

Game Journal 53 – First fight Smolensk Blitzkrieg

Rules :

updated 17/May/2016(see 2.2.2 /4.0 /9.2.4 /12.1/14.0/ TERRAIN EFFECT TABLE)

1.0 INTRODUCTION

This game simulates fighting in Baltic States and Leningrad area with the Axis offensive and Soviet defense from June 1941 to September.

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 16 km of terrain from side to side. Each turn represents about 10 days period. Combat units are divisions and HQ including that direct units.

1.2 COMPONENTS

- One map sheet
- 252 counters x 3
- 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

2.1 MAP

2.1.1 The map represents the area of the Western Soviet Union 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.

- **The Available BOX** (see section 11.2 and 12.0 for more details).

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 un bridged river hex side.

2.1.4 Set up Hex/Area: (see 4.0)

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

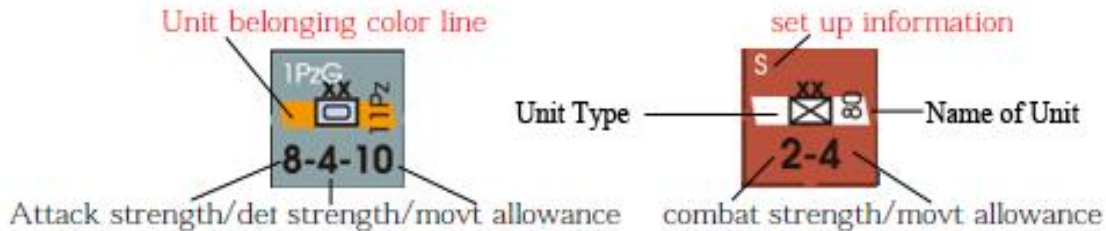
- Grey : German Heer units

- Black : German SS units

2.2.2 Units values :

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

Unit belonging color Line: Color band on counters for show Army affiliation for initial deployment



UNIT TYPES

Mechanized units



Mechanized



Armor

Non mechanized units



Infantry



Mountain



Cavalry

Size of units :

XXX : army corps

XX : division



Front



Army



Panzer Gruppe

- **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;

- **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.

See 4.0

- **Belonging color line:** This is shown by the colored band on the middle of the counter for setting up. This information is only used at set up. See 4.0

- **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: Mechanised
- Mot: Moterised
- Tk : Tank
- Pz : Panzer
- Mt : Mountain
- JG : Jager/Light Infantry

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..

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).

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

HQ ID Abbreviations

- A : Army
- PzG : Panzer Gruppe



2.4 COMMAND CHITS

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 :



2.6 MARKERS

The following markers are used in this game:

Turn Fortress



- 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)

- **Turn Marker:** It is placed on the Turn Track to record the turn currently in progress.
- **Fortress Marker:** They are placed on the Major city hex as indicate fortification.(see 14.0)
- ~~Absolute Stand Marker:~~

3.0 BASICS OF THE GAME

3.1 STACKING

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

3.1.1 A maximum of two units (whether full- or reduced-strength). A HQ unit is treated as a combat unit.

3.1.2 Soviet units and Axis units can not be stacked in the same hex.

3.1.3 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**)

3.2.1 The *only* exceptions are that ZOCs do not extend into Water hexes or across impassable hex sides.

3.2.2 ZOC extend across major river hex side.

3.2.3 Two or more ZOCs overlapping in one hex have the same effect as a single ZOC.

3.2.4 ZOCs affect supply, movement, retreat, and reinforcement placement. See the respective rule sections **3.3**

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.

3.3.1 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

3.3.2 Communication line cannot cross impassable hex sides, or pass through Water hexes. (yet it can pass through all major rivers)

3.3.3 Communication line can pass through Mountain hex only when through road hex side. When Communication line enters Mountain hex, end the line without cross road hex side. Communication line may not extend from Mountain hex unless extend cross road hex side.

3.3.4 Soviet units have no limit for length of communication line except for above conditions.

3.3.5 Axis units have no limit for length of communication line as long as on the rail road hex which may trace communication line only trace by railroad hex side. When out of railroad hex, only trace within 6 hexes from such railroad hex. When leave more than 6 hex from such railroad hex, out of communication.

3.4 CONTROL

3.4.1 At the start of the game, **city and town** hex eastern of starting line are Soviet and western of starting line are German.

3.4.2 For control of these hexagons the last unit of a player that is entry in take the control. **4.0**

4.0 PREPARATION FOR PLAY

(1) The players select their side (Axis or Soviet). Soviet player set up first.

(2) Combat unit with set up information by examples for units noted "W" is set up on the map in "W" hex as following.

