COMMAND

GAME SUPPLEMENT

PROUD MONSTER
THE BARBAROSSA CAMPAIGN 1941

If this is your first XTR wargame, read this box first.

Don't try to memorize these rules! No one does that. Wargame rules are written to create game systems that simulate the realities of military command as much as possible. As you play the game, you'll find things move along according to a real-world kind of rhythm. After a few turns, that rhythm will become second-nature, and you won't need to refer to the rules as often.

Read the rules through in their entirety at least once before you punch out the playing pieces. During play, look up specific rules when you need to, and use a pen or highlighter to make notes and reminders to yourself at places that give you trouble.

The rules are numbered to help you find the ones you need. The first number indicates the major rules section. The number to the right of the decimal point indicates specific rules within each major section. For example, section 2.0 deals generally with the uses of the various components that make up a complete game, and rule 2.14 within that section explains specifically about "Step Strength."

The bold-type headings are there to help you locate major topics more quickly. The boxed "Notes" distributed throughout the text give examples of play or explain the rationales behind various rules. In your first reading, skip those labeled "Old Hands Notes."

This is a wargame of low-to-intermediate complexity. That means you can learn to play it on your own, even if you and your opponent are completely new to the hobby. Like starting anything new, though, the best way to get into wargaming is have an old hand help you. If an experienced gamer is available to instruct you, use him.

During your first few matches of the game, skip the rules and sections marked with this symbol: Ω. That way you won't get the full competitive or historical experience of playing with all the rules, but you will become accustomed to the rhythm and flow, and that will make playing later with all the rules easier.

Most of all, remember — *the main reason to play these games is to have fun.* If there's some rule or section you're not sure you completely understand, don't let it throw you. Talk it over with your opponent and play it according to your best understanding at the time. Later on, after your gaming experience has increased and new understandings come to you, you can look back on those earlier matches and have entertaining and manly exchanges like this: "Hey! Remember that last game where you beat me?! Well, that wouldn't've happened if we'd been doing those attacks the right way!" And, "Oh, yeah?! Well, sit down here and I'll clean yer clock again!"

Contents

Credits

1.0 Introduction

1.1 *Proud Monster: The Barbarossa Campaign* is a simulation of the first six months of the 1941–45 Russo–German War. This is a two– or multi–player strategic/operational wargame of low–intermediate complexity. In it, the "German player" controls all the Axis forces arrayed against the Soviet Union, while the "Soviet player" controls the armed forces of that country.

1.2 Multi–Player Games. The game can easily be played by four people, two to each side, by using the map seam as the individuals' command boundaries. It's best, though, to have one player on each side be the "senior commander." That will allow for more rapid decision making concerning such matters as reinforcement allocations, overall strategy, etc, and to adjudicate "disputes" across the command boundary.

1.3 In general, the German player (along with his allied Italian, Romanian, Hungarian, Croat, French, and Spanish units) is on the offensive, attempting to crush the Soviet Union in a lightning campaign lasting no longer than six months. He accomplishes that by seizing key population and economic centers within the western part of the USSR.

The Soviet player, though generally on the defensive, must be prepared to make it an aggressive one, or risk defeat by allowing a rapid Axis advance that can bring on a Communist political and morale collapse.

1.4 Game Scale. Each hex on the two maps represents approximately 20 miles from side to opposite side.

The units of both sides are represented primarily at the division level, but there are also a few corps, brigades, regiments and independent battalions in the counter mix.

Each full game turn except the first represents two weeks. The first turn represents only the eight days from the invasion's historical start (22 June) to the end of that month.

The Barbarossa Campaign

2.0 Game Components

2.1 The components to a complete game of *Proud Monster* include these rules, two 34x22" game maps, one cardstock chart and table sheet, and 959 die–cut counters (also referred to as "units," and "unit counters"). Players must also provide themselves with a standard (six–sided) die to resolve combat.

> **Beginners Note.** The die has nothing to do with moving units; it's used to resolve the uncertainties inherent in even the best–planned battles. See section 14.0.

> **Design Note.** The 960th unit in the countermix is a variant counter for the *Lee's Greatest Gamble* game published in issue no. 17.

2.2 The Game Maps represent the militarily significant terrain found in and around the western Soviet Union in 1941. A hexagonal ("hex") grid is printed over the maps to regulate the placement and movement of units. A unit is considered to be in only one hex at any one time. Each hex contains natural and/or manmade terrain features that can affect the movement of units and combat between units. The natural terrain and manmade structures on the map have had their boundaries altered slightly to fit within the hex grid, but the relationships between the terrain from hex to hex are accurate to the degree necessary for presenting players with the same space/time dilemmas faced by their historic counterparts in the actual campaign.

2.3 North & South Maps. Every hex on both maps has a unique, four–digit identification number. These are provided to help you find places more quickly and to allow you to record unit positions if a match has to be interrupted before it can be completed. Whenever a hex–number is referred to on the north map, an "N" will be appended to it. South map hex references will have an "S" following them. For example, the city of Leningrad is in hex 4201N, while Odessa is in 2512S.

2.4 Assembling the Maps. Before playing your first match of *Proud Monster*, you should prepare the maps for play by first counter–folding them along all their seams. Notice the southern–most hex row on the north map duplicates the terrain of the northern–most hex row on the south map. To create the actual playing map, overlap and align those two hex rows on both maps.

After aligning the two maps' edge rows as described above, fasten them together temporarily, either with small pieces of masking tape at the corners and outer edges, or with larger strips of clear, *removable* plastic tape across the entire overlap boundary. (Removable plastic tape is available through art supply stores.)

2.5 Seating. To begin, the German player(s) should sit along the joined maps' west edge, with the Soviet(s) opposite. After play begins, the action will eventually sweep across most of the map. It's therefore best if the combined mapsheets are positioned in a room in such a way as to allow all the players the ability to move around them as needed in order to attend to the changing and far–flung front.

2.6 Counters. There are 959 unit counters in the game, most of which represent combat units. A few others are provided as informational markers and memory aids. *After reading through these rules at least one time,* carefully punch out the counters. Trimming off the "dog ears" on their corners with a fingernail clipper will facilitate handling and stacking during play (and also enhances their appearance).

Each combat unit counter displays several pieces of information: nationality, historical identification, unit type and size, combat strengths, movement allowance, and reinforcement or other special status. German panzer and motorized infantry divisions also show their step–strength.

2.7 Sample Combat Unit.

2.8 Nationality. A unit's nationality — and therefore the "side" it's on — is indicated by its color scheme.

The German Side

German Mechanized Units: white on black

German Non–Mechanized Units: black on field gray

Hungarian Fast Corps: white on green

Italian Units: black on green

Romanian Units: white on dark blue

The Soviet Side

Tank Divisions: white on red

Motorized Divisions: black on gold

Cavalry: brown on white

Rifle Divisions: gold on brown

Tank and Mechanized Rifle Brigades: black on pink

Rifle Brigades: black on tan

Guards: white on brown

2.9 Historical Identification. All units are identified by numbers, or by abbreviations of their historical name. The abbreviations are:

The German Side

ArKo – Artillery Command

Cr – Croat

FG - Fegelein

FL – Flanders

Fr – French Volunteer

G - Guard

GD – Gross Deutschland

GR – Grancieri

HF – Hungarian Fast Corps

J - Jäger

3JN – 3 January Blackshirt Legion

L - Lehr

SS – Schutzstaffel

Sp – Spanish "Blue" Division

The Soviet Side

CM – Crimean Militia

GM – Guards Militia

IM – Ivanovo Militia

KM – Kiev Militia

KRM – Kremenchug Militia

LM – Leningrad Militia

M – Militia

MM – Moscow Militia

OM – Odessa Militia

SM – Smolensk Militia

STM – Stalino Militia

VM – Vorishilovgrad Militia

YM – Yaroslav Militia

> **Design Note.** The GM "Guards Militia" are *not* part of the Guards units discussed in 8.11. The "GM" title appearing on those one–step Soviet rifle divisions is merely an honorific left to those units from their service in the Russian Civil War. Whenever Soviet "Guards" units are discussed in these rules, it refers to those two–step units introduced in 8.11.

2.10 Unit Size. Units' historical organizational sizes are shown by the following symbols. A bracket atop the size symbol means the unit is an *ad hoc* or irregular formation.

XXX - Corps
XX - Division
X - Brigade
III - Regiment
II – Battalion

> **Design Note.** In the German O.B. there are *1st SS* and *2nd SS Motorized Infantry Divisions*, along with *1st SS* and *2nd SS Motorized Infantry Brigades*. All four are separate and distinct units.

2.11 Unit Types. All ground combat units belong to one of two basic categories: Mechanized ("Mech"), or Non–mechanized ("Non–mech"). Mechanized units are those whose primary means of locomotion is provided by wheeled and/or tracked vehicles. Non–Mechanized units are those whose primary means of locomotion is provided by legs, human and animal. This distinction is important for both movement and combat (see sections 12.0, 14.0 and 15.0).

Mechanized Units

⊙ Assault Gun

⌀ Armored Recon

⬟ Motorized Flak

▭ Tank/Panzer

⊠ Motorized Infantry/Rifle

Non-mechanized Units

⊠ Air Landing Infantry

◿ Cavalry

▥ Fortress Infantry

⊠ Infantry/Rifle

⊡ Light Infantry

⬆ Machinegun

▲ Mountain Infantry

⚓ Naval Infantry

⌓ Paratroopers

Ⓢ Security Troops

▣ Siege Artillery

▭ Static Infantry

> **Design Note.** For both sides in this game, the paratrooper and air landing symbols are simply honorifics; treat them like regular infantry; there are no

para–drops. Likewise note that Soviet Rifle *Brigades* come in three types (Rifle, Naval, and Paratrooper) once revealed. All are shown as simply "Rifle" on their untried sides (see 2.15), and all three of the sub–types function as just that — regular rifle outfits — during play. The sub–types are shown simply to serve strict historical accuracy in nomenclature; during this part of the war all such brigades functioned virtually identically. (The Soviets only began large scale para–drops on what would be Game Turn 13, II December.)

Ω **Historical Note.** The start of this campaign caught the Soviet mechanized forces about a quarter of the way through a conversion and modernization process. For the "Motorized Rifle" divisions, that meant some began the war designated that way, while others were classified as "Mechanized." In practice, both categories tended to be just what you'd think they were: truck–borne infantry outfits. Thus we've depicted all those divisions as "Motorized Rifle" on their counters. Feel free to use either term when referring to them.

2.12 Attack & Defense Factors are the measures of a unit's ability to conduct offensive and defensive combat operations. Their uses are explained in section 14.0.

2.13 Movement Factor. This number is a measure of a unit's ability to move across the hex grid printed on the map. Units pay varied movement costs to enter different hexes, based on the terrain in them and along the hexsides around them, and the moving unit's type (see section 12.0).

2.14 Step Strength. All ground units in the game contain between one and four "steps" (or "strength steps"). That's an arbitrary term used to express the ability of a unit to absorb a certain amount of combat losses before being eliminated. Most units in the game contain only one or two strength steps. Those with combat factors printed only on one side of their counter are "one–step units;" those with combat factors printed on both sides are "two–step units."

German panzer and motorized infantry *Divisions* contain four strength steps and are represented by two counters. Only one of each units' counters may be in play at any one time. The lower–valued ones are substituted for the higher–values as the divisions take losses (see 8.18 and 14.35).

2.15 Soviet Untried Units. Note that all Soviet units in the game — except for the 15 Guards — contain only one step each. Their reverse sides show only a question mark, a unit type, and movement factor. All non–Guards Soviet units begin the game, or enter play later as reinforcements, with their untried (question mark) side showing and neither player knowing exactly what's on the reverse. Such "untried" units are not flipped over (thus revealing their exact combat strengths) until the first time they enter combat (attacking or defending). Once revealed, such units are considered "tried," and are never flipped back to the "untried" side while they remain in play. For details see 3.5.

> **Design Note.** The countermix has been put together so that other than German panzer and motorized infantry divisions, with their substitute counters, and Soviet rifle divisions, no unit counter ever makes more than one appearance per game. Other than the above, once in the deadpile, a unit stays in the deadpile. This feature will greatly ease putting the game away if you take newly eliminated units from the map and put them directly into a storage bags, segregated by unit type.

