

# Game Journal 47 – Fierce Fight! Stalingrad Blitzkrieg

Different point from MLB is indicated by red.

## Combat Results

Die	1-1	1.5-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10+
1	A2	A1	A1	-	-	R	R	RR	RR	1RR	1RR
2	A1	A1	-	-	R	R	RR	RR	1RR	1RR	2RR
3	A1	-	-	R	R	RR	RR	1RR	1RR	2RR	2RR
4	-	-	R	R	RR	RR	1RR	1RR	2RR	2RR	3RR
5	-	R	R	RR	RR	1RR	1RR	2RR	2RR	3RR	3RR
6	R	R	RR	RR	1RR	1RR	2RR	2RR	3RR	3RR	4RR

Table

Ax : number of step attacking lose

- : No effect

R : All defending units retreat one hex

RR : All defending units retreat two hexes

Number and RR : All defender units retreat two hexes more step loss

Example:

(1) "A1": The attacker lose one step in total from all the units that participated in the attack

(2) "R": defender to retreat one hex all units that participated in the battle

Must.

(3)「3RR」: defender lose tree step in total from all the units that then retreat two hex all units that participated in the battle.

## German drawing-out Table

ﾀﾞｲｽ	Pz	SS	Inf
1	1		2
2	1		1
3		1	2
4		1	1
5			2
6			1

## Axis reinforcement Table

ﾀﾞｲｽ	Pz	SS	Inf	Hun	Rum	It
1				4	3	
2	AXIS Reinf				3	3
3						
4						
5	1					
6	1					

増援	Soviet Reinf	1	2	3	4	5	6	7	8	9
Truck										
HQ	2-8	1	-	-	-	-	-	1	1	-
Tk	4-3-6	2	2	4	-	-	1	2	-	-
Mech	3-4-6	-	-	-	-	-	-	3	-	-
Cav	2-5	-	-	1	3	1	-	1	3	3
Rifle	2-4	22	8	10	5	8	18	13	13	12
G-Mech	3-5-6	-	-	-	-	-	-	-	3	-
G-Cav	3-5	-	-	1	1	-	-	-	-	-
G-Rifle	3-4	1	-	1	2	6	1	1	2	4
NKVD-Mot	1-2-6	2	-	-	-	-	-	-	-	-

Soviet Reinf



## Rules :

### 1.0 Introduction

This game simulates fighting in Stalingrad and Caucasus with the Axis offensive and Soviet defense from June 1942 to December.

This is a game for two persons.

The Axis player must eliminate the Soviet forces and break the enemy lines.

The Soviet must defend their homeland.

### 1.1 SCALE

A hex represents approximately 20–30 kilometers of terrain from side to side. Each turn represents a month period. Combat units are divisions for Axis and Corps and divisions for the Soviet.

### 1.2 COMPONENTS

- One 38"x47" map sheet
- 252 counters
- One rulebook

### 1.3 CALCULATION CONVENTIONS

When halving or quartering, always round down resulting fractions.

*EXAMPLES: One half of 5 is 2.5 and is rounded down to 2. One quarter of 3 is 0.75, rounded down to 0.*

When the combat strengths of stacked units must be halved or quartered, add them up before halving or quartering.

## 2.0 GAME COMPONENTS

You will need a die at 6 faces

### 2.1 MAP

**2.1.1** The map represents the area of the Soviet Union, Caucasus over which the historical campaign was fought. A grid of hexagons (hereafter called *hexes*) is superimposed upon it to facilitate positioning and movement of the playing pieces. Colored symbols printed on the map show where various Axis and Soviet units must be set up at game start. Several charts, tables, tracks, and boxes are printed around the map:

#### Tables around the map :

- The **Terrain Effects Chart (TEC)** provides a map key and shows the effects of the different terrain features on movement (see section 8.0) and combat (see section 9.0).
- The **Combat Results Table (CRT)** is used to resolve combats (see section 10.4).
- The **Turn Track** is used to record the turn currently in progress.
- **Soviet Reinforcement Track**
- **Axis rail transferring Box** (see section 11.3 and 12.4 for more details).
- **Axis reinforcement Table**
- **German drawing-out Table**

**2.1.2 Supply Source Hexes:** A hex with a red supply source symbol is a supply source for Soviet units; a black supply source symbol indicates a supply source for Axis units.

**2.1.3 Bridges:** A river hex side crossed by a road or railroad is a bridged river hex side. Conversely, a river hex side not crossed by a road or railroad is an unbridged river hex side.