Unit may set up in a hex with a maximum of two units including HQ.



SET UP HEX



SET UP AREA



HQ set up hex

① When set up information of the unit is indicated as SET UP HEX printed on the map, the zone of their army delimited by rectangles a hex specified on the Map, set up any hex of SET UP HEX at least one unit at the SET UP HEX or HQ set up hex of their Army.

② When set up information of the unit is indicated as SET UP AREA on the Map, set up this unit within in that SET UP AREA.

③ 19A : 9 combat units, chit and HQ of 19A are placed at Turn 3 of Turn Truck. All units of 19A may enters by draw of 19A command chit from turn 3. See 15.3(1)

(3) The players set up their HQs according to the information printed on the map.

(4) Other combat unit with no Setup Information and HQ unit not set up on the Map is set up in Available BOX. See 12.0

it appears in the game as reinforcement.(see 12.0)

(5) All unit is placed as full-strength side (front).

(6) Starting Command chit

At the starting of the game, only following command chits is available. See 6.0

① Axis: 2PzA / 3PzA (2 Chits) / 4A / 9A / Guderian

② Soviet: 3A / 4A / 10A

③ Common: SUPPLY (supply determination)

Remaining command chits will be selected in accordance with the progress of the game. See 15.2.

(7) The fortress marker is placed in Brest (0927).

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

4.2 Soviet player set up combat unit with belonging color line as following;

4.2.1 When set up information of the unit is indicated as SET UP HEX on the Map, set up at SET UP HEX or HQ hex of same set up information with the unit.

(1) may set up as stacking.

(2) must set up at least one unit at the SET UP HEX printed on the map.

4.2.2 When set up information of the unit is indicated as SET UP AREA on the Map, set up within SET UP AREA of same set up information with the unit.

• may set up as stacking.

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 game end.(see 15.0)



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).

5.2 ORDER EXECUTION PHASE

A Command Chit 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.

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

5.4.2 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

6.1.1 The players secretly select a given number of their available Command Chits and put selected chit into the *same* cup except for Guderian and Manstein.

6.1.2 The remaining Command Chits are placed face down at separate space and are not used this turn.

6.1.3 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 Soviet command chits indicated after 'SU Com' on the Turn Track.

6.2.2 German Com

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

Some Panzer Gruppe HQ may be selected two chits because those HQ have two chits.(see 6.3)

6.2.3 Axis Minors in some games only

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



6.2.4 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.

6.3 Guderian

Guderian is special command chit as following.

6.3.1 This chit may not enter into cup but hold in hand when Axis player select it at Command Chit Selection phase in the number of 'Axis Com'.

6.3.2 This chit may execute Interrupting Order when it is executed from hand holding status.(see 7.3)

7.0 ORDER EXECUTION PHASE

7.1 COMMAND CHIT DRAWING

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

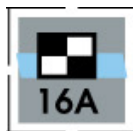
The owner of the drawn chit becomes the active player and execute order of the drawn chit.

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.

7.2 EXECUTE OF ORDER

Active player execute drawn action chit.



7.2.1 HQ COMMAND ORDER

Activate the HQ of drawn chit (see 8.0).



7.2.2 REINF ORDER

Receive specified reinforcement. (see 12.0).



7.2.3 RESERVE/OKH ORDER

May activate any unit directly without HQ activation. (see 17.1).



7.2.4 SUPPLY ORDER

Both player check communication line.(see 11.0)



7.3 INTERRUPTING ORDER

Axis player may execute Interrupting order by using GUDERIAN chit from hand holding status.(see 6.3)

7.3.1 Axis player may cancel and return the drawn chit into the cup and activate own HQ instead by Interrupting order after when any chit is drawn.

7.3.2 When Interrupting order is executed, following HQ is activated according to executed chit.

2 PzG

7.3.3 The Interrupting order may be executed if the Interrupting order chit has not played yet after all the chit in a cup are pulled before the end phase of a turn.

8.0 HQ ACTIVATION PHASE

A drawn Command Chit activates the HQ with the same ID.

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 activating HQ may not 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: terrain hex.