2.16 Steps & Combat. When units of these sizes are are "eliminated" in game play, it doesn't mean every individual within them has been killed. It means enough casualties and equipment losses have been suffered to render them useless for further operations during the course of the game.

If a two–step unit "takes a step loss," it is flipped over so its reduced side (the one with the lower combat and movement values) shows. If a one–step unit (or a two–stepper that had already been "reduced") takes a step loss, it's removed from the map (eliminated) and placed in the "deadpile." The same step–by–step attrition process is used for the four–step German panzer and motorized infantry divisions; substitute the lower–valued counter on the map when such units take their third step loss.

2.17 German–Side Reinforcements. Units of the German side that enter the campaign some time after it's already begun have the game turn number for that entry printed in their upper–left corners. For instance, the German *2nd Panzer Division* enters player during Game Turn 7 (II September). See 3.6 and 8.1*ff*.

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2.18 Other Counters. The use of these other counters is explained at appropriate points throughout the rest of the rules.

GAME TURN
Game Turn (5.0)
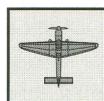
German Ground Support Aircraft (10.2)
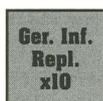
Ger. Inf. Repl. x10
German Infantry Replacement Available (8.15)

1 ☒
German Mechanized Refit (8.18)

German Aerial Supply (9.18)

PAUSE
Von Paulus Pause (9.19)

German Supply Concentration (9.20)

German Hedgehog (14.40)

12
Soviet Ground Support Aircraft (10.4)

VP x10 **VP x1**
German Victory Points (4.2)

Beginners Note. Set aside all the above counters except for the Game Turn Indicator and the German Victory Points markers. Those are the only ones you'll use in your play.

3.0 Set Up & Hex Control

3.1 Choose Sides & Set Up. Players should first decide between or among themselves the side each will command. After that, they should take their side's units and sort and place them on and around the map according to the following instructions.

3.2 Soviet Starting Forces. The Soviet player should first set aside the 15 Guards units discussed in 8.11. Then, on something like a large snack tray(s) or a second

table, sort all the remaining Soviet units by type/color, mixing and arranging them on that flat surface with their untried sides showing.

Next look at the "Soviet Set Up Table" (the "SUT," 17.6 on the chart and table card). The abbreviations used there are: **CD** = Cavalry Division; **MRD** = Motorized Rifle Division; **RB** = Rifle Brigade; **RD** = Rifle Division; and **TD** = Tank Division. Note there are no Soviet Tank Brigades (**TB**) or Motorized Rifle Brigades (**MRB**) in that side's opening set up; all those units enter later as reinforcements.

Select the proper number of each type of Soviet untried units as given on the SUT. For example, there are a total of nine cavalry divisions in the Soviet initial forces. Then divide each of those types into two groups: those for the "Frontier Zone" (FZ), and those for the "Interior Zone" (IZ). For example, of the nine starting Soviet cavalry divisions, five will be set up in the FZ, and the four others will go to the IZ.

Be careful to do all this without either player seeing the tried sides of any of the Soviet units.

Design Note. When reading these rules, consider "map north" to be the long edge up by Leningrad; "map south" the one down by the Black Sea, etc.

3.3 The Soviet Frontier Zone consists of those hexes in and west of 22xxN/S hexrow. For example, hex 2210N is in the FZ; hex 2310N is in the IZ. The Soviet player may place his FZ units anywhere in that zone within normal stacking limits (see section 6.0). However, at least one FZ unit must occupy every border hex from 2006N to 1703S, inclusive. Along the border from 1804S to 2114S, only one unit in every–other–hex is mandatory. Also, all three large towns in the FZ must have at least one unit in them. (The Soviet may exceed these strictures, but he may not undercut them.)

3.4 The Soviet Interior Zone consists of hexrows 23xxN/S and east, inclusive. The Soviet player may place his IZ units anywhere in that zone within normal stacking limits (see section 6.0). However, at least one IZ unit must occupy every city hex and large town hex in the IZ. Further, every hexrow of the IZ must have at least four units in them. For example, somewhere (anywhere) within the long hexrow 42xxN/S that runs from Leningrad down through Kharkhov, there must be at least

four Soviet units. The two (or more) Soviet units that will start in Leningrad and Kharkhov are counted toward their hexrow's four–unit minimum.

After those IZ set up requirements are met, the Soviet takes whatever IZ units he has left and places them anywhere within that zone up to normal stacking limits.

Design Note. We've crafted these Soviet set up rules to allow the maximum latitude compatible with the broad requirements mandated by that nation's 1941 strategy, doctrine, logistics and transport net. When setting up the IZ, *do* work from west to east, hexrow by hexrow, rather than thinking in the more typical terms of geographic areas. It really speeds set up that way.

3.5 Soviet Reinforcements. The Soviet player should divide his remaining untried units (all those not taken as part of the initial set up forces) and the Guard units according to the reinforcement schedule given in 17.6 on the chart and table card. For example, on Game Turn 10 (II November), the Soviet player will receive two cavalry divisions, 1 rifle brigade, 20 rifle divisions, and one tank division as reinforcements. He will also convert one regular tank brigade to Guards status (see 8.11).

Place each game turn's reinforcements directly into the appropriate holding box printed along the bottom of the south map. (Again taking care not to reveal any tried sides to either player.) The Soviet side is now set up and ready to begin play.

3.6 German Reinforcements. The German player should begin setting up by separating his side's reinforcement units from the starting units. German–side reinforcement units are all those with a game turn number printed in their upper–left corners. For example, the German *7th Parachute Division* is a reinforcement unit that enters play during Game Turn 6 (I September). Place all those reinforcement units in the appropriate holding boxes along the mapsheet's far south edge.

Design Note. There are no "untried" German–side units; that concept only applies to Soviet units.

3.7 German Starting Forces are the units remaining once the reinforcements have been placed (but see 8.21 & 14.41). Once the Soviet player is done with his side's set up, all the German–side starting forces are placed in the narrow hex field printed to

the west of the Soviet border (1906N, 1403S, etc.) within the following restrictions.

1. Only the HF Corps may be set up in Hungary.

2. All Romanian units must start in Romania hexes and/or in the southern OKH holding area.

3. Up to seven German non-mechanized divisions and one assault gun battalion may also start in Romania and/or in the southern OKH holding area. (Fewer may be sent, but not more.)

4. All other starting German units begin play either in the narrow hex field to the west of the Soviet border within Greater Germany (1906N–1025N), called the "Zone of Military Operations" (or "ZOMO"), or within the northern OKH Reserve area (the hexless area within Greater Germany to the west of the ZOMO).

5. Normal stacking limits apply during German–side set up.

> **Design Note.** There Terms "ZOMO" and "OKH Reserve Area" are also applied to the areas of Hungary and Romania. Their uses are explained in 8.2*ff*.

> **Historical Note.** OKH stands for *OberKommando des Herres*, or German Army High Command.

3.8 Full Step Strength. All German–side units begin play at their full step strength. All Soviet starting units are one–steppers.

3.9 Hex Control. In this game the idea of "hex control" (or which side "owns" which hexes at any given instant) is only important for city and large town hexes. At the start of play the German doesn't control any of the towns and cities on the map; the Soviet controls all of them. The control of a hex switches from one side to the other whenever a ground unit from the other side first enters it. Control switching is immediate, and may occur and reoccur in the same hex(es) any number of times during play.

4.0 How To Win

4.1 In general, the German side is on the offensive, and the main burden of attack is squarely on those forces as they strive to break into the Soviet heartland. More specifically, to win the game the German must have control of enough large town and city hexes at the end of a game turn to give victory at that instant. The necessary number of cities and large towns controlled is expressed as a variable (and steadily rising) number of "Victory Points" (VP). Only the German player gains and loses VP; the Soviet player attempts to deny him acquiring any.

4.2 City & Large Town VPs. All the cities and most of the large towns printed on the map have a VP value (from 1 to 9) printed near their name on the map and enclosed in a red circle. For example, Minsk (2817N) is worth 1 VP; Sevastopol (2919S) is worth 2, etc. Whenever the German player's forces first gain control of such a place, immediately award him the indicated number of VPs. If the Soviet player counterattacks and regains a VP hex, immediately debit the German player that number of points. VPs for the same hex(es) may be won and lost any number of times during the course of a game.

> **Old Hands Note.** The supply status of units controlling VP hexes is immaterial in relation to the awarding of those points.

4.3 Moscow is the only two–hex city in the game (5017N/5116N). The German must control both those hexes before he is awarded that city's nine VP (no 4.5 splits).

> **Design Note.** Use the VP markers provided in the countermix to keep track of the German VP total.

4.4 Soviet ZOMO Incursions. At the end of every *game turn*, check the Greater Germany ZOMO (*not* the Hungarian and Romanian) for the presence of Soviet ground units. The German loses one VP for every Soviet ground unit in the Greater German ZOMO at those times. (Yes, in games wherein the German commander is particularly unskilled, this may result in that side running a negative VP total.)

4.5 VP Wins. The German starts the game with zero (0) VP. At the end of every game turn (see 5.2), check the German Victory Table (17.2 on the card) to see if the German has gained enough VP to declare a victory. For example, if at the end of Game Turn 1 he has four or more VP play stops and the German is declared the winner. If he has fewer than four, play continues until the next VP check at the end of the next game turn.

If by the end of Game Turn 12 the German has still not gained enough VP to be declared the winner, the Soviet player is the victor. There are no draws.

4.6 Moscow Sudden Death Victory. The instant the German gains control of both Moscow hexes, that player should roll a die. If that result is an even number, the city's capture is considered to have sent a psychological shock through the Soviet system sufficient to bring on its complete collapse. In that case play stops and the German is declared the winner no matter what his VP total. If, however, the die roll result is an odd number, the Soviets are considered to have maintained their determination and the war goes on. (In that case the German still gets his nine VP for Moscow, which might be enough to give him a victory on points.) If by some chance Moscow changes hands more than once, no sudden death die roll is made after the first German seizure of the place (VP changes, yes).

> **Design Note.** Since the end of the war there has been a debate as to whether the loss of Moscow would've spelled doom for Stalin and his regime. The city never was taken by the Germans, of course, so we'll never know. More importantly, though, the historical participants didn't know either. Rule 4.6 simulates that uncertainty in the most direct way possible.

5.0 The Turn Sequence

5.1 In general, every match of *Proud Monster* is divided into 12 "Game Turns." Each complete Game Turn is divided into two "Player Turn Couplets;" and both of those are further subdivided into a series of sequenced steps (or "phases"). German player turns are always the first in both couplets of all game turns.

Every action taken by a player must be carried out in the appropriate phase of his own player turns. Exception: the German player may conduct retreats–after–combat during the Soviet player turn (see 14.32).

Once a player has finished a given phase and gone on to another, he may not go back to perform a forgotten action or redo a poorly executed one unless his opponent graciously permits it.

> **Beginners Note.** This is war — don't feel compelled to be gracious.

5.2 The Turn Sequence is given below in outline form. The rest of the rules in the sections following this one are organized, as much as possible, to explain things in

the order they are encountered as you progress through the game turns.

I. Mutual Reinforcement Phase
II. First Player Turn Couplet
Ω **A. First Couplet Weather Determination Phase**
  B. German Player Turn
    Ω 1. Replacement, Withdrawal & Mechanized Refit Phase
    Ω 2. Ground Support Aircraft Commitment Phase
    3. Movement & Mobile Assault Phase
    4. Prepared Assault Phase
  C. Soviet Player Turn
    Ω 1. Ground Support Aircraft Commitment Phase (Dec Only)
    2. Movement & Mobile Assault Phase
    3. Prepared Assault Phase
III. Second Player Turn Couplet
Ω **A. Second Couplet Weather Determination Phase**
  B. German Player Turn
    Ω 1. Mechanized Refit Phase
    Ω 2. Ground Support Aircraft Commitment Phase
    3. Movement & Mobile Assault Phase
    4. Prepared Assault Phase
  C. Soviet Player Turn
    Ω 1. Ground Support Aircraft Commitment Phase (Dec Only)
    2. Movement & Mobile Assault Phase
    3. Prepared Assault Phase
IV. Victory Check Phase

Design Note. There is only one Victory Check Phase at the very end of each game turn, *not* one after each player turn couplet.