**2.1.4 VP hex**

If the Axis units entered in, Axis won VP( see15.0)

**2.2 COMBAT UNITS**

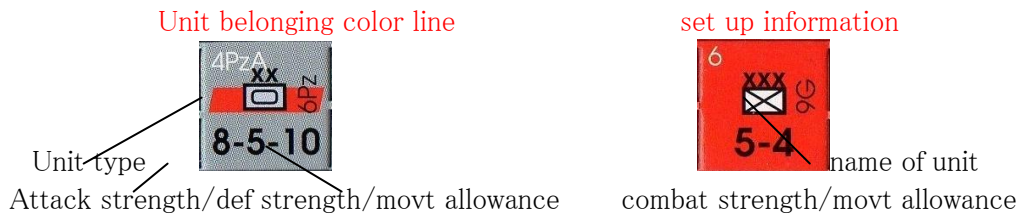
2.2.1 Combat units represent the military forces that took part in the historical campaign. They are color coded by nationality :

- Brown : Soviet regular units
- Red : Soviet Guard units
- Grey : German Her units
- Black : German SS units
- Beige : Romanian units
- Light Beige : Hungarian units
- Reseda : Italian units

2.2.2 The numerical ratings and symbols printed on combat units can be read as follows:

Mechanized units

Non mechanized units



UNIT TYPES

Mechanized units

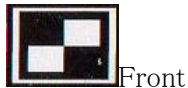
Non mechanized units



Size of units :

XXX : army corps

XX : division



Front



Army

• **Unit Type :** The symbol indicates the type of the unit.

• **Unit ID:** This indicates the number or name of the unit.

*IMPORTANT NOTE:* Unit ID and symbol color have *no* effect on how and when combat units are activated, move, or fight; see section 7.0 for more details.

• **Unit belonging color line**

Its color is only intended to help to locate the area of the map where the unit is set up at game start.

See3.0

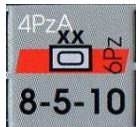
• **Setup Information:**

This indication is only intended to help to locate the area of the map where the unit is set up at game start.

See3.0

• **Combat Strengths:** These ratings are used to resolve combats. Mechanized units have separate attack and defense strengths. Non-mechanized units have only a combat strength, used both as attack strength and defense strength.

• **Movement Allowance:** This rating determines how far the unit can move, and is expressed as a number of Movement Points.



Full strength side



Reduced strength side

**2.2.3** Most combat units have a full-strength side (front) and a reduced-strength side (back) with decreased combat strength; some only have a full-strength side (their back is blank). Combat losses flip a combat unit to its reduced-strength side (or eliminate it if it has no reduced-strength side).

Combat units are set up or enter the game on their full-strength side.

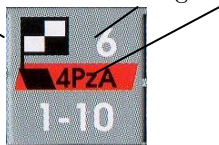
### Combat Unit ID Abbreviations

- C : Cavalry
- G : Guards
- M: Mechanized
- Mot: Moterized
- Tk : Tank
- Pz : Panzer
- Mt : Mountain
- JG : Jager/Light Infantry
- GD : Gross Deutschland
- Wik : Wiking SS
- R : Rumanian
- H : Hungarian
- It : Italian

### 2.3 HEADQUARTERS

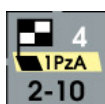
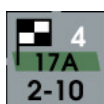
**2.3.1** Headquarters (HQs) represent the high-echelon formations (mainly armies) that historically took part in the campaign. They are color-coded like the combat units. HQs are *one of a* combat unit.

size      Command range      Name of HQ



combat strength/movement allowance

HQ Types :





Soviet Front German Army German Panzer Army

2.3.2 The numerical ratings and symbols printed on HQs can be read as on combat units, except the following:

- **HQ Type:** This is only for historical information. Panzer HQs operate exactly as other HQs.
- **Command Range:** This rating is used to determine which combat units the HQ can activate (see 8.0).
- **Setup Information:** This is shown by the colored band on the bottom of the counter, coded as for combat units.

2.3.3 Some special rules apply to HQs. See section 13.0 for more details.

### HQ ID Abbreviations

Soviets :

Vrnz : Voronej

Stg : Stalinglad

CS : Caucasus

SW : South West

SE : South East

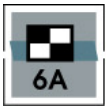
Sth : South

Axis :

A : Army

PzA : Panzer Armee

### 2.4 COMMAND CHITS



Axis

Soviet

Command Chits are used to activate specific HQs, which in turn activate combat units to move and attack. Each turn, a number of Axis and Soviet Command Chits are placed in the *same* cup, from which they are randomly drawn one by one. See section 7.0 for more details.

There is one corresponding Command Chit for each HQ in the game (see 7.2).