9.2.1 Hex sides:

(1) River Hex sides:

River hex sides have the following effects on movement:

- To cross an un bridged *minor* river hex side, a unit must expend one MP in addition to the normal MP cost of the entered hex.
- To cross an un bridged *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 Hex sides:

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 Effect on Movement

Enemy ZOCs affect movement in the following ways:

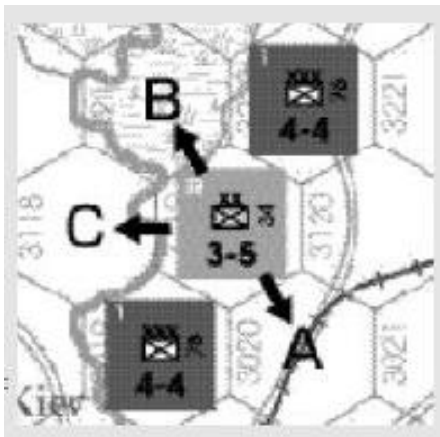
Entering or leaving a hex in an enemy ZOC costs a unit 2 extra MPs. These extra costs are cumulative (see example).

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: in some games

- This rule is no effect in this game.



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

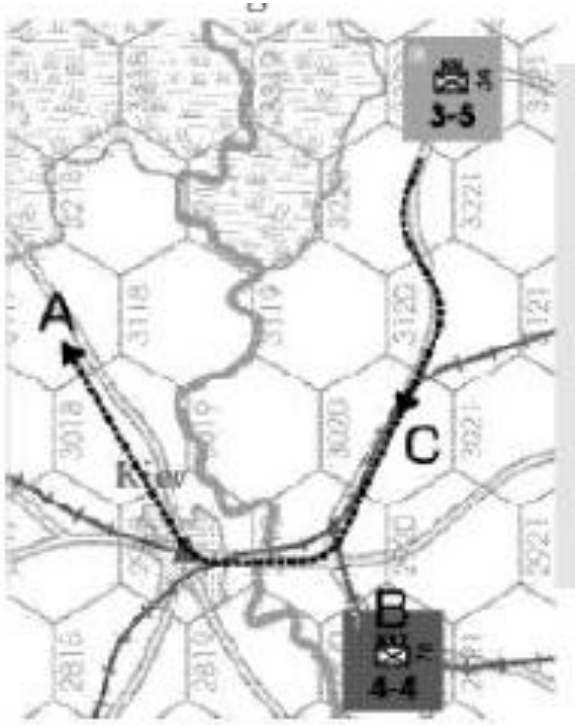
(1) A Hex, costing 1 MP for clear hex and +2 for leaving ennemy ZOC, more +2 for entering ennemy ZOC, totaling 5MP.

(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.



[Example of move in column of route/strategic movement]

- (1) A Hex Axis infantry unit with a movement value of 5 to move to hex A.
- (2) When hex B include enemy unit, may not move to A and must end movement at the hex C.

10.0 COMBAT

In the Combat Segment, the active player can attack enemy combat units adjacent to his activated combat units. Empty hexes or HQs alone in a hex *cannot* be attacked.

The active player is termed the Attacker in the Combat Segment, while the other player is termed the Defender, regardless of the overall strategic situation.

10.1 COMBAT PRINCIPLES

10.1.1 An activated unit can participate in only one attack during a single Combat Segment. *Non-activated units cannot participate in attacks, even when adjacent to enemy units.*

10.1.2 Combat is voluntary; activated units are not forced to attack enemy units.

10.1.3 A single unit can attack only one hex; it cannot attack two or more hexes. Two units stacked in the same hex may attack two different hexes separately.

10.1.4 A single hex can be attacked only once per Combat Segment.

Units in two or more hexes adjacent to the same hex can attack it together. If two or more units want to attack the same hex, their attack strengths are added together, and only one combat is resolved.

10.1.5 If several enemy units are stacked in the attacked hex, the Attacker must attack all of them. The defense strengths of the units are added together.

10.1.6 A unit separated from an attacked hex by an impassable hex side cannot participate in the attack.

10.2 COMBAT PROCEDURE

Combats are resolved one by one, in the order of the Attacker's choice, according to the following procedure.

10.2.1 Declare which hex is attacked by which units.

10.2.2 Determine the total attack and defense strength, calculate the Combat Ratio, and modify it if necessary (see 9.3).

10.2.3 Axis player declare the use of Air Power.(see 15.0)

10.2.4 Roll one die on the CRT and apply the combat result (see 9.4).

10.3 COMBAT RATIO DETERMINATION

10.3.1 Attack and Defense Strengths: To resolve a combat, first combine the attack strengths of the Attacker's participating units,

Then combine the defense strengths of the Defender's participating units.

Several factors can affect attack and defense strengths:

- Units attacking across river hex sides (bridged or un bridged) 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.

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:

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

10.4.1 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.

10.4.2 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 steps 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 a impassable hex sides

(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 retreats as closer 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) 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).