Ω **5.3 Game Turn 1 Restrictions.** The German–side units that set up in the Hungarian and Romanian ZOMO at the start of the game may not move or attack in any way during all of Game Turn 1.

No Soviet unit may move or attack into those two countries during all of Game Turn 1, nor may their supply lines enter those countries. There may not be any German–side movement from one OKH

Reserve area to the other during all of Game Turn 1 (see 8.2*ff*). Starting at the beginning of Game Turn 2, Hungary and Romania lose this special status and both sides may begin operating normally in that area.

5.4 Game Turn 1 Length. Unlike all the other game turns, Game Turn 1 (II June), because it represents only eight days, has only one player turn couplet in it. All other game turns have two player turn couplets.

5.5 Rivers. All German units may completely ignore rivers, for both movement and combat, during the first game turn. Soviet units, however, treat them normally for both their movement and attacking.

Ω **5.6 Game Turn German 1 MAs.** Throughout Game Turn 1, German MAs cost only 6 MPs per round, rather than the normal 7 (see section 15.0).

6.0 Stacking

6.1 Stacking is the piling of more than one unit into a single hex. The general rules is both sides may stack up to five units per hex.

6.2 Stacking & Movement. Stacking rules are in effect at the end of every movement phase of all player turns, the end of every German retreat after combat (14.32), and at the start of every Mobile Assault (section 15.0).

If any hex is found to be overstacked at any of those times, the opposing player is immediately allowed to remove the minimum number of involved enemy units of his choice necessary to bring the violating stack back into limits. There are no limits to the number of units that may pass into and through any given hex over the course of a player turn and game turn.

Ω **6.3 German Particulars.** German–side brigades each equal a "half unit" for stacking purposes. German–side regiments and battalions each equal a "quarter unit" for stacking purposes.

There is an additional restriction on battalions and regiments in that there may never be more than four of them in any one hex at those times during the game turn when stacking rules are enforced (any number may pass through, etc.). For example, the German might have three divisions in a hex, to which he could add up to four battalions or regiments, for a total of "four units' worth of stacking." To that stack he could then still add two brigades, or another division, but no more battalions and/or regiments.

Design Note. The HF Corps and Flak Corps each count as one unit for stacking.

Ω **6.4 Soviet Particulars.** On the Soviet side, every unit is a unit is a unit – no matter what the organizational sizes involved.

Ω **6.5 City Stacking.** Both sides' stacking limits are doubled to 10 units per hex in city hexes. Units attacking into city hexes from non–city hexes do not enjoy this bonus; only units actually located in city hexes. Thus, since Moscow is the only two–hex city, units attacking from one hex of that place into the other would be the only instance when 10–high attacker stacking could occur. See also 14.23.

Old Hands Note. Units Mobile Assaulting into a city must have their stacking judged in the last hex entered before moving into the city hex for the MA. And no city hex to city hex MAs are allowed (see section 15.0).

Ω **6.6 Free–Stacking Units.** Ground Support Aircraft and informational markers (all those shown in 2.18) have no stacking values and may be added freely to any stack as called for by the particular rules governing their uses.

Ω 7.0 Axis–Allied Restrictions

7.1 In general, the Axis–allied Romanians, Hungarians and Italians may not stack together.

7.2 Italian units may only stack with each other, and no more than one German unit may also stack in any hex containing one or more Italians. Further, no Italian unit may ever move or attack on to the northern mapsheet. And no Italian unit may ever take part in an attack with any nationalities of Axis unit other than German.

7.3 Romanian units may only stack with each other (up to the normal five units per hex as given in 6.3), and no more than one German unit may also stack in any hex containing one or more Romanians (but again, only within the overall five unit per hex limit). No Romanian unit may ever move or attack on to the northern mapsheet. No Romanian unit may ever take part in an attack with any nationalities of Axis unit other than German.

7.4 The Hungarian Fast Corps may, within the overall five unit per hex limit, be added

to any all–German stack as if it (the corps) were a German unit of division size. The HF Corps may never move or attack on to the northern mapsheet. And the Hungarian unit may ever take part in an attack with any nationalities of Axis unit other than German.

7.5 French, Croatian & Spanish units stack and attack and defend exactly as if they were German nationality units. These units may also move and attack on both mapsheets.

8.0 Reinforcements/ Replacements & Withdrawals

8.1 Reinforcements are new units that enter play after the game has begun. German–side reinforcements are identified by having a game turn number printed in the upper–left corner. That number corresponds to the number of the earliest possible game turn during which that reinforcement unit may enter play. Soviet reinforcement units are drawn from the general pool of Soviet units given in the counter mix (see 3.5 and 17.6).

Both players may delay reinforcement arrivals until later than called for by their historical schedules. Delayed German-side units should be piled in the OKH Reserve Areas (the hexless zones along the west map edges, see 8.2) until entered during a Mutual Reinforcement Phase.

Delayed Soviet units should be kept off to the side, beneath a sheet of paper, or somehow out of sight of the German player, until entered. Such units are termed the "Reserve of the Supreme High Command." In the Russian language, the historical acronym used for them was: "RVGK." The Soviet player may hold up to 10 units of any types and sizes in the RVGK at all times. Such RVGK units may leave the RVGK to enter play (using normal reinforcement entry hexes) at the start of any Soviet *player turns*. New units may only go into the RVGK at the start of game turns, during the Mutual Reinforcement Phase, when they are selected from arriving reinforcements and replacements.

8.2 OKH Reserve Areas. There are two OKH reserve areas, "North" and "South," shown on the map. The northern area is adjacent to the ZOMO from hexes 1908N to 1025N, inclusive (but leaving out hexes 1913N, 2013N and 2014N). The southern area is adjacent to the ZOMO from hexes 1026N to hexes 2115S.

8.3 German Reinforcements (including French, Croatian and Spanish units) always enter the game via the northern OKH Reserve Area. From there they move into play via any hexes of the northern ZOMO, paying normal terrain costs from the first hex entered, during either German movement phase that game turn.

The German may hold them in the northern OKH Reserve Area until any later game turn, at which time he may move them into play as described above. Alternatively, he may choose to shift them into the southern OKH Reserve Area. In the latter case, the shift takes up one entire *player* turn couplet for those units.

For example, note the German receives several reinforcement units during Game Turn 2 (I July). During the Mutual Reinforcement Phase ("MR Phase") that begins that game turn, those units automatically and immediately appear in the northern OKH Reserve Area. The German (on a unit by unit basis) might choose to enter them all during his movement phase of the first game turn couplet; and/or he could delay some until his movement phase of the second player turn couplet; and/or he could immediately shift some into the southern OKH Reserve Area. Units shifted to the southern area would not be able to enter the hex field there until the German movement phase of the second player turn couplet that game turn (at the earliest — the German might choose to hold them in the southern OKH Reserve Area until some time after that).

German units shifted to the southern area may be shifted back again to the northern area by simply reversing these procedures. But once any unit is in play on the hex field, it may never again be moved (or retreated after combat) off that active portion of the playing field.

Design Note. For instructions on entering the 0-1-4 German ArKo siege artillery unit, see 14.41.

8.4 Delaying German Starting Units. At the start of the game, in the northern area of the map, the German player will probably have more units available than he wants to commit immediately to the still close–in and restricted fighting front. Such excess units may be held in the northern OKH Reserve Area just as if they were

"reinforcements" being delayed for later entry. (But note the restrictions on Game Turn 1 OKH Reserve Area movement given in rule 5.3.)

8.5 Italian, Romanian and Hungarian Units always enter play via the southern OKH Reserve Area. Such units may never enter the northern OKH Reserve Area. Romanian and Hungarian units may never enter hexes in the other's country.

8.6 Except for the restrictions of rule 5.3, Soviet units may move and attack into the ZOMO (north and south). They may not, however, move or attack into the OKH Reserve Areas in any way.

Beginners Note. When reading these rules, ignore all references to "Supply;" you won't use those rules in your play.

8.7 Soviet Reinforcements may enter play via any Soviet–controlled and supplied City and/or Large Town hexes on the map. They are placed in any such hexes the Soviet player desires during the MR Phase at the start of each game turn after the first. Stacking limits must be observed during placement.

The Military District Cities and Large Towns (shown in a gray tint on the map) offer the Soviet player an advantage in that they have been developed to handle greater numbers of troops at one time. This greater capacity allows for unit entry through those hexes and all hexes adjacent to them.

For example, the most reinforcement units the Soviet player could enter through Riga (2705N) during any one game turn would be 10, since that place is not a Military District Headquarters City. Via Minsk (2817N), however, the Soviet might enter up to 40 units during any one game turn; that's up to 10 units in the city hex itself, and up to five more in each of the six surrounding hexes. Note that this gives two–hex Moscow the immense handling capacity of up to 60 units per game turn.

8.8 All reinforcement units enter play at their full step strength, in supply, and with all their normal movement and combat capabilities immediately available.

Old Hands Note. There are some restrictions placed on Leningrad under "Lake Supply" (see 8.9 and 9.16).

Ω **8.9 Soviet Game Turn 3 Tank Brigades.** When Game Turn 3 is reached, the Soviet player should set aside that group of 48

TBs. He then rolls two dice each game turn (starting Game Turn 3) and receives that number of TBs as reinforcements from this group. Subtract 3 from the dice roll if Leningrad is German controlled, on lake supply, or entirely cut off from supply. Subtract 3 from the dice roll if one or both Moscow hexes are German controlled, or if that city is cut off from supply. A dice roll modified to less than zero does not create a deficit for later turns. Roll two dice once each game turn until all 48 TBs are in play. TBs received on subsequent turns are not rolled for like these 48, and are received in addition to whatever number is rolled.

Ω 8.10 Soviet Game Turn 12 Ground Support Aircraft are not received if either Moscow hex is German controlled or if that city is cut off from supply. Further, when received, the unit may only operate within 10 hexes of Moscow.

8.11 Soviet Guards Conversions. On Game Turns 7, 10 and 11, the Soviet Reinforcement Schedule (17.6) indicates "Guards Conversions." The Soviet may substitute the indicated number and type of two–step Guards formations for that number and type of counterpart non–Guards units on the map. For example, on Game Turn 10 (I Nov), the Soviet is allowed one Guards Tank Brigade (TB) conversion. During the MR Phase, he should search his units on the map (and/or being held in the RVGK) and remove one *tried* tank brigade, while immediately substituting the Guards TB counter into the same hex. The removed one–stepper is permanently out of play.

The only strictures are: 1) the converted unit must be in full supply, not Lake Supply or OOS; 2) the converted unit must be in a hex not adjacent to any German–side unit. If no tried unit of the type to be converted meets these two criteria, then an untried unit of the same type may be converted instead (but it, too, would have to meet these two criteria). Guards conversions are never delayed; they're either made when mandated or are forfeit.

All Guards units enter at their full, two–step strength and have all their movement and combat abilities immediately available for use that game turn.

> **Design Note.** There is no replacement process for replenishing reduced Soviet Guards units within the course of a game.

Ω 8.12 Replacements represent levies of new troops and equipment (not themselves represented by counters) used to replenish ground units weakened by combat losses or to reclaim Soviet rifle divisions from the deadpile. Each replacement increment (or "step") is able to replenish one step of combat strength. Once used, a replacement step is permanently committed to its receiving unit; it can't be recalled or transferred to any other unit.

Ω 8.13 Replacement Restrictions. German replacements may only be used to replace reduced *German divisions* of the following types: Infantry, Air Landing Infantry, Light Infantry, Mountain Infantry, Paratroops, and Static Infantry. No eligible German unit once in the deadpile may ever be reclaimed from there during the course of a game. Axis-allied units never receive replacements, but treat the German (Spanish) *250th Infantry Division* as a German nationality unit for replacement purposes.

Starting on Game Turn 3, the Soviet player may replace previously eliminated *rifle divisions* (only!) from the deadpile at the start of each game turn. He receives one rifle division (never the two-step Guards) per Military District City and Town hexes that are in full overland supply at that instant (the Mutual Reinforcement Phase at the start of the game turns). In August, that replacement rate is raised to two divisions per Military District City/Town hex; then in September it rises to 3 per hex; then it increases to 4 per hex in October, 5 in November, and 6 in December. Such units are selected from the deadpile and entered as if they were reinforcements, either directly into play or the RVGK, within the normal limits given earlier for both those operations. Soviet replacements may not be accumulated from turn to turn.