### 2.5 Chits for phases of games or events :



reinforcements Phase of supply

### 2.6 MARKERS

The following markers are used in this game:

Turn

Soviet Reinf NoFortress



- **Turn Marker:** It is placed on the Turn Track to record the turn currently in progress.
- **Soviet Reinf No Marker:** They are placed on the Soviet Reinforcement Track.(see 12.2)

- **Fortress Marker:** They are placed on the Major city hex as indicate fortification.(see 14.0)

### 3.0 Basics of the game

#### 3.1 Stacking

Two or more friendly units in the same hex constitute a “stack.”

- (1) A maximum of two combat units (whether full- or reduced-strength) and one HQ can occupy a hex. A HQ cannot be stacked with another HQ.
- (2) Soviet units and Axis units can not be stacked in the same hex.
- (3) The stacking limit is applied at the moment reinforcement units are placed on the map, or at the instant a unit finishes its retreat, or advance after combat or end of **Movement Segment**.  
It is not applied during **Movement Segment**.

#### 3.2 ZOC All combat units exerts a Zone of Control (ZOC) into the six hexes surrounding it (**Zone of Control : ZOC**)

- (1) The *only* exceptions are that ZOCs do not extend into Water hexes or across impassable hexsides (yes, that means they *do* extend across unbridged major rivers).
- (2) **ZOC** extend across major river hexside.
- (3) Two or more ZOCs overlapping in one hex have the same effect as a single ZOC.
- (4) ZOCs affect supply, movement, retreat, and reinforcement placement. See the respective rule sections

#### 3.3 Communication line

A communication line is a series of adjacent hexes going from a friendly supply source to the unit.

A communication line is used for the judgment of a supply states, and arrangement of reinforcement( see 11.0, 12.1), and judge of retreat path at combat.

- (1) Communication line cannot pass through an enemy-controlled city & town hex, an enemy-occupied hex, or an enemy ZOC unless the hex contains any friendly combat units or HQs
- (2) Communication line cannot cross impassable hex sides, or pass through Water hexes.(May )
- (3) Communication line can pass through Mountain hex only when through road hexside. When Communication line enters Mountain hex, end the line without cross road hexside. Communication line may not extend from Mountain hex unless extend cross road hexside.
- (4) Soviet units have no limit for length of communication line except for above conditions.
- (5) Axis units have no limit for length of communication line as long as on the railroad hex which may trace communication line only trace by railroad hexside. When out of railroad hex, only trace within 6 hexes from such railroad hex. When leave more than 6 hex from such railroad hex, ont of communication.

#### 3.4 control of a city and town hex

- (1) At the start of the game, **city and town** hex eastern of starting line are Soviet and western of starting line are German.
- (2) For control of these hexagons the last unit of a player that is entry in take the control.

### 4.0 PREPARATION FOR PLAY

- (1) The players select their side (Axis or Soviet).
- (2)The players set up their HQs according to the information printed on the map.
- (3) Axis combat unit printed Unit belonging color line
  - Axis player set up each hex with the same **Setup Information or HQ** of the unit printed on the map.
  - may set up as stacking.
  - must set up at least one unit at the **Setup Information** printed on the map
  - Units of Axis minors must be set up only stacking with same nationality.
  - German mechanized units must be set up on the hex printed a **Unit Type of Armor**.
- (4)Soviet combat unit printed **Setup Information**
  - Front line: Soviet player set up one unit per each hex with the same **Setup Information** of the unit printed on the map.

•2<sup>nd</sup> line: Soviet player set up any city or town hex on the map. may not place as stacking.

(5)Other combat unit with no **Setup Information:** in a separate place.

• treated as in the force pool.

• appear in the game as reinforcement.(see 12.0)

(6)**Supply:** At game start, all units on the map are in supply (see section 12.0).

(7)**Command Chits :** in a separate place.

(8)Place the Turn marker on the '1' space of the Turn Track=

(9)Place the Soviet Reinf No **Marker** on the '1' space of the Soviet Reinforcement **Track=**

## 5.0 SEQUENCE OF PLAY

The game proceeds by following the phases outlined below (more details appear in later rule sections, and in the expanded Sequence of Play at the back of this booklet). This sequence of phases constitutes a turn, and must be repeated until either Turn 8 or achieved automatic victory conditions.(see 17.0)

### 5.1 COMMAND CHIT SELECTION PHASE

Both players choose a given number of their available Command Chits and place them into the same cup (see 6.0).

Soviet player must enter all selected chit into the cup in this phase.