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

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:

(1) Non-mechanized combat units may advance one hex;

(2) Mechanized combat units may advance one or two hexes (even if the Defender retreated only one hex);

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 hex side. 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 hex side

(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 CHECK only in some games

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.

11.1.1 A unit lose a step when may not trace communication line (see 3.3.).

11.1.2 Status of communication line have no effect for combat factor and MPs other than above effect.

11.2 TRANSFER TO AXIS AVAILABLE BOX

Only Axis player may remove any friendly unit from the game map and transfer into Axis Available Box.

11.2.1 Unit may be transferred from anywhere of the map but may not select out of communication line and in an enemy ZOC.

11.2.2 Transferred unit into Axis Available Box may enter on the map when next AXIS REINF Order chit will be drawn by same restrictions with normal reinforcement units. (see 12.3)

11.3 FORTIFICATION

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



12.0 REINFORCEMENT

From turn 2, player receive reinforcements by friendly REINF chit from Available Box by following procedure.

12.1 PRINCIPALS

Reinforcement unit is placed on the map by railroad.

12.1.1 Reinforcement unit is placed on a railroad hex which may trace communication line by only railroad.

It may be placed even out of Command Range of HQ.

12.1.2 Communication line for reinforcement may not enter enemy ZOC and enemy controlled city or town hex even when occupied friendly unit.

12.1.3 Reinforcement unit is placed keeping same side in Available Box.

12.2 NUMBER OF REINFORCEMENTS

Player receive reinforcements by a specific of Turn Table.

12.2.1When REINF Order is executed, owning player receive and appears on the map corresponding number of units at his own option from Available Box.

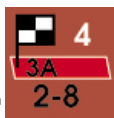
It may include HQ unit.

12.2.2When there are not remain any unit of specified number in Available Box, such reinforcement is lost.

12.3 SOVIET REENTRY OF REMOVED UNIT

12.3.1 Soviet removed non-mechanized unit and HQs by combat is placed into Soviet Available Box and it may reappear on the map by same procedure with other reinforcement.

12.3.2 Mechanized unit and removed unit by Supply Check may not place into Available Box so it could not reappear on the Map.



13.0 HQ UNIT

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

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. **13.1** HQ units may not activated by other HQ units.

13.2 If any command chit of HQ not appears on the map is drawn, such command chit have no effect.

13.3 When HQ units removed from the map by combat, such HQ is placed into Available Box and it may reappear on the map by same procedure with other reinforcement.

13.4 Removed HQs by Supply Check may not place into Available Box so it could not reappear on the Map.



14.0 FORTRESS

Soviet player may build Fortress during a game.(see 15.0)

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

In this game, only a fortress with 1 step is appeared.(see 4.0(7))

14.1 BUILDING

- **This rule is no effect in this game.**

14.2 EFFECT

14.2.1 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.

14.2.2 Fortress marker may negate an effect of enemy ZOC for the occupied hex.

14.2.3 Fortress marker may not include the limit of stacking.

14.2.4 Fortress marker suffers step loss only by combat result. Fortress marker don't suffer by the result of Supply Check.

14.2.5 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

14.3.1 Fortress marker can't move and attack and advance after combat.

14.3.2 Soviet player can't lose step of fortress by himself.

14.3.3 Fortress marker will be lost permanently when once removed from the game map.

15.0 Smolensk Blitzkrieg special rules

15.1 Before the first turn

(1) The two German PzG HQ are activated and all units in her range can attack, all movement is prohibited.

(2) Only units rattached/with color of German PzG HQ can be activated and attack.

(3) Rivers effects are ignored.

(4) During Turn 1 to Turn 3, All Axis units may ignore an effect of Supply Check.

15.2 Chits activations limits

For begin the game with deployment only present HQ with her chits can be used.

With the progress of the game, following chits will be available :

(1) Axis

① the game at the start: 2PzG / 3 PzG (chits)/4A / 9A / Guderian

② from the fourth turn: AXIS REINF (Axis reinforcements Chit)/ 2A

(2) the Soviet Army

① When the game start: 3A / 4A/ 10A

② from the second turn: 13A/20A/21A

③ from the third turn: 16A/19A/22A

④ from the fourth turn: SOVIET REINF (Soviet reinforcements Chit)

⑤ from the fourth turn up to seven turn : Add one Chit (with HQ)

each turn

In more the supply chit is put in the activation cup.

15.3 Insertion and move out of troops.

- (1) Soviet chit 19A when he is drawn the 19A HQ and the 9 units arrive in any Soviet supply source on the east edge map can move in any moving method.
- (2) When supply chit is drawn during 6th GT the German player remove 18 attack points of Mechanised units, reduced unit can be removed this rules do not count for VP.