Ω 8.14 Replacement Procedure. To be able to receive a replacement step, a reduced German division of the eligible types must be in supply (attenuated supply is O.K.). If that stricture is met, simply flip the unit back over to its full strength side during the German Replacement, Withdrawal & Mechanized Refit Phase of either player turn couplet during any game turn. The unit suffers no movement or combat penalties for having been replenished. Further, any given unit may be replenished any number of times during a game.

Ω 8.15 Replacement Availability. The German starts the game with 28 replacement steps available for use throughout the game. Two counters are provided to keep track of that declining amount on the Victory Point Track printed on the map-sheet. Within the strictures of 8.12 and 8.3, the German player may commit any number of replacement steps during both player turn couplets of all game turns; but once the initial allotment of 28 is gone, no more are received.

Ω 8.16 Withdrawals. Only the German player is required to withdraw units from the campaign during the course of the game. The schedule and unit types to be withdrawn are given on the German Withdrawal Table (see 17.4 on the chart and table card). Within the types listed on the chart, the German is free to select the exact unit(s) to be withdrawn — such units may be at reduced step strength. To be eligible for withdrawal a unit need only be in supply (attenuated supply is O.K.) somewhere on the map. Simply pick up the unit and set it permanently aside; it will never reenter play during the course of a game.

Ω 8.17 Declining Withdrawals. The German may decline to make any withdrawal except those of his Ground Support Aircraft and Flak Corps on Game Turn 12. To do so, he simply states he's declining a withdrawal, on a unit by unit basis, and then debits himself 1 VP per unit not withdrawn. If he can't make a withdrawal because no unit of the called for type is available (due to having been eliminated in combat), no substitutions are made; simply debit the appropriate amount of VP.

Ω 8.18 German Mechanized Refits. Only German panzer and motorized infantry *divisions* are eligible to replenish their step strength using this process. **Exception:** the *2nd* and *5th Panzer Divisions,* which enter on Game Turn 7, never get to refit.

Ω 8.19 Refits & Weather. All refitting is permanently halted all across the map as soon as the first M or S weather is rolled in either weather zone (see section 13.0).

Ω 8.20 Refit Procedures. To be able to refit, an eligible unit must start a German RWR Phase in supply (*not* attenuated supply), reduced one or more steps, and in a hex not adjacent to any Soviet unit. Find the unit's refit counter and place it atop the selected division with the "Refit" side showing. The refitting unit may not move or attack in any way during that German player turn. The German player rolls a die and consults the Refit Table (17.5); the refitting unit is immediately replenished by the indicated amount of steps. Any "extra" steps granted by the die roll are simply forfeit; no eligible unit is ever made stronger than four steps.

At the end of that German player turn, remove the refit counter and place it on the Turn Record Track in the box corresponding to the present game turn, with the division's I.D. showing. No eligible unit may ever go through the refit process more than once during a game. (Neither are units required to refit, but it is extremely cool to do so.)

Within the above strictures, any number of eligible German divisions may refit during both player turn couplets of all game turns prior to the weather going bad (M or S).

> **Design Note.** The German's infantry–class replacement process is swifter than his mechanized replenishment process because the latter involves divisional motor pool troops reclaiming and rebuilding damaged and worn out tanks and other motor vehicles. The infantry process requires only the amalgamation or reinforcement of already formed tactical units. And since those divisions are already moving at only a walking pace, things can keep simply moving ahead at that slow speed.

8.21 German Security Divisions. The German has nine security divisions in his order of battle. These do not normally appear on the map, but the German may call them out in groups of three during the MR phase of any game turn(s). Each group called out permanently debits the German 1 VP. Called–out security divisions appear in any in–supply, German–controled city or large town hex. They immediately begin operating as 1–step infantry divisions.

Ω 9.0 Supply

9.1 In general, units of both sides require "supply" to operate at their full (printed) potential for movement and combat. There are no counters representing the supplies consumed; instead, that process is represented through "supply line tracing."

9.2 Soviet Supply States. There are two supply states for Soviet units, and every ground unit of that side in the game always exists in one or the other of them. A Soviet unit is "supplied" (or "in supply") if it can trace a supply path of hexes of any length to a supply source, or is directly located in a supply source hex. If a Soviet unit cannot do so, it is "out of supply" (or "unsupplied," or "OOS," or "cut off").

9.3 German Supply States. There are three supply states for German–side units, and

every ground unit of that side in the game always exists in one of them. A German unit is "supplied" (or "in supply") if it is located in a hex west of the "German Attenuated Supply Line" (or "GAS Line," running along the hexsides from 4000N/4100N to 3715S/3815S), and it can trace a supply path of hexes of any length to a supply source, or is directly located in a supply source hex. A German unit is in "attenuated supply" if it is located in a hex east of the GAS Line and can trace a supply path of hexes of any length to a supply source. A German unit unable to trace a complete supply line of any length, no matter what side of the GAS Line it's on, is "out of supply" (or "unsupplied," or "cut off").

> **Design Note.** The entire Crimean peninsula, over to and including hex 3819S, is considered to lie *west* of the GAS Line.

9.4 Supply Lines. A supply line (or "path") consists of an uninterrupted chain of hexes of any length traced (in the mind's eye of the player) from the unit back to a valid supply source. Such paths may enter and cross all kinds of *playable* terrain. In addition, Soviet units may trace their supply paths into and across all–lake hexes and hexsides in all kinds of weather.

Supply lines may not enter or cross hexes occupied by enemy units, nor may they be traced across all–sea hexes or hexsides (exception: see 9.15).

9.5 Supplied units of both sides have their full printed movement and combat factors available for use.

9.6 Attenuated Supply (AS) Effects. German–side units that have a supply line but are actually located east of the GAS Line, are on attenuated supply. Such units have their full, printed movement and combat factors available, and they defend normally, but must consult the German Attenuated Supply Table (GAST, 17.10) as a final step before rolling the combat resolution die for both PAs and MAs. The effect of the GAST is to either shift the German attack odds to the left (worsen them) or leave them unaffected. Note that several cumulative die roll modifiers are listed beneath the chart.

> **Design Note.** In attacks where some attacking units are east of the GAS Line and others are west of it, roll on the GAST.

9.7 Effects of OOS. No unit is ever reduced or eliminated simply for being OOS; units may exist indefinitely in the OOS state. OOS units have their movement and combat factors halved. When rounding, round up remainders. For example, "half" of 5 is 3. When halving more than one unit in a given battle, add up all the factors of all the units to be halved, then make just one division. (Of course, when halving movement factors, divide each affected unit's MF individually.)

German–side OOS units east of the GAS Line *don't* consult the GAS Table when attacking.

9.8 When to Check Supply. Check the supply status of each of your units or stacks at the start of its movement and again at the start of each individual battle in which it is involved (exception: for supply and Mobile Assaults, see 15.4). Units found to be OOS at the start of their movement have their movement factor halved for that movement phase. Units found to be OOS at the start of a battle in which they are participating have their appropriate combat factor halved. **Important**: When making combat supply checks, determine the status of participating units of *both sides*, not just the attacker's units. German–side units found to be on AS at the start of any attack in which they are involved must consult the GAS Table before finally resolving that battle.

9.9 Willful OOS. It is permissible for both players to willfully move their units into hexes wherein they will or may become OOS or AS.

9.10 Soviet Supply Source hexes are any and all non–enemy–occupied hexes along the eastern map edges (60xxN/S). A Soviet supply source hex loses its supply providing capacity while occupied by any enemy ground units; that capacity is regained the instant the occupation ends.

9.11 German Supply Source hexes are any and all non–enemy–occupied hexes of the ZOMO, excluding only hexes 1913N, 2013N, and 2014N. Romanian and Hungarian units are further restricted in that they may only trace to ZOMO hexes in their own countries. (German nationality units may trace to Hungarian/Romanian ZOMO hexes.)

A German supply source hex temporarily loses its supply providing capacity while occupied by any enemy ground units; that capacity is regained the instant the occupation ends.

9.12 Appropriate Supply. The various supply sources in the game work only for units of the proper side or national army as described in the rules above. If, for example, the Germans captured a Soviet supply source hex, it does not become a supply source for them.

9.13 Oranienbaum. Soviet units in hex 4100N always share the supply state of Leningrad (4201N). No supply line tracing is involved, but if Leningrad becomes German controlled, or cut off even from Lake Supply (see 9.16), and Soviet units in Oranienbaum can't trace their own supply line normally to the east edge, Oranienbaum is OOS.

9.14 Lakes. As given in 9.4, Soviet units may always trace their supply lines across all–lake hexes and hexsides; German–side units may only do so during "S" weather (see 13.7 and 17.1).

9.15 The Sivash & The Kerch Straits. The Sivash consists of the two all–sea hexsides shared by 3215S/3216S/3315S. The Kerch Straits consist of the two all–sea hexsides shared by 3719S/3819S/3820S. Those are the only all–sea hexsides on the map across which supply lines of both sides may be traced. (For more on those hexsides, see 12.16, 13.7, 14.20 and 15.3.)

9.16 Leningrad Lake Supply. If Leningrad's only available supply line crosses one or more all–lake hexes or hexsides, that city is said to be on "Lake Supply." While on Lake Supply, Leningrad cannot function as a Military District Headquarters City (meaning it can only receive one stack of reinforcements per game turn – see 8.7). Further, the die roll for the Game Turn 3 Soviet TB group is modified (see 8.9).

> **Design Note.** German players: if you can't manage to take Leningrad directly, or get into hex 4300N, the key to strangling the city lies in occupying hexes 4301N, 4401N and 4500N. Historically, the Germans only got into 4301N.

9.17 Soviet Black Sea Port Supply. Soviet units in Black Sea ports of Odessa (2512S), Sevastopol (2919S), and Novorossisk (4022S), and also the Southern Ports Holding Box, are always in supply in those hexes and box. Units outside those hexes may not trace supply to them.

9.18 German Aerial Supply. The German has two aerial supply counters he can use throughout any and all game turns to pro-

vide supply for one or two hexes of units. There are no range restrictions on the placement of aerial supply; any German–side unit or stack anywhere on the map can be given aerial supply. Only one aerial supply counter may be used per hex.

Non–mechanized units on aerial supply have their full movement and combat abilities. Mechanized units on aerial supply have their full combat capabilities, but only have movement factors of six (6). When moving, aerial–supplied stacks must stay together with the marker; any leave-behinds or split–offs become instantly OOS (or whatever supply state they're dropped off or move off into).

Eligible German infantry–class units on aerial supply can receive replacements if they don't move or attack that player turn. German mechanized can never refit while on aerial supply.

German units attacking on aerial supply while east of the GAS Line must still consult the GAS Table.

The aerial supply markers may be redeployed at the start of every German player turn.

9.19 Von Paulus' Pause. The German can escape having to use the GAS Table by declaring a "pause" at the end of Game Turns 2 or 3. A pause lasts for three complete player turn couplets. Thus, for example, a pause declared at the end of Game Turn 2 would last through all of Game Turn 3 and the first couplet of of Game Turn 4.

During a pause, German–side units continue to function normally in all ways except they cannot attack in any way, MA or PA. Soviet operations are completely unaffected. After the pause, German operations resume with the added benefit that the German player may completely ignore the GAS Line for the rest of the game.

The German is not required to declare a pause, and may even abort one before it's completed. (In which case, of course, no benefit is gained.)

> **Design Note.** Gen. von Paulus (of later Stalingrad fame) figured out in a staff study, shortly before the invasion began, that if the German army halted its offensive operations for 20 days sometime in mid–July to allow for the staging forward of the main *Wehrmacht* supply centers they'd be able to resume campaigning with a

vastly improved logistical situation. Three "Pause" markers are provided in the counter mix for use on the Turn Record Chart.

9.20 German Supply Concentration. Another way the German can escape the GAST and the effects of attenuated supply is to declare a "supply concentration." That means all available supply is concentrated to support 18 units for offensive operations. The German can declare supply concentration at the beginning of any of his player turns; and it can be rescinded or reaffirmed at the start of all subsequent German player turns any number of times during play. Aerial supply is unavailable during concentrated supply player turn couplets.