Axis player may hold any selected chit in his hand and may enter in the cup at his voluntary timing.

### 5.2 ORDER EXECUTION PHASE

A Command Chit or order chit ( supply, reinforcement ) is drawn randomly from the cup. The player to whom this chit belongs becomes the active player.

Active player execute the drawn action chit.(see 7.0).

NB: the phases of supply and reinforcement take place when them counter is drawn. ( see 11.0&12.0)

### 5.3 HQ Activation PHASE

When Active player activate any HQ at order execution phase, activate combat unit by activated HQ.(see 8.0)

### 5.4 Action PHASE

The active player can move and combat by his activated units as following procedure.

(1) **Movement Segment:** The active player can move his activated units (see section 9.0).

(2) **Combat Segment:** The active player can attack enemy units using his activated units (see section 10.0).

If there are Command Chits left in the cup, return to step 5.2 after 5.4 Action phase.

If there are none, go to the **END OF TURN PHASE.**

### 5.5 END OF TURN PHASE

Advance the Turn marker to the next box on the Turn Track, and return to the **COMMAND CHIT SELECTION PHASE (5.1).**

## 6.0 COMMAND CHIT SELECTION PHASE



### 6.1 PRINCIPLES

(1) The players secretly select a given number of their available Command Chits and put **all selected chit** into the *same* cup:

(2) The remaining Command Chits are placed face down **at separate space** and are not used this turn.

(3) A player may not check the Command Chits in the cup or in his opponent's **remaining** Command Chit.

## 6.2 COMMAND CHIT SELECTION

Command chit is selected according to following conditions.

### 6.2.1 Soviet Com

**the Soviet player selects the number of chits indicated after 'SU Com' on the Turn Track from following chits.**

- VrnzFront
- StgFront
- CS Front
- SthFront
- SWFront
- SE Front

### 6.2.2 Soviet Rnf/STVK

**The Soviet player selects one of following two chits.**

- SOVIET REINF
- STAVKA

### 6.2.3 German Com

**The Axis player selects the number of chits indicated after 'Axis Com' on the Turn Track.**

1PzA and 4PzA may be selected two chits because those HQ have two chits.

- 1PzA
- 4PzA
- 6A
- 17A

### 6.2.4 Axis /Reinf

**The Axis player selects the number of chits indicated after 'Axis /Rnf' on the Turn Track.**

- H2A
- R3A
- H4A
- 17A
- Axis REINF

### 6.2.5 common order chit(see 11.0)



supply chit is common order chit between both players.

supply chit must enter into the cup at every turn.

## 7.0 ORDER EXECUTION PHASE

### 7.1 Command Chit Draws:

In the **ORDER** Execution Phase, Command Chits are randomly drawn one by one from the cup; which player draws does not matter.

The owner of the drawn chit becomes the active player and execute order of the drawn chit.

The player then places the drawn chit face up into his Played Command Chit Pool

Drawn chit is spend in this turn and may not activated until next turn.

See HQ Activation/Manstein/Joukov/reinforcements/supply/soviet airborne ...

### 7.2 Execute of the order

Active player execute drawn action chit.

#### (1)HQ command chit

Activate the HQ of drawn chit (see 8.0).



## (2) REINF

player receive specified reinforcement. (see 12.0).

## (3) STAVKA



Soviet player may activate any HQ at his option (see 8.0).

Soviet player may not select both **STAVKA** and **REINF** for same turn.

**If both STAVKA and REINF is drawn during a turn, the order chit drawn later have no effect.**

## (4) supply check

Both player check communication line.(see 11.0)

## 8.0 HQ Activation PHASE

A drawn Command Chit activates the HQ with the same ID, **except for STAVKA(see 7.2(3))**

The activated HQ can activate combat units (*not* HQs) within its Command Range to move and combat.

### 8.1 HQs & COMMAND EXECUTION

**8.1.1** The HQ corresponding to the drawn chit is activated.

**8.1.2 Combat Unit Activation:** The activated HQ can activate all friendly *combat units* within its Command Range, *regardless of IDs and type symbol colors*. A combat unit can be activated any number of times in one turn by different HQs following different chit draws.

**8.1.3 HQ units cannot activate other HQs.**

**8.2 Command Range:** Command Range is expressed as a number of hexes, counted from the HQ. A HQ with a Command Range of 4 can thus activate friendly combat units up to 4 hexes away (3 intervening hexes).

Determine Command Range at the instant the HQ is activated : Activated units may later leave the HQ's Command Range as a result of movement, retreat, or advance after combat.