15.4 SOVIET STRATEGIC RESERVE

Following Soviet Strategic Reserve may use at Central Front and campaign scenario.

From Turn 6: (Soviet) x12

15.4.1 Soviet Strategic Reserve enters into Map from 5504/5507/5513(To Moscow) by normal or strategic movement at Soviet REINF Order procedure adding to normal reinforcement.

15.4.2 Soviet Strategic Reserve is selected from Available Box as normal reinforcement units.

15.5 Victory Points

The judgment of victory or defeat, use VP (victory points).

Each player will win or lose the following VP (winning score).

(1) Both player won the 10 victory points(VP) each Major City hexes which is under own control and can trace communication line.

(2) Major City hexes which is under out of communication line, won only 5 VP per the hex.

(3) Some hex give bonus if they are conquered/undercontrol for some GT

The Axis player (only) won extra breakthrough VP by control following hex and may trace communication line to:

① Vitebsk during Supply Order procedure of Turn 4 + 10 VP

② Smolensk during Supply Order procedure of Turn 5 + 10 VP

③ Gomel during Supply Order procedure of Turn 6 + 10 VP

④ If a supply source in the Eastern edge hex are under German control + 15 VP

⑤ The Axis player (only) won extra breakthrough VP by control at least a hex (5504 or 5507) + 15 VP with ④ maximum 30 VP

(4) The Axis player (only) won extra breakthrough VP by control at least a hex(4230 or 4730) and may trace communication line :

Axis player receive VP depending following GT :

① Before 7th GT : 20 VP

② 8th GT before Supply Order procedure : 15 VP

③ 8th GT after Supply Order procedure : 10 VP

④ 9th GT : 5 VP

(5) The Axis player (only) lose victory points when following units is destroyed by combat or supply want :

- Mechanised 3 VP

- No Mechanised 1 VP

15.6 Victory conditions :

(1) Short game

It will be the end of the game in the procedure the end of the replenishment decision of the sixth turn.

The player which have the more big VP number win other result is a draw/no victory.

(2) Full game

It will be the end of the game in the procedure the end of the **SUPPLY ORDER** of the 9th turn.

When German player have more than 39 VP as Soviet, German player win.

Otherwise, Soviet player win.

no less than 40 VP

16.0 Optionnal rules :

16.1 Bid for VP and camp

Both player bid condition of VP

- (1) The army of the axis is auctioned with PV.
- (2) Whoever makes the highest bet takes the army of the axis, which one to is the lowest bet takes the Soviet army.
- (3) If the Axis player gets the number of minutes of the bet he won. if obtains fewer the Soviet who won.



16.2 RESERVE/OKH

Reserve for soviet and OKH for Axis command chit may be selected in Command Chit Selection phase as other command chits.

When Reserve/OKH command chit is drawn in Order Execution phase, owning player may activate any unit directly without HQ activation by Reserve/OKH Order.

- (1) Roll a die and following number of unit may be activated.:1/2 : 1 unit can be activate, die 3/4 : 2 units and die 5/6 : 3 units.

Reserve/OKH Order may activate HQ unit as other combat unit but such HQ may not activate other unit except for itself. Only Soviet Reserve Order is applied following restrictions.

- (1) Only activated unit within Command Range of other HQ may move and combat by normal ability.
- (2) Activated unit out Command Range may only move by half MP and not execute combat.

16.3 HQ transfer

Players may remove any HQ unit from the game map and transfer somewhere by off map movement.

- (1) HQ may be transferred from anywhere of the map but may not select out of communication line and in an enemy ZOC.

The headquarters, it will be able to move in the column of the next turn of the turn track.

- (2) Transferred HQ is placed on the next GT in the turn track and may enter on the map when next AXIS REINF Order chit will be drawn by same restrictions with normal reinforcement units. (see 12.3).

TERRAIN EFFECT TABLE

	MP cost	ATTACK	ADVANCE after combat
CLEAR	1MP	0shift	Max2hex
Lt.WOODS	Mech: 2MP Non-Mech: 1MP	1shift (Town:+1)	1hex
DeepWOODS	Mech: 3MP Non-Mech: 2MP	2shift (Town:+1)	1hex
SWAMP	Mech: 3MP Non-Mech: 2MP	1shift (Town:+1)	1hex
MOUNTAIN	may not enter without across road hexside	2shift	1hex
SEA	may not enter	Impossible	Impossible
TOWN *	*	+1shift	1hex
Mj.CITY	1MP	2shift	1hex
RIVER	+1MP	1/2	1hex
MAJOR RIVER	all MP	1/2	1hex

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