When declared, the German should immediately place all 18 Supply Concentration Markers atop the units he wants to get the supply. The selected units are *not* automatically in supply; they must still trace a supply line to the west, but they are freed from all GAS Line considerations. The German is not required to select all mechanized divisions to receive this supply (though it's certainly most efficient if he does so), nor is he required to keep selecting the same units when he redeploys the markers at the start of each of his player turns.

The effect on all unselected German–side units is that they may not attack in any way, nor may they move more than one hex. Their defense strength is still determined by normal supply tracing requirements.

Ω 10.0 Aircraft & Flak

10.1 Flak Corps. The three German Flak units are normal mechanized units in respect to supply, movement costs, etc., but they may never attack in any way (nor may they "ride along" on MAs). On the defense, Flak's effect is to cause all Soviet Tank units attacking that hex to halve their attack factors.

The only strictures for generating this effect are: 1) the Flak hex must be in full–overland, attenuated, or aerial supply; and 2) there must be at least one non–flak unit in the German–occupied hex. Flak caught alone, or stacked only with other flak, merely defends with its regular defense factor.

All surviving flak is withdrawn during the first German RWR Phase of Game Turn 12 (see 8.16).

10.2 German Ground Support aircraft are committed during the Commitment Phase (step B.2 in the turn sequence) of every German player turn prior to Game Turn 12. Simply place them, no more than one per hex, on any German-side stack anywhere on the map. They stay with the selected stack, supporting its combat operations on offense and defense, until the start of next Commitment Phase.

Each German aircraft unit is worth a variable number of ground support points (that is, combat factors) every player turn couplet (see 17.8). Those points are simply added to the total of German-side attack and defense factors in the supported stack whenever it enters combat (MA and PA). If a supported stack splits up, the German simply picks one unit or portion of the stack to continue receiving the support while the other units move off. No battle, however, may ever have more ground support points figured into its total than there are combat factors being contributed by ground units in the supported stack. Ignore any excess air points.

Ground support has no range requirements, nor does it trace supply, though giving ground support to a stack does not by itself over turn the need to check GAS Line rules. Ground support may never be given up to satisfy step loss requirements.

All German ground support is permanently withdrawn from play at the start of Game Turn 12.

10.3 VIII FliegerKorps. Though by Soviet standards virtually all the German planes and pilots committed to Barbarossa were of excellent quality, that was particularly true of Gen. von Richtofen's *VIII FliegerKorps.* Without doubt, its overall pilot quality was the highest, and it was always moved around to give support to the *Schwerpunkt.* Accordingly, in addition to contributing its normal ground support factors to battles, the *VIII* also generates a one-column combat odds shift in the supported German units' favor.

10.4 Soviet Ground Support. The single Soviet ground support unit, representing sorties flown historically by the planes of the Red Air Force's *6th Interceptor Corps,* becomes available at the start of Game Turn 12. It operates the same way as Ger-man aerial support, with a support factor of five (5), but never any column shifts. The aircraft marker is not received if one or both Moscow hexes is German controlled, or if both Moscow hexes are OOS at the start of Game Turn 12. Further, the *6th* may never enter hexes farther than 10 hexes from either Moscow hex.

Historical Note. At the end of 1941, only the Moscow area had the concentration of airfield facilities necessary to support such an effort.

Ω 11.0 Soviet Sea Movement

11.1 In general, only some of the Soviet player's units may use sea movement, and only in the Black Sea. Tank and Motorized Rifle *Divisions* may not use sea movement; all other Soviet unit types may. The general rule is the Soviet player may have up to five eligible units involved in Black Sea movement during each of his player turns.

11.2 Procedure. Units to be sea moved must begin a Soviet movement phase in a port hex (see 9.17) or in the Southern Ports holding box. From there they may be moved to any other Soviet controlled port(s), or into the holding box, or to an amphibious invasion. The Soviet player should always complete all sea movement before any land movement is begun. Not all sea movement during a given turn need originate or end in the same hex as long as the overall five unit per turn limit is kept. Units using port-to-port sea movement may not make a further ground move or attack that same player turn.

Design Note. The holding box counts as a port.

11.3 Entering the Holding Box. Newly arriving Soviet reinforcement units may be placed directly into the Southern Ports holding box, rather than entering through a large town or city on the map. Likewise, Soviet units may be deployed from the RVGK into the box. But units may not enter the box and then use sea movement during the first player turn couplet of that same game turn. There are no stacking limits in the holding box, but once there, units may only exit via sea movement. Units in the holding box are always in supply. There is no way for the German player's units to attack or occupy the box.

11.4 Invasions. The Soviet player may use his sea movement capabilities to make an "invasion" anywhere along the Crimean southern coast from 2817S to 3620S, inclusive, once during each of his player turns. This capacity doesn't exist in addition to regular port-to-port sea movement; it is part of that overall five unit per turn capacity.

The invading unit or stack is temporarily placed in the all-sea hex closest to the coastal hex being invaded. If that hex is not enemy occupied, immediately move the invaders ashore – they may not move farther or attack that same player turn.

If the hex is enemy occupied, make the invasion PA the first one to be resolved in the coming Soviet Prepared Assault Phase. All such attacks suffer a one column leftward odds shift in addition to any normal odds shifters that might apply. All invading units are considered fully supplied throughout the Soviet player turn of their landing; after that they must trace normally, either directly overland or by getting themselves into some nearby port hex.

If the invasion PA fails to clear the attacked hex of enemy units, all invading units are eliminated. If the invaders get ashore, they must then obey the same strictures as those given above for unopposed landings.

There is no "evacuation off the beaches" possible for invaders; all sea movement starts in ports or the holding box.

12.0 Ground Movement

12.1 In general, every ground unit in the game has a "Movement Factor" printed in its bottom-right corner. That factor is the number of "Movement Points" (also called "Movement Factors," or "MFs," or "MPs") available to the unit to use to move across the hex grid during its side's movement phase each player turn couplet.

Units move from hex to adjacent hex (no "skipping" of hexes is allowed), paying varied costs to do so, depending on the type of unit moving, and the terrain in and along the hex being entered.

The movement of each player's ground units takes place only during his own player turn's movement phase. No enemy movement takes place during you own player turn. Exception: retreat-after-combat (see 14.32).

12.2 Limits. MPs may not be accumulated from turn to turn, nor may they be loaned or given from one unit to another. A player

may move all, some or none of his units, as he chooses, in each of his movement phases throughout the game. Units that move are not required to expend all their MPs before stopping. The movement of each individual unit or stack must be completed before that of another is begun. A player may only adjust the position of an already moved unit or stack if his opponent allows it.

12.3 Minimum Movement Ability. Each ground unit is guaranteed the ability to move at least one hex during its movement phase by expending all its available MPs at the beginning of its movement. This guarantee does not allow units to enter hexes or cross hexsides that are otherwise impassable to them.

> **Old Hands Note.** Nor does 12.3 allow mech units to automatically launch MAs.

12.4 Enemy Units. Your ground units may never enter hexes containing enemy ground units.

> **Old Hands Note.** For a critical exception to 12.4, see section 15.0.

12.5 Stack Movement. To move together as a stack, units must begin their side's movement phase already stacked together. But units are not required to move together simply because they started the movement phase in the same hex — such units might be moved together, individually, or in smaller sub–stacks.

12.6 Splitting Stacks. When moving a stack you may halt it temporarily to allow a unit or sub–stack to split off and move away on a separate course. The units left behind in the original ("parent") stack may then resume their own movement, even splitting off other units again, if desired. But once you begin moving an entirely different parent stack (or individual unit that began in a different hex), you may no longer resume the movement of the earlier stack without your opponent's permission.

12.7 If units with differing movement factors are traveling together in a stack, the stack must use the movement factor of the slowest unit. Of course, as the slower units exhaust their MFs, you may leave them behind and continue on with the faster ones.

12.8 Terrain & Movement. All terrain features on the map are classified into two broad categories: Natural, and Manmade.

Both of those categories are divided into several different types (see below). There is never more than one type of natural terrain in any one hex. More than one type of manmade terrain may exist in one hex along with the natural stuff.

12.9 Natural Terrain. There are five types of natural terrain on the map: Clear, Forest, Hills, Marsh, and Rivers. The effects those various terrains have on the movement of ground units are described below, and are summarized on the Terrain Effects Chart (or "TEC," see 17.9) for quick reference.

12.10 Clear terrain is the "base" terrain of the game. It's just that — clear. That is, hexes with only clear terrain in them represent areas devoid of any natural features that would enhance defense or slow movement at this level of operations. Each clear hex costs all ground units 1 MP to enter. All city hexes are considered to have a base of clear terrain.

12.11 Forest hexes represent areas where the primary ground cover is trees. Each forest hex costs mechanized units 2 MP to enter, while non–mechanized units pay 1 MP. See also 12.20.

12.12 Hills represent areas dominated by hilly or broken terrain. All mechanized units pay 3 MP per hill hex entered; cavalry and mountain infantry pay 1 MP, and all other non–mechanized units pay 2 MP.

12.13 Marsh hexes cost non–mechanized units 2 MP per hex entered. Mechanized units pay 4 MP per Marsh hex.

12.14 All–Sea hexes may only be entered according to the strictures of rules section 11.0, and then only by certain Soviet units (see section 11.0).

12.15 Rivers run between hexes, along the hexsides, rather than existing in–hex like the terrains described above. All non–mechanized units can cross river hexsides by paying one extra movement point (shown on the TEC as "+1"). "Extra" here means in addition to the terrain cost for entering whatever hex is crossed into. All mechanized units can cross river hexsides by paying two extra movement points (+2) to do so. Normally eligible units can retreat– and advance–after–combat across rivers (see 14.32).

12.16 The Sivash & The Kerch Straits are defined in rule 9.15. All ground units of both sides are eligible to cross those hexsides, but to do so they must start their side's movement phase already stacked in a hex with the Sivash/Kerch hexside to be

crossed. The crossing then uses up all their available movement factors for that player turn (see also 13.7, 14.20 and 15.3).

> **Old Hands Note.** As you'd expect, natural terrain costs and combat effects are greatly affected by weather changes (see section 13.0).

12.17 Manmade Terrain exists in seven types: the International Border, Towns, Large Towns, Cities, Fortifications, Heavy Fortifications, and the Stalin Line.

12.18 International Borders are in themselves just lines drawn on the map between the German Reich and the USSR. Accordingly, those borders have no direct effect on movement or combat (but see 5.3ff).

12.19 Manmade Terrain has no effect on movement. The movement cost for entering hexes containing manmade terrain is determined by the natural terrain in them.

Ω 12.20 The Minsk–Moscow Highway runs between 2817N and 5017N. It's only effect is to allow mechanized units of both sides moving along its course to enter forest hexes for only 1 MP each. But the highway completely and permanently ceases to exist with the advent of the northern weather zone's first M or S weather (see section 13.0).

> **Old Hands Note.** Despite the mythology about it here in the West, the Minsk–Moscow "highway" hardly qualified as that by our standards. The heavy military traffic the war placed on it quickly ground its surface to pieces, and the autumn *rasputitsa* entirely finished it off for the year.

12.21 Cumulative Effects. The total movement cost for entering any hex is always the sum of all the applicable terrain types involved. For example, a mechanized unit crossing a river hexside into a hill hex would pay a total of 5 MP to do so. That is, 3 MP to enter the hill hex, and 2 "extra" to cross the river hexside.

12.22 Off Map Movement. Except within the provisions of 8.16, no unit once in play on the map may be moved, advanced, or retreated off it.

> **Design Note.** Soviet players: that means the same unit may not go into and out of the RVGK more than once per game (see 8.1).

Ω 13.0 Weather

13.1 In general, at this scale of simulation, weather makes itself felt by affecting ground conditions. (The worsening weather aloft is partially the reason for the declining German Ground Support Aircraft strengths.)

13.2 Weather Zones. Note there are two weather zones delineated on the map, a Northern Zone (NZ) and a Southern Zone (SZ). The NZ is far larger than the SZ, which only exits on the south map in the Crimean area. Both zones may share the same weather, or each may have its own, depending on the die roll when consulting the Weather Table (17.1 on the card).

The SZ's weather is always the NZ's die roll minus two (–2). Don't make two die rolls. Consult the table once at the start of every player turn couplet beginning with Game Turn 7 (II Sep).