**8.2.1 Command Range Limitations:** A Command Range cannot extend across impassable hexsides or through Water hexes.

Supply status, enemy units, enemy ZOCs , **or terrain type** have no effect on Command Range.

**8.3 Nationality:** Axis HQ may only activate units of same nationality.

Unit of different nationality with the activationg HQ may not be activated.

But only two combat unit of different nationality with the HQ may be activated.

## 9.0 MOVEMENT

In the Movement Segment, the active player can move his activated HQ and combat units.

### 9.1 MOVEMENT PRINCIPLES

**9.1.1** Units are moved one at a time. A unit cannot start moving until the previous unit has completed its move.

**9.1.2** Units are moved by either one of Normal Movement or Strategic Movement.

**9.1.3** A unit may not move off map, into a Water hex, or across an impassable hexside.

### 9.2 Normal Movement

In a Movement Segment, each activated unit receives a number of Movement Points (MPs) equal to its movement allowance. A unit may use all, some, or none of its MPs.

Unused MPs are lost; they cannot be kept from one Movement Segment to another.

To enter an adjacent hex, a unit must expend the MP cost indicated by the TEC for the hex (and hex side, if applicable). A unit cannot enter a hex if it has insufficient MPs remaining.

#### 9.2.1 Hexsides:

(1) River Hexsides:

River hex sides have the following effects on movement:

- To cross an unbridged *minor* river hex side, a unit must expend one MP in addition to the normal MP cost of the entered hex.
- To cross an unbridged *major* river hex side, a unit must start its move adjacent to the river. It moves across the river but must then stop, and can go no further in that Movement Segment.
- Crossing a bridged river hex side negates the river movement costs above.

## (2) Road Hexsides:

If you move the unit along the road, unit spend one movement point by hex, regardless of the other terrain hex.

### 9.2.2 ZOC EFFECTS ON MOVEMENT

Enemy ZOCs affect movement in the following ways:

Entering or leaving a hex in an enemy ZOC costs a unit 2 extra MPs. These extra costs are cumulative (see example).

### 9.2.3 Major River Hex sides:

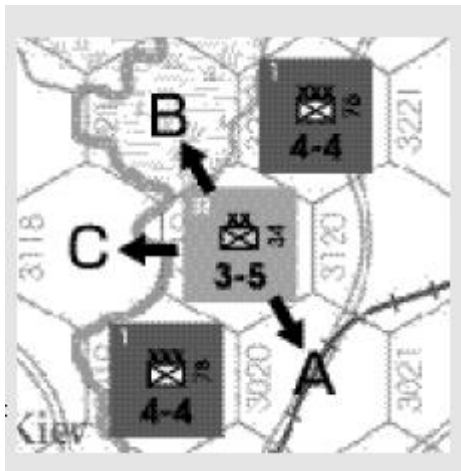
Crossing a major river hex side is not allowed if the hexes on each side of the river (the hex in which the unit starts and the one it wants to enter) are in enemy ZOCs, *even if the river hex side is a bridged hex side, and even if there are friendly units in the enemy ZOCs.*

### 9.2.4 Mountain Hex:

Mountain Hex may not be entered except for following cases.

(1) When enter crossing road hex side, move as if normal hex.

(2) Mountain division may enter by spending all MPs. Though even Mountain division may not enter mountain hex if both hexes (the hex in which the unit starts and the one it wants to enter) are in enemy ZOCs,



[Example of normal movement] Axis infantry units with a movement value 5 moved.

- (1) A Hex, costing 1 MP for clear hex and +2 for leaving ennemy ZOC, more +2 for entering ennemy ZOC, totaling 5MP.
- (2) B, C Hex, this unit can not move to these hexagons.

## 9.3 STRATEGIC MOVEMENT

**9.3.1** A unit using a road to enter an adjacent road hex expends only 1/2 MP instead of the normal MP cost of the terrain if the following conditions are met:

- The unit must start the Movement Segment in a hex containing a road and keep moving along the road during its entire move.
- The unit must neither start its move in an enemy ZOC nor enter an enemy ZOC during the Movement Segment.



- Units attacking across river hex sides (bridged or unbridged) halve their attack strengths. If a combat involves units that attack across a river hex side and units that do not, only those attacking across the river hex side halve their attack strengths.
- Out of supply units reduced 2 their attack strengths.
- Isolated units reduced 2 both their attack and defense strengths.

When reduced 2, not under zero.

Terrain effects are cumulative with supply effects. When two combat units stacked in a hex must halve their combat strengths, first add them up before halving (or quartering) and rounding down.

