combat factors than the defender has supplied mechanized-class combat factors, that attack gains a one right (1R) shift in addition to all other applicable shifts.

In every supplied defense in which the defending force contains more mechanized-class combat factors than the attacker has supplied mechanized-class combat factors, that attack suffers a one left shift (1L) in addition to all other applicable shifts.

*The side that has more mechanized-class combat factors (strength) gets a bonus.*

#### 10.24 Soviet Turn 1 Panic

- Panic After Threat to Supply Line. A Soviet unit may panic at any time, the instant an Axis unit or ZOC enters a rear area hex of the Soviet unit. The Axis

player must announce the entry, then halt while the Soviet player resolves the panic. Unless the retreating unit ends up in the declared hex, the Axis unit must enter it; if eligible, the unit may continue its movement normally thereafter. If the panicking unit does end up in the declared hex, the Axis unit must stop moving, but is not required to attack.

Soviet units' rear area hexes are any hexes directly North-East, or South-East of them and all hexes between.

The Soviet player may stop the panic movement anytime a unit enters a city, or forest hex or crosses a river.

#### 11.2 Reinforcement Arrivals

Soviet reinforcements and rebuilt units may also arrive in friendly controlled cities.

Important: If a city is under siege (when one or more of the hexes immediately adjacent to it is/are Axis-controlled) maximum one step only of a unit can be rebuilt or placed as reinforcement per each activation.

#### 3.6 Strategy Selection Effects

##### Operation Blue – Leningrad pocket

Axis attacks into the Leningrad pocket do not suffer 1L, but do not receive rightward shifts from the player phase chits either. During the first three turns (months) of Operation Blau there are no any shifts for the Axis attacks in the Leningrad pocket except for the possible Luftwaffe air support.

Variant: All column shifts for the Axis attacks during Operation Blau in the Leningrad pocket apply: 1L and all rightward shifts from the player phase chits.

*Both variants clarify original rules and work fine.*

Optional:

##### The Don River

-Soviet units defending behind the Don River down to the Don bend, hex 3239, receive 2L combat shifts.