13.3 D means Dry. There is no effect on movement or combat.

13.4 R means Rains have begun. All German–side units lose one MP (–1) from their movement allowance during R couplets. There are no effects on Soviet units.

13.5 M means enough rain has fallen in a short enough time to generate general Muddy quagmire conditions. All dry weather in–hex terrain costs are doubled for both sides; but hexside terrain costs remain unchanged. No Mobile Assaults can be conducted by either side.

13.6 F means temperatures have generally fallen below Freezing, resolidifying the ground, but there is no or little snow. The effects are the same as **D** weather, except all units completely ignore rivers for movement and combat, and marsh hexes are treated as if they were clear terrain in **D** weather.

13.7 S means temperatures continue below freezing, but now deep **S**now also clogs the ground. All units ignore rivers, the Sivash, and the Kerch Straits for movement and combat. Treat marsh as clear terrain; but all **D** weather in–hex terrain costs are now doubled, so marsh is now 2 MP per hex for all units, as is clear terrain. No MAs are allowed. Units can move across all–lake hexes and hexsides, but may still not end their move in all–lake hexes, nor may they attack across all–lake hexsides. In addition, all Soviet Prepared Assaults receive a one column rightward odds shift on the CRT.

Design Note. The two Sivash hexsides are considered to lie in the southern weather zone (see 12.16).

13.8 Deep Winter. The first time **S** is rolled for the Northern Zone, that becomes the weather there for the remainder of the game. But keep rolling (and subtracting 2) for weather in the Southern Zone until that result also yields **S** for the first time.

13.9 Refits. All German panzer and motorized infantry division refits permanently cease the first time **M** or **S** weather occurs in either weather zone.

13.10 The Minsk–Moscow Highway is permanently neutralized the first time **M** or **S** weather occurs in the NZ.

14.0 Combat — Prepared Assaults

14.1 In general, combat takes place between adjacent opposing units during the combat phases in every player turn couplet. Attacking is always voluntary; the mere fact of opposing units' adjacency does not necessitate combat, except as given in 11.4. The player whose player turn it is, is considered "the attacker," and the other is considered "the defender," no matter what the overall situation across the map.

Beginners Note. Battles that take place during the Combat Phase are referred to as "Prepared Assaults" ("PAs"). That's as opposed to battles that take place during the movement phase and are called "Mobile Assaults" ("MAs"). You won't be using MAs in your play, but you need to know those two abbreviations to be able to use the TEC (see 17.9).

14.2 Multiple Defenders. If there are two or more enemy units in a hex being attacked by your units, you may only attack that stack as if it were one large, combined, defending unit.

14.3 Multi–Hex Attacks. An enemy occupied hex may be attacked in one PA by as many of your units as you can bring to bear from one, some, or all the surrounding hexes. However, no more than one hex may ever be the object of any one attack. For example, a unit in 2407N may not attack into both 2406N and 2506N during the same combat phase.

14.4 Indivisibility of Units. No single attacking unit may have its attack factor

divided and applied to more than one battle. Likewise, no defending unit may have part of its defense factor attacked by one or a few attackers, while another part is attacked by others. No attacking unit may attack more than once per combat phase, and no defending unit may be attacked more than once per combat phase.

14.5 Attack Sequencing. There is no artificial limit on the number of attacks each player may resolve during his combat phase. The attacker need not declare all his attacks beforehand, and he may resolve them in any order he wishes, as long as the resolution of one is completed before that of the next is begun.

Old Hands. For the exception to that last, see 11.4.

14.6 Stacks on the Attack. It's not necessary for all the units you have stacked in a given hex to participate in the same attack. Some of the units might attack into one defender hex, while others attacked into some other(s), or simply didn't attack at all. No defending unit, though, may ever refuse combat.

Ω 14.7 Fog of War. Neither player may ever look beneath the top unit of enemy stacks until the time comes in the combat resolution process for odds computation. Once an examination has been made, the attacker may no longer call off that attack.

Beginners Note. In your games both players are always free to examine the other's stacked units.

14.8 Combat Procedure. Normally the attacking player should strive to have more attack factors involved in a given battle than the defender has defense factors. Such battles are called "high odds" attacks. To resolve such fights, the attacking player must begin by calculating his "odds." Do that by adding up the attack factors of all the attacking units involved in the battle; then add up the defense factors of the enemy units defending in the battle. Divide that defender–total into the attacker–total, and round down any remainder.

High Odds Example: 26 attack factors vs. 7 defense factors yields an odds ratio of 3:1. That is, 26÷7=3.71, which rounds down to 3. To turn that "3" into a ratio, you must set a "1" next to it on the right. Thus "3" becomes "3:1" (which

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is read "3–to–1"), which corresponds to a column–heading on the Combat Results Table (CRT) printed on the chart and table card (see 17.7).

Old Hands Note. Don't forget to take both sides' immediate supply situation into account. See 9.8.

14.9 Poor Odds Attacks. Battles in which the attacking force has fewer combat factors than the defender are called "poor odds attacks." Procedures are modified in that now you divide the defender's total by the attacker's; round up remainders, and set the "1" on the left side.

Poor Odds Example. A force with 5 attack factors is attacking a force with 11 defense factors: a "poor odds attack." Divide 11 by 5 (11÷5=2.2), and round up (2.2 becomes 3), then set the "1" on the left of that "3," yielding odds of 1:3 ("1–to–3").

Beginners Note. "High Odds" and "Low Odds" attacks are simply terms of convenience, good for nothing more than indicating which of the two calculating procedures you'll use for a given battle. It's possible to have successes with low odds attacks, and fiascoes at high odds. In general, though, the higher your combat odds, the better the chances for success in any attack. That is, you want to be attacking on the right side of the CRT (4:1, 5:1, 6:1, etc.). And, of course, in situations where the two sides have precisely the same amount of combat factors, no mathematics are necessary; odds will be 1:1.

14.10 Odds Limits. Note that the column headings on the CRT range from 1:3 to 7:1. Odds greater than 7:1 are resolved without a die roll; their result is always "0/E." Odds less than 1:3 are also resolved without a die roll; their result is always "4/0."

Beginners Note. The meaning of the results on the CRT is explained below.

14.11 Combat Modifiers. The odds obtained in the odds calculation processes given in 14.8 and 14.9 may be modified ("shifted") by the terrain in the defender's hex and/or around its perimeter. All applicable combat modifiers are cumulative in their effects. That is, in every battle all applicable modifiers are determined and their effects taken into account before the final odds ratio is determined and the die is rolled to get a combat result.

Ω **14.12 Minimum Combat Factors.** Note that no lone unit or stack in the game ever has its combat factors reduced to below "1" for any reason or combination of reasons. Whenever stacked or multi–unit or multi–hex situations arise wherein combat factor reductions are to be made, total all the units' factors liable to a common reduction(s), and then make just one grand reduction (and round up any remainder).

Ω **14.13 Ground Support.** See section 10.0; and see 15.5 for Ground Support and MAs.

Ω **14.14 Concentric Assault.** If a defending hex is attacked by units in opposite hexes, or by units in three hexes with one hex between each and the next, or by units in more than three hexes, that attack gains a one column rightward (1R) odds shift. In the diagrams below, the defending unit is being concentrically assaulted:

Ω **Old Hands Note.** The concentric assault odds shift *is* available when attacking intact fortifications, heavy fortifications, and the Stalin Line. It is not available, however, when Soviet units attack German–side units in "hedge-hogs" (see 14.40).

Design Note. A good part of the odds shift obtained by the attacker when conducting a concentric assault is due to the disruption such a tactic has on the defender's logistical situation and support apparatus.

14.15 Clear & Forest. Units defending in clear or forest hexes derive no benefit to their defense because of that terrain.

Ω **Old Hands Note.** See 15.10 for an important exception about forest hexes.

14.16 Hills. Units defending in hill hexes always receive a one column leftward (1L) odds shift. For example, a 3:1 would become a 2:1.

Ω **14.17 Mountain Infantry** units attacking into hill hexes use their defense factor as their attack factor when calculating combat odds for that battle.
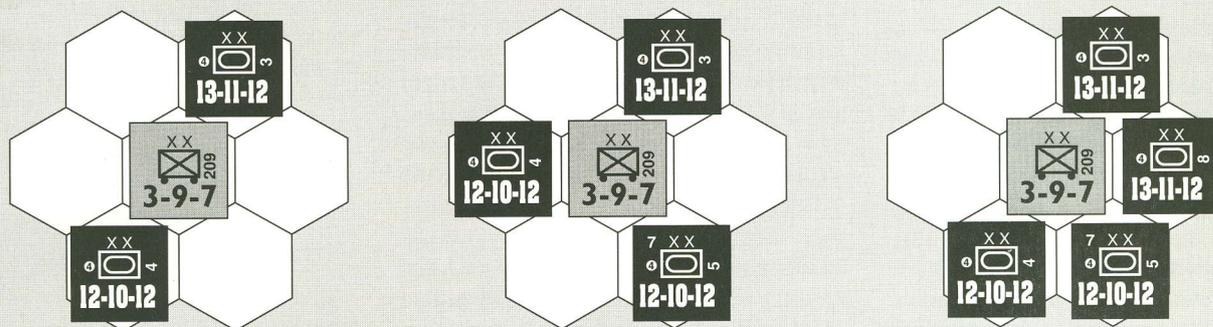
Concentric Assault Examples (14.14)

14.18 Marshes generally have no combat effects, except both sides' tank (panzer), assault gun, and armored reconnaissance units have their attack factor halved when attacking into such hexes. Further, no MAs may be launched into such hexes.

14.19 Rivers. If all the attacking units in a given battle are attacking across river hexsides, the defenders in that battle receive a one column leftward (1L) odds shift.

14.20 Kerch Straits & Sivash. If all the attacking units in a given battle are attacking across major river hexsides, the defenders in that battle receive a two column leftward (2L) odds shift. Further, both sides' tank (panzer), assault gun, and armored Reconnaissance units have their individual attack factors reduced to just one (1) when attacking through such hexsides.

Important Note. For the purposes of 14.19 and 14.20, if just one attacking unit is coming in across a non–water hexside, no defender shift is received.

Ω **Old Hands Note.** Remember, weather changes have effects on terrain's combat effects (see 13.0).

14.21 Towns by themselves do not generate any odds shifts (but see 14.40).

14.22 Large Towns. Units defending in a hex with a large town in it receive a one column leftward (1L) odds shift.

14.23 Cities. Units defending in city hexes receive a two column leftward (2L) odds shift. Further, both sides' loss points are doubled, with zero (0) results becoming ones (1). See also 6.5.

Beginners Note. Completely ignore fortifications, heavy fortifications, and the Stalin Line in your play.

Ω **14.24 Soviet Fortifications ("Forts")** always exist in one of three states: "uncompleted," "intact," or "destroyed." At the start of the game, the Luga, Leningrad, Vyazma, Mozhaisk, and Moscow fort lines are incomplete; all others are intact.

Ω **14.25 Aborting Uncompleted Fort Lines.** An entire uncompleted fort line is aborted (never achieves "intact" status) if any German–side ground unit enters one or more hexes of it before that line's activation game turn begins (see the SFAT, 17.3). Uncompleted forts generate no combat effects prior to their line's activation.

Note the Leningrad "line" actually consists of only one hex (4300N), and Tula (4921N) is considered part of the Mozhaisk Line. Note also the Luga Line has two portions, a northern portion (3801N – 4303N), and a southern portion (4003N – 4105N). If a German move aborts the uncompleted southern portion, the northern portion remains unaffected; but if the uncompleted northern portion is aborted, the southern is also automatically aborted. Unaborted, both portions activate at the start of Game Turn 3.

Ω **14.26 Destruction of Intact Fort Hexes** occurs only on a hex by hex, not line by line, basis. A Soviet–occupied intact fortification hex only becomes destroyed when German–side units launch an attack (MA or PA) into the hex, eliminate all the units defending there, and then occupy the hex in an advance–after–combat (see 14.39). Once destroyed, a given fortification hex is considered destroyed for the rest of the game — after that, only the natural terrain in the hex will affect movement and combat there.