**10.3.2 Combat Ratio:** Total attack strength divided by total defense strength gives the Combat Ratio. When calculating ratios, fractions are rounded *down*, to either the nearest column on the CRT or (when above 10-1) the nearest whole ratio.

*EXAMPLES: 15:5 gives a 3-1 Combat Ratio. 26:9 gives a 2-1 Combat Ratio. 12:7 gives a 1.5-1 Combat Ratio. 18:13 gives a 1-1 Combat Ratio. 25:2 gives a 10-1 Combat Ratio.*

### 10.3.3 Ratio Shifts:

(1) When occupied by the Defender's units, some terrain types provide favorable ratio shifts (see TEC).

(2) When Stuka (LUDEL) unit is used, two Ratio is shifted to right. (for example, 2-1 is modified to 4-1)

Ratio Shifts are cumulative.

Ratio Shifts causes to use either the Combat Ratio immediately down on the CRT,

When Combat Ratio is above 10-1, Ratio Shifts is applied from the column of 10-1+.

*EXAMPLES: A Rough hex with a Town provides two Ratio shifts down in favor of the Defender, and thus a 3-1 attack would be reduced to 1.5-1 (first shift to 2-1, second shift to 1.5-1), 12-1 would be reduced to 8-1.*

**10.3.4** If the final Combat Ratio is less than 1-1 once terrain effects have been applied, the attack is not possible. If it is greater than 10-1, the combat is resolved on the 10-1+ column of the CRT.

**10.3.5** If the total defense strength in a hex is reduced to 0 by rounding down, the combat is automatically resolved on the 10-1+ column of the CRT, regardless of possible terrain Ratio shifts.

## 10.4 COMBAT RESULT DETERMINATION

(1) Once the final Combat Ratio has been computed, the Attacker rolls one die and reads the result on the corresponding row under the appropriate column of the CRT.

(2) When Ace pilot (HALTMAN or BARKHOLN) unit is used, die roll is reduced 2. (for example, 4 is reduced to 2.) result of -1 is treated as 1.

(3) All combat results is now represented by a number of steps and number of hex retreat :

Ax : number of step attacking lose

- : No effect

R : All defending units retreat one hex

RR : All defending units retreat two hexes

Number and RR : All defender units retreat two hexes more step loss

Example:

① "A1": The attacker lose one step in total from all the units that participated in the attack

② "R": defender to retreat one hex all units that participated in the battle

Must.

③ 「3RR」: defender lose tree step in total from all the units that then retreat two hex all units that participated in the battle.

## 10.5 Step Losses:

Remove one step by flipping a full-strength unit to its reduced-strength side, or eliminating a reduced-strength unit

or a unit with no reduced-strength side. The owning player allocates step losses as he pleases among his units. Eliminated units are removed from the map.

*EXAMPLE: If two full-strength units in the same hex suffer a 2-step loss, the owning player can eliminate one unit, or flip both units to their reduced-strength side.*

## 10.6 RETREAT

Units affected by 'R' or 'RR' results must retreat one or two hexes after combat.

**10.6.1** Retreat is not normal movement; retreating units do not expend MPs. Units in a stack that is forced to retreat can split up and retreat into different hexes.

**10.6.2 Retreat Restrictions:** Units forced to retreat into following hexes are eliminated.

(1) off map

(2) prohibited or Water hexes

(3) across an impassable hex side

(4) across a major river hexside at second hex of the retreating.

**10.6.3 Enemy ZOCs:** Every combat unit forced to retreat into an enemy ZOC (even if this ZOC contains friendly units) must lose one step (see 10.5).

**10.6.4 Stacking Limit:** If a unit exceeds the stacking limit in the last hex of a retreat, it must retreat one additional hex, within the 3.1 restrictions. If it exceeds the stacking limit in this new hex, it must retreat another hex, etc.

**10.6.5** A retreating unit must retreat as close to any one of hex may trace communication line. (see 3.3)

A retreating unit must satisfy as many as possible of the following conditions and condition (1) takes precedence over (2) if both cannot be satisfied in various retreat paths.

(1) The stacking limit is not exceeded in the last hex of retreat.

(2) A retreating unit always retreats in such a way as to enter the fewest hexes in enemy ZOCs (and thus to suffer the fewest step losses, see 10.5).

**10.6.6** Units forced to retreat during this combat segment is treated as no combat factor after the retreat.

**10.6.7** There is no stacking restriction of Nationality. All Axis units may stack with other Axis unit.

## 10.7 ADVANCE AFTER COMBAT

**10.7.1** If an attacked hex becomes empty as a result of combat (the defending units either retreated or were eliminated), the attacking units may advance one or two hexes:

- Non-mechanized combat units may advance one hex;
- Mechanized combat units may advance one or two hexes (even if the Defender retreated only one hex);
- HQs may advance with their stack (see 12.4).

**10.7.2** Advance after combat is optional; the Attacker may advance all, some, or none of his attacking units.

Advance after combat is not normal movement. Advancing units do not expend MPs and enemy ZOCs are ignored.

**10.7.3** The first hex of advance must be the attacked hex. There is no limitation as to the second hex of advance, except that units cannot advance across impassable hex sides, into Water hexes, or off map. Mechanized units that participated in the same combat can end their advance in different hexes.

**10.7.4** HQ unit is not special unit. HQ is normal combat unit except for additional availability of HQ.

**10.7.5 Restriction:** A mechanized unit may advance after combat only when both hexes is clear and not cross river hexside. A mechanized unit cannot enter to second hex during advance after combat when cross any river hex side or include non-clear terrains.

**10.7.6** Can not advance after combat to hex corresponding below.

(1) out of map

(2) Beyond a full sea hexside

(3) Stacking limit is exceeded at the end of the advance after combat.

## 11.0 SUPPLY ORDER



If the marker SUPPLY is drawn, both players execute the SUPPLY ORDER procedure.

### 11.1 SUPPLY DETERMINATION

Both players simultaneously determine the supply status of all their units. A unit is in supply if it can trace a communication line to a friendly supply source.

- (1) A unit loses a step when it may not trace communication line (see 3.3.).
- (2) Status of communication line has no effect for combat factor and MPs other than above effect.

### 11.2 German Drawing check

(1) Axis player rolls a die and decides the number of Drawing by referring to German drawing-out Table.

Example: die result is 3, remove 1 SS division and 2 infantry divisions.

(2) Axis player removes indicated type and number of full strength German divisions from game map and places on the current turn of Turn track.

Pz: German Panzer division

SS: German SS division

Inf: German infantry division

There are no possibilities of Drawing motorized divisions.

Reduced strength divisions may select only when there is no other division on the game map.

(3) Units may be removed from anywhere on the map but may not select out of communication lines.

(4) Units may be removed from Axis rail transferring Boxes. When there is no unit of indicated type, nothing happens any more.

### 11.3 Transfer to Axis rail transferring Box

Axis player may remove any friendly unit from the game map and transfer it into Axis rail transferring Box.

(1) Units may be transferred from anywhere on the map but may not select out of communication lines and in an enemy ZOC.

(2) Transferred units into Axis rail transferring Boxes may enter on the map when next AXIS Reinf order is drawn by same restrictions with normal reinforcement units. (see 12.4)

### 11.4 Fortification

Soviet player may construct fortification markers at any Major City hex under communication lines. (see 14.0)

## 12.0 REINFORCEMENT

Players receive reinforcements by friendly REINF markers from force pool by following procedure.

### 12.1 Principles

Reinforcement units are placed on the map by railroad.

(1) Reinforcement units are placed on a railroad hex which may trace communication lines by only railroad.

(2) Communication lines for reinforcement may not enter enemy ZOC and enemy controlled city or town hex even when occupied by friendly units.

(3) Reinforcement units are placed at full strength sides.

### 12.2 Soviet reinforcements



Soviet players receive reinforcements by Soviet Reinforcement **Track**.

(1) When SOVIET REINF order is executed, Soviet players receive and appear on the map corresponding type and number of units specified at current space of Soviet Reinforcement marker on the Soviet Reinforcement **Track** from force pool.

- (2) When there not remain specified unit in the force pool, such reinforcement is lost.
- (3) Advance a space Soviet Reinforcement marker on the Soviet Reinforcement **Track** when SOVIET REINF order is executed.
- (4) **When** SOVIET REINF order is not executed during a turn, Soviet Reinforcement marker remain same space. Soviet Reinforcement of current space of the marker is received only when SOVIET REINF order is executed and the marker advance by the executing of SOVIET REINF order.

### 12.3 Axis reinforcements



Axis player receive reinforcements by an Axis reinforcement **Table**.

- (1) When AXIS REINF order is executed, Axis player roll a die and refers the Axis reinforcement **Table** then receive and appears on the map corresponding type and number of units from force pool.

Example: die result is 3, receive 1 German infantry division and 2 any Hungaru divisions and 2 any Rumania divisions.

- (2) Axis player may select any unit from following types at his own option.

Pz: German Panzer division

SS: German SS division

Inf: German infantry division

**Hun: Hungury** division

**Rum: Rumania** division

**It: Italy** division

- (3) When there are not remain any unit of specified type in force pool, such reinforcement is lost.