Ω **Old Hands Note.** There are no German fortifications on the map. If needed as a reminder, use some of the hedgehog markers included in the countermix to designate destroyed Soviet forts and heavy forts. In situations where a line of such hexes has been destroyed or aborted, place one marker at each end of it.

Ω **14.27 Forts in Combat.** Soviet units defending in intact fort hexes receive a one column leftward (1L) odds shift in addition to any other applicable combat modifiers due that hex.

Ω **14.28 Heavy Fort Defensive Shift.** Soviet units defending in intact fort hexes receive a two column leftward (2L) odds shift in addition to any other applicable combat modifiers due that hex. Other than this difference, forts and heavy forts are completely the same.

Ω **14.29 Forts & German Supply.** German supply lines may never be traced into or through intact fort or heavy fort hexes.

Ω **14.30 The Stalin Line** doesn't share any of the characteristics of forts and heavy forts beyond the "intact/destroyed" reckoning. That is, the Stalin Line starts the game intact, but Soviet units defending in those hexes each receive only a plus–one (+1) combat factor boost to their defense factors. For example, a 3–1–7 and 3–3–5 stacked together in an intact Stalin Line hex would be reckoned as a 3–2–7 and 3–4–5, respectively, when defending there. German supply lines can pass into and through intact Stalin Line hexes.

Ω **Old Hands Note.** Forts, Heavy Forts, and the Stalin Line can be MAed (without any special combat reduction to the mech units, etc.), and the Luftwaffe can fly ground support for units attacking into them. Further, all those defensive works have no intrinsic defense values, and when unoccupied by Soviet combat units, may be entered freely (and thus instantly aborted or destroyed) by any moving German–side ground units.

14.31 Final Combat Resolution. After all applicable modifiers have been applied and a final CRT odds column determined, the attacker rolls one die and consults that chart (17.7) to get a "combat result." For example, a roll of "5" at 7:1 yields a result of "0/5."

Design Note. Got that about the odds shifters? Apply all the applicable modifiers first, then go to the CRT and find your odds column. For example, if you're attacking at 20:1 odds and there are modifiers operating that give a 2L shift, you're actually attacking at 18:1. Meaning you resolve it without a die roll as an automatic "0/E" result. You *don't* convert that 20:1 to a 7:1 (the highest column on the chart) and shift 2L from there.

14.32 Combat Results. The number to the left of the slash applies to the attacking force; the number to the right applies to the defenders. The numbers in a combat result may be absorbed in two ways: 1) step loss and/or unit elimination; and 2) defender retreat. Note, however, that the defender retreat option is available only to German–side defending units in PAs. The defender must always completely absorb his combat result in each battle before the attacker absorbs his.

Beginners Note. In your play, ignore option 2 above.

Ω **14.32 German–side Defender Retreat.** Only the German player has the option of retreating all of his involved defending units in a battle one hex (never more) in order to satisfy one increment of his combat result. The retreating unit or stack may

retreat into any adjacent hex empty of Soviet units (intact, but empty, forts, heavy forts and Stalin Line, O.K.). If there is more than one such hex available, the German player must retreat his units in the direction that takes them closer to their nearest source of supply. (If more than one route fulfills that requirement, it's his choice.)

Ω **14.33 Retreat Movement** doesn't cost any MPs and has nothing to do with the movement costs involved in Movement Phase movement. Retreating units, though, must still observe normal movement prohibitions. For example, retreating units may not retreat into all–sea hexes., nor may units retreat across Sivash or Kerch Straits hexsides unless S weather is in effect in their zone.

Note also that retreating is an all–or–nothing proposition for the defending units involved. That is, the German player may not retreat just one or some units from a defending stacking, leaving others behind. All go, or all stay, and the move of the entire retreated force (no matter how many steps or units it contains) satisfies only one increment of the combat result. Stacking limits must be observed in retreat movement. If the only retreat path open would result in overstacking in that hex, the defending units must stand their ground and absorb their entire combat result as step losses.

Ω **14.34 Retreating Into Battle.** If defending German–side units from one battle retreat into a hex containing other German–side units, and that new hex comes under attack that same combat phase, the units that retreated into the new hex in no way contribute to their new location's defense. Further, if the defenders in that new hex receive any combat result other than "0" (zero), the just–retreated–in units from the earlier battle are automatically eliminated, and their elimination does not serve to satisfy any of the current combat's defender result.

> **Old Hands Note.** Retreat–after–combat is never available in MAs, only PAs.

> **Beginners Note.** Read and use only the first paragraph of rule 14.35 in your play. Apportion step losses among your involved units as you see fit.

14.35 Step Losses. Every strength step given up from involved units satisfies one increment of combat result. For example, flipping a two–step unit to its reverse side satisfies one increment of a combat result of "2;" eliminating the unit would entirely satisfy the full result.

With two exceptions, step losses may be apportioned by each player among his involved units in each battle as he sees fit. The first exception applies only when the attacker (MA or PA) has one or more panzer or tank units involved. In such cases, the very first attacker step loss must be taken from one such unit. (Note that motorized infantry/rifle, assault guns and armored recon units are not considered "panzer/ tank.") After that first-attacker-loss requirement is met, the second restriction — this time applied to both sides' units — is that no involved unit may be entirely eliminated before all involved units have been reduced to a single strength step.

Whenever a defending German force will both retreat and take a step loss, it should absorb the step loss first, in the original hex, then perform the retreat.

> **Design Note.** Given the structure of the two armies, the second paragraph of 14.35 will have much more effect on German play than it will on that of the Soviet. Also, be sure to review rule 14.23 in relation to step losses.

Ω **14.36 Soviet Cavalry Divisions & Brigades.** All Soviet cavalry divisions and Soviet brigades of every type count each as only a half–unit for purposes of satisfying LP requirements. For example, if two Soviet brigades were stacked in a hex and attacked, with the attacker scoring 1 LP against them on the CRT, both those brigades would have to be eliminated to satisfy that one LP requirement.

14.37 Zero Results. A "0" (zero) combat result means the units of that side are not affected in anyway — no retreats, no step losses (but see 14.23).

14.38 "E" Results mean all involved defending units are "Eliminated." That is, they are completely destroyed and removed from the map to the dead pile.

14.39 Advance–After–Combat. Whenever the defender's hex in a Prepared Assault is left vacant of defenders, whether by elimination or retreat, the victorious attacking units may advance–after–combat into that hex (stacking limits must be observed). Such advances are not considered part of normal movement, and they don't cost any MPs, but advancers must still observe normal terrain prohibitions.

Advancing is an option; they are never mandatory. But the decision to advance or stay must be made immediately after the battle is resolved and before that of any other is begun. Further, it is not necessary for an advancing attacker to try to stack–full the newly won hex; he may send just one or a few units, if he wishes, rather than a full stack. Also note there is never any defender–advance–after–combat; victorious defenders simply hold their place.

14.40 Hedgehogs. During the December game turn, the German player may form his defending units and stacks into all–around defensive formations called "hedgehogs." Hedgehog declarations are made (and rescinded) at the very start of both German movement phases that game turn. Only German units (and any Axis–allied stacked with them) in Town, Large Town and City hexes are eligible to form hedgehogs. Supply state and Soviet adjacency is not a consideration. Place a hedgehog marker atop the selected hexes.

The effect is to deny such laagered units the retreat–after–combat option and all ability to attack. Further, the hedgehog itself generates a two column leftward (2L) odds shift for the defenders (in addition to whatever would be normally available in the hex), and also makes it impossible for the Soviet to gain the concentric odds shift when attacking them. Supply is still figured normally, and hedgehogged units can receive aerial supply.

Italian, Hungarian, Romanian, Croat, Spanish and French units not stacked with at least one German nationality unit cannot form their own hedgehogs.

14.41 German ArKo. The 0-1-4 German siege artillery unit is a reinforcement unit with no specific entry turn. That is, the German may "organize" it out at the start of any game turn. The unit is placed in any German-controlled and supplied (attenuated O.K.) city or large town hex not next to any Soviet unit at that instant. The unit cannot move during the first player turn couplet after it's called out; after that it maneuvers like any non-mechanized unit.

The unit never attacks on its own, but if stacked with other units that are making a PA into a city, large town, fortification or heavy fortification hex, the effect of its presence is to increase the defenders' combat result (not the die roll, the result) by one (1). Once called out, the ArKo stays in play until eliminated. The ArKo counts as a whole unit for stacking purposes.

Ω 15.0 Combat — Mobile Assaults

15.1 Mobile Assault. All mechanized units of both sides can conduct a special form of attack carried out during movement. This is called "Mobile Assault" ("MA"). All types of mechanized units can participate in MAs, but motorized infantry/rifle must be accompanied by at least one tank (panzer), assault gun or armored recon unit must be involved in that same MA. Motorized infantry alone cannot MA.

> **Important Note.** Italian, Hungarian and Romanian mechanized units never conduct (or "ride along" on) MAs.

15.2 MA Procedures. To conduct an MA, an eligible moving unit or stack enters an enemy occupied hex, paying 7 MP to do so if German, or 4 MP to do so if Soviet. In general, it's not possible for a given eligible mech unit to conduct multi-round MAs, but see rule 15.6 for the exception.

> **Design Note.** Reread 15.2. That's an in-hex cost of 4 MP for the Soviets and 7 MP for the Germans, no matter what the terrain in the hex. See 15.3 and 15.6.

> **Example.** It's Game Turn 2 or later and a Soviet unit is in hex 2707N. A German panzer division in hex 2608N moves into the defender's hex at a total MP cost of 9. That's +2 MPs to cross the river, and 7 MPs to conduct the MA itself.

15.3 MA Limitations. MAs may never be launched into marsh hexes; nor may any be launched anywhere during M or S weather. No MAs may ever be launched directly from one city hex into another city hex. Likewise, no MAs may ever be launched across Sivash or Kerch Straits hexsides. And the concentric assault 1R column shift is never available for MAs.

As in PAs, MA attackers must absorb all combat results as step losses.

The guaranteed ability of units to move at least one hex (12.3) does not give mechanized units the ability to always launch an MA; the assaulting unit or stack must have sufficient MPs available to pay for an MA or it cannot be made.

15.4 MA Supply State. The supply state of the defenders in an MA is determined at the instant of battle. The supply state of the attacking units in an MA is what it was determined to be at the start of movement.

15.5 Ground Support for MAs is permitted. See section 10.0.

15.6 Multi-Round MAs may only occur during Game Turn 1 when German units are conducting them. During that game turn, German MAs cost only 6 MP. If a Game Turn 1 German MA doesn't succeed in clearing a defended hex of all defender units, that player may either: 1) run another MA with the same attacking unit or stack if it has 6 MP remaining (recalculate the odds before resolving ghe combat); or 2) he may place the assaulting force back in the hex it left before the MA and end its movement there.

Other than German units during Game Turn 1, no single unit or stack may ever launch a multi-round MA. If a Mobile Assaulting force doesn't clear the attacked hex of all enemy defenders, then option no. 2 from above is the moving player's only choice. Other mech units may move forward to make their one-round MA against that same stubborn defender hex.

15.7 Stacking and MAs. Stacking limits by Mobile Assaulting units must be met in the hex from which the MA is being launched at the instant it is launched. (The "launch" hex is the one the MA force was in just before entering the defender's hex.) The stacking limits for the units of the two opposing sides are mutually exclusive within the assaulted hex itself.

15.8 Stack Eligibility. In order to be able to MA together during a given movement phase, eligible mechanized units must begin that phase already stacked together. This does not require all mech units starting a movement phase stacked together to move and MA together; some could be left behind or go off on separate courses, etc.

15.9 No Automatic Advance. Unlike PA combat, there is never an automatic advance–after–combat available to victorious MA forces. Their movement is entirely dependent on their ability to pay appropriate movement costs. Of course, since an MA is considered to take place within the defender's hex, victorious MA units will already be where an advance–after–combat would take them in prepared assault combat.

15.10 MAs & Rivers. Defenders get the river combat shift bonus when receiving an MA from a force that entered their hex by crossing a water hexsid. But remember that by the provisions of rule 5.5 the Germans ignore rivers for all purposes during Game Turn 1.

15.11 Forests. Units defending against MAs launched into Forest hexes received a one column leftward (1L) odds shift because of that terrain.