### 12.4 Axis rail transferring

Axis player may receive from any two units from the Axis rail transferring Box by his option adding to normal reinforcement by same restrictions of normal reinforcement.

Unit in the Axis rail transferring Box transferred by reduced–strength side is returned remaining reduced–strength side.

### 13.0 HQ UNIT



HQ unit headquarters represent the heardquarters itself and units under direct control of the heardquarters.

Headquarters has a step losses and ZOC in the same manner as regular combat units, advance and can retreat after combat–battle move.

Except for following rules, HQ units is treated as other normal combat units.

- (1) HQ units may not activated by other HQ units.

- (2) When HQ units removed from the map, such HQ unit is flaced following space and appears in the map again by next friendly REINF order.

Soviet: HQ: Current space of Soviet Reinforcement marker on the Soviet Reinforcement **Track**

Axis HQ: Axis rail transferring Box

- (3) If any command chit of HQ not appears on the map is drawn, such command chit have no effect.

### 14.0 FORTRESS



Soviet player may build maximum two Fortress during a game.

Except for following rules, Fortress Marker is treated as other normal combat units.

#### 14.1 Building of Fortress

Soviet player may build fortress during Supply Order by following procedure.

- (1) Fortress may be built at any friendly controlled City hex which may trace communication line.

- (2) Fortress may not be built within enemy ZOC.
- (3) Soviet player may build a step of Fortress per a Supply Order executing.
- (4) Place 1 step of Fortress marker when place a hex of no Fortress marker.
- (5) Flip upto 2 step of Fortress marker when there is already 1 step of Fortress marker.
- (6) Fortress may only be built maximum 2 step in a hex.
- (7) A step of Fortress marker lost a step by combat may return to 2 step if above conditions is filled.

#### 14.2 Effects of Fortress

- (1) Fortress marker of 2 step have one extra defend factor so may add when attacked. Fortress marker of 1 step have no extra defend factor.
- (2) Fortress marker may negate an effect of enemy ZOC for the occupied hex.
- (3) Fortress marker may not include the limit of stacking.
- (4) Fortress marker suffers step loss only by combat result. Fortress marker don't suffer by the result of supply check.
- (5) When a hex occupied Fortress marker is attacked, the combat result of "RR" may be converted to 2 step loss, "R" may be converted to 1 step loss.

Example: Result of "2RR" may be converted as 4 step loses. In this case, there is no need to retreat.

#### 14.3 Limitations of Fortress

- (1) Fortress marker may not move and attack and advance after combat.
- (2) Soviet player may not lose step of fortress by himself.
- (3) Soviet player may receive only two Fortress marker during the game. Fortress marker will be lost permanently when once removed from the game map.

### 15.0 VICTORY CONDITIONS

- (1) The Axis player (only), won the 10 victory points each VP hexes which can trace communication line. At the start of the game, Axis player already have 4 VP hexes (40 VPs).
- (2) The Axis player (only) lose victory points when following units is destroyed by combat or supply check.
  - Each German mechanized units 2VP
  - Each German non-mechanized 1VP
  - Each Axis minors unit 0VP
  - Each Axis HQ unit 2VP
- (3) The game end immediately by Axis victory if Axis player won the 85 VP or more at the end of any turn.
- (4) At the end 9 turn, if either condition it is not achieved, Soviet Player win.

### 16.0 SPECIAL RULES

#### 16.1 Special Rules Turn 1

- (1) On the 1st turn (only), the Axis player can select any one of HQ command chit before entering selected chit into the cup from the selected chit for 1<sup>st</sup> turn and activate that HQ unit at his choice as the first Chit drawing. The combat units within its Command Range can be activated.
- (2) At the start of the game, all units on the map there under supply

#### TERRAIN EFFECT

	MP cost	ATTACK	ADVANCE after combat
CLEAR	1MP	0shift	Max2hex
WOODS	Mech: 2MP Non-Mech: 1MP	1shift	1hex
SWAMP	Mech: 3MP Non-Mech: 2MP	1shift	1hex
MOUNTAIN	may not enter	2shift	1hex
SEA	may not enter	Impossible	Impossible
TOWN *		+1shift	1hex
CITY	1MP	2shift	1hex
RIVER	+1MP	1/2	1hex
MAJOR RIVER	all MP	1/2	1hex



Impossible ZOC to ZOC  
ROAD Normal: 1MP \* \*  
Strategic: 1/2MP  
RAILROAD \* \* \*  
Suply source \* \* \*  
\* : follow other terrain

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