15.12 Soviet Cavalry (not German or Axis-allied) may perform MAs — both by themselves and in conjunction with Soviet mechanized units. The important difference, however, is that once the cavalry have contributed their attack factors to the odds computation of the MA, they (all participating cavalry) are immediately eliminated, and that elimination does *not* satisfy any of the Soviet LP combat result that may be generated once the resolution die is rolled. If a two-step Soviet Guards Cavalry Division is participating in an MA, it is reduced one step (not automatically eliminated like its one-step cousins).

15.13 MA & PA. Within the strictures above, it is possible for the mechanized units of both sides to both MA and PA during the same player turn.

15.14 MA Resolution. Within the limits and exceptions given above, MAs are resolved in the same way as PAs.

16.0 Designer's Notes

My philosophies on game design in general and on this system in particular are so well known by the vast majority of people who will play *Proud Monster* that I'm reluctant to expend much more ink on them here. Let's just say my note taking for what eventually became this game began when I first disappointedly packed up and put away my copy of old–SPI's *War in the East* almost 20 years ago. The data–gathering continued until a final developmental breakthrough occurred when Ted Raicer said to me in a much more recent phone conversation: "Well, why don't you use the *PGG* untried unit system?" Duh!

Of course, between those two events lay numerous other oft– and seldom–played east front games, two graduate degrees, and a diploma in Russian, along with countless discussions about just what–in–hell was really going on during Barbarossa.

To sum it up, I have attempted to use all my learning in both history and game design to provide a mechanically clean, playable yet accurate, depiction of what happened — and could've happened — at the operational and strategic levels when the best army in the world attacked the biggest army in the world. I believe most who've come this far with me will agree I've succeeded. (Shut up, Berg.)   ✪

D-ELIM

Proud Monster

by Ted S. Raicer

In General

The basic strategic question in *Proud Monster* will be familiar to most who've played other WWII east front wargames: will the Germans concentrate their mechanized forces against Leningrad and Moscow, despite the fact the terrain favors the defense around those two cities, or will he send those units south to operate on the more open steppes of the Ukraine? But veteran east front gamers are warned not to try to answer that question by simply adapting their favorite campaign plan from their favorite strategic–level Barbarossa game. There are significant differences between *Proud Monster* and the other games covering this topic.

Soviet Set Up

Within broad historical parameters, both players are free to deploy their forces as they see fit. For the Soviets, the initial deployment is critical. Though the Soviet player can't win the game with a good set up alone, he can go a long way toward losing it with a bad one. A large number of the IZ forces should be deployed along the Minsk–Moscow Highway, from where they can easily move west or south. A force of 20 or so rifle divisions should be deployed within easy reach of Leningrad to man the Luga line on turn three. Riga and Minsk should be strongly held at first, even though those places will be lost during game turn two.

Though the Soviet FZ forces north of Lvov are doomed, deploying the 36 mechanized divisions in the south, out of the immediate range of most of the German's straight–leg troops, should enable them to survive at least until turn three. Elsewhere, deploy in depth wherever possible to force the German to echelon his mobile assaults. Against any competent German player, the Soviet should give up the idea of deploying his mechanized stuff forward for an offensive into the German ZOMO. Remember, the German deploys second.

Supply Considerations

Pocketed enemy units don't simply die off; they must be eliminated in combat,

and don't forget unsupplied units can still attack. That's especially important on turn one, when any Soviet divisions breaking into the Greater Germany ZOMO could immediately end the game. Preventing that tends to tie up a great deal of the German infantry to make the initial pockets absolutely secure.

Farther along, the Soviet player cannot rely on the GAS line alone to halt the German advance. The panzers don't turn into pumpkins just because they're east of that line. If the German player is only one objective away from victory — or feels he has a shot at Moscow — he can always use the concentrated supply option.

Untried Units

The use of untried units for the Soviets, combined with the fog of war rule, eliminates the "factor counting" style of play. That untried rifle division could be a 1–1–5 or a 6–7–5, and both players can do nothing about it except hope for the best while preparing for the worst. At the operational level, then, risk — carefully calculated risk — becomes unavoidable. In general, the German should seek to mobile assault unstacked rifle divisions with a force no smaller than a panzer corps of two or three divisions, or a motorized corps of two divisions supported by up to four assault gun battalions.

German Refits

It's vital for the German to make optimal use of the refit rule. All eligible units should have undergone the process no later than turn seven, or you risk the chance of an early mud season aborting everything. It's probably best to wait until a unit has taken two step losses before refitting to maximize the potential number of steps regained.

Soviet Operational Technique

After turn two, the Soviet should always try to maintain the 10 units allowed in the RVGK. Five rifle divisions and five tank brigades are a good mix. The rifle divisions can garrison a town threatened by an unexpected breakthrough. The tank

brigades should be brought on within range of a weak part of the Axis line. Five brigades descending unexpectedly on a single infantry division or a stack of Romanians can inflict considerable damage. Don't worry that the tanks don't return — there are more where they came from.

Victory

Unlike most other east front games, there is really no point in *Proud Monster* at which the Soviet can just cut and run for the east. That player must conduct a careful fighting withdrawal all summer long. While major Soviet counteroffensives are out of the question until at least November, that side can never survive by conducting a passive defense. The Soviet should always be willing to attack when he can be reasonably sure of getting 2:1 odds or higher *and* the situation is such that he doesn't have to strip his defense elsewhere to mass for the attack.

As for the German player, he's going to have a lot of fun the first two game turns, but he has to resist the temptation to try to go for everything at once. While the mechanized stuff is best used from positions where they can threaten multiple objectives, you must remember they don't have the ability to actually take more than one or two at a time.

The German must guard against being distracted by the many possibilities his early successes will open up: plan your work, then work your plan. The mechanized units must spend every turn moving and fighting in a deliberate manner and in a deliberate direction. If you find yourself using a turn to redeploy to some new axis, you've probably forfeited the game right there. There simply isn't time for it before weather and supply weaken you decisively.

September is most likely to be the crucial month for both sides. If the German is going to win on points, it will most often happen on game turn six or seven; after that the situation begins to change. But even after turn seven, a German player in striking distance of Moscow should never give up – a couple lucky weeks of frost could still give you the game. ✪

17.7 Combat Results Table (CRT)

Die Roll	Odds Ratios								
	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1
1	4/0	4/0	3/0	2/0	2/1	1/1	1/1	1/2	0/3
2	4/0	3/0	2/0	2/1	1/1	1/1	1/2	0/3	0/3
3	4/0	3/0	2/0	1/1	1/2	1/2	1/2	0/3	0/4
4	4/0	2/0	2/1	1/2	1/2	0/2	0/3	0/4	0/4
5	4/0	2/1	1/1	1/2	0/3	0/3	0/3	0/4	0/5
6	4/1	1/1	1/2	0/3	0/3	0/3	0/4	0/5	0/5

Odds worse than 1:3 are "4/0." Odds greater than 7:1 are "0/E."

17.8 German Aviation Corps Strength Table (GACST)

Game Turn	Ground Support Factor Strength
1 - II June	4
2 - I July	10
3 - II July	9
4 - I August	8
5 - II August	7
6 - I September	6
7 - II September	5
8 - I October	4
9 - II October	3
10 - I November	2
11 - II November	1
12 - I December	0 - Withdrawn

17.9 Terrain Effects Chart (TEC)

Terrain Type	Movement Cost Mech/Non-Mech	Combat Effects
Clear	1/1	NE
Forest	2/1	1L for MAs only, otherwise NE
Hills	3/2† †Cav-1 — †Mtn Inf-1	1L Mtn Inf attacking into may use defense factor as attack factor
Marsh	4/2	Usually NE; but Pz, AG and Recon attacking into are halved
River	+2/+1	1L
All-Lake/Sea	NA	NA
Sivash/Kerch Straits	All/All (see 12.16)	No MAs across. 2L for PAs. All mech units have AFs of only "1" attacking through such hexsides.
Town	OTIH	NE; but may receive Hedgehog, see 14.40
Large Town	OTIH	1L; may receive Hedgehog, see 14.40
City	1/1 (Stacking x2)	2L and all LPs x2 (0=1)
Stalin Line	1/1	All Soviet units receive +1 to their Defense Factors
Fortifications@	OTIH	1L
Heavy Fortifications	OTIH	2L
German Attenuated Supply Line	OTIH	See 9.6

17.10 German Attenuated Supply Table (GAST)

Die Roll	Attack Odds Shift
1	0
2	1L
3	1L
4	2L
5	2L
6≥	3L

Cumulative Modifiers:

+1 in M or S weather

+1 in September, October, November

+2 in December

TEC Notes:

*Mech pays only 1 per hex when on Minsk-Moscow Highway, see 12.20.

NA= Not Allowed.

NE=No Effect.

OTIH=Cost determined by Other Terrain In the Hex.

#L=Shift odds Left that number of columns on the CRT.

Cities and Large Towns shown in gray tint are Military District Headquarters, see 8.7.

@Luga, Vyazma, Mozhaisk and Moscow fort lines don't exist at start of play, see 14.25 & 17.3.

Proud Monster

17.1 Weather Effects Chart (WEC)

Couplet	Die Roll -1	0	1	2	3	4	5	6
Sep II-1	D	D	D	D	D	D	D	R
Sep II-2	D	D	D	D	D	D	R	R
Oct I-1	D	D	D	D	D	R	R	M
Oct I-2	D	D	D	D	R	R	M	M
Oct II-1	D	D	D	R	M	R	M	M
Oct II-2	D	R	R	R	M	M	M	F
Nov I-1	R	R	R	M	M	M	F	F
Nov I-2	R	R	M	M	M	F	F	F
Nov II-1	R	M	M	F	F	F	F	S
Nov II-2	M	M	M	F	F	F	S	S
Dec I-1	M	F	F	S	S	S	S	S
Dec I-2	F	F	S	S	S	S	S	S

17.2 German Victory Table (GVT)

End of Game Turn	Minimum VPs for German Win
1 - II June	4
2 - I July	8
3 - II July	13
4 - I August	17
5 - II August	22
6 - I September	26
7 - II September	28
8 - I October	30
9 - II October & After	36

17.3 Soviet Fortification Activation Table (SFAT)

Fort. Line	Activates Start of Game Turn
Luga	3 - II July
Leningrad	3 - II July
Vyazma	6 - I September
Mozhaisk/Tula	6 - I September
Moscow	9 - II October

Note: all other fortifications are active from the start of play.

17.5 German Mechanized Refit Table (GMRT)

Die Roll	Steps Recovered
1	1
2	1
3	1
4	1
5	2
6	2

17.4 German Withdrawal Table (GWT)

Game Turn 9 - II October — x1 Jäger Infantry Division

Game Turn 10 - I November — x2 Infantry Divisions

Game Turn 11 - II November — x1 Cavalry Division
x1 Infantry Division
x1 HF Corps

Game Turn 12 - I December — x3 Flak Corps
x5 Aviation Corps
x1 Infantry Division

17.6 Soviet Set Up & Reinforcement Schedule (SRS)

	RD	CD	TD	MRD	RB	MRB	TB	Gds RD*	Gds CD*	Gds MRD*	Gds TB*	GSA (8.10)
Set Up: Frontier	52	5	24	12	3	-	-	-	-	-	-	-
Set Up: Interior	114	4	26	13	13	-	-	-	-	-	-	-
Game Turn 1	-	-	-	-	-	-	-	-	-	-	-	-
Game Turn 2	11	6	-	-	3	-	-	-	-	-	-	-
Game Turn 3	60	9	5	-	4	1	48§	-	-	-	-	-
Game Turn 4	20	8	-	-	-	-	-	-	-	-	-	-
Game Turn 5	14	4	-	-	4	-	-	-	-	-	-	-
Game Turn 6	10	3	-	-	1	-	5	-	-	-	-	-
Game Turn 7	6	1	-	-	6	-	8	7	-	1	-	-
Game Turn 8	20	3	1	-	2	-	1	-	-	-	-	-
Game Turn 9	7	-	-	1	13	-	1	-	-	-	-	-
Game Turn 10	20	2	1	-	1	-	-	-	-	-	1	-
Game Turn 11	6	3	-	-	14	-	1	2	4	-	-	-
Game Turn 12	3	1	-	-	5	-	-	-	-	-	-	1

§see 8.9   *Guard conversions per rule 8.11

Players are encouraged to photocopy this card.