

SLAUGHTERHOUSE

★ The Soviet-German War 1941-42



RULES of PLAY

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1.0 INTRODUCTION

1.1 Object of the Game

2.0 GAME COMPONENTS

3.0 GAME MAP

3.1 Map Scale
3.2 Map Areas
3.3 Turn Track
3.4 Impulse Track
3.5 General Records Track
3.6 Dice

4.0 UNIT PIECES

4.1 Unit Coloring
4.2 Unit Types
4.3 Unit Information
4.4 Markers

5.0 PREPARE FOR PLAY

5.1 Marker Placement
5.2 Unit Setup

6.0 SEQUENCE OF PLAY

6.1 Phases
6.2 Political Phase
6.3 Maneuvers Phase
6.4 Refit Phase
6.5 End Phase

7.0 STACKING & CONTROL

7.1 Stacking
7.2 Control
7.3 Contested
7.4 Vacant
7.5 Free

8.0 IMPULSES

8.1 Types of Impulses
8.2 Legalities and Errors

9.0 MOVEMENT

9.1 Mechanics of Movement
9.2 Movement Factor Costs
9.3 Point Unit
9.4 Movement Restrictions
9.5 Air Support

10.0 ASSAULTS

10.1 Mandatory Assaults
10.2 Voluntary Assaults
10.3 Contested Area Activation
10.4 Assault Resolution
10.5 Losses
10.6 Counter-Attack
10.7 Retreats

11.0 THE ADVANTAGE

11.1 Voluntary Use
11.2 Advantage Shift

12.0 REFIT

12.1 Refit Phase
12.2 Replacement Points (RPs)
12.3 Replacement Costs
12.4 Accumulation

13.0 WEATHER

13.1 Clear Weather
13.2 Rain Weather
13.3 Snow Weather

14.0 LOGISTICS

14.1 Axis Logistical Shortages
14.2 Pause
14.3 Out of Supply

15.0 ZONES

15.1 Assault Impulses and Zones

16.0 REINFORCEMENTS

16.1 Placement
16.2 Arrival

17.0 PARTISANS & SECURITY

17.1 Partisans
17.2 Security Units

18.0 TURN 1 SPECIAL RULES

18.1 Political Phase
18.2 Surprise Attack
18.3 Axis Onslaught

19.0 VICTORY CONDITIONS

19.1 Axis Automatic Victory
19.2 March 1942 Victory Check
19.3 Victory Points
19.4 Enemy at the Gates

20.0 OPTIONAL RULES

20.1 Stalin and Hitler
20.2 Panzer Restrictions
20.3 Side Determination

21.0 TWO TURN SCENARIOS

21.1 Barbarossa I (June 22, 1941)
21.2 Barbarossa II (August 25, 1941)
21.3 Soviet Winter Offensive

22.0 GLOSSARY/INDEX

READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.51, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

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We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *Slaughterhouse* discussion folders at www.consimworld.com.

1.0 INTRODUCTION

Slaughterhouse: The Soviet-German War 1941-42 is a game simulating the invasion of the Soviet Union by the Axis between June 1941 and March 1942. One player controls the Axis forces and one controls the Soviet Forces.

1.1 Object of the Game

The Axis player wins the game by occupying Leningrad, Moscow, and Rostov, or by accumulating at least 10 Victory Points, by the end of the March 1942 Game Turn. The Soviet player wins by avoiding the Axis Victory Conditions. In reading these rules, if any capitalized term or abbreviation confuses you, refer to the Index and Glossary (Module 22.0). The numerical rules references found therein and throughout these rules should be ignored during first reading and used only later to refer to related sections for greater clarity.

2.0 GAME COMPONENTS

Slaughterhouse includes the following components:

- One 17" x 22" map
- 108 die-cut counters
- This rules booklet

3.0 GAME MAP

The map depicts the portions of European Russia where *Operation Barbarossa* took place between June 22, 1941 and March 31, 1942.

3.1 Map Scale

The map scale is approximately 1 inch = 50 miles.

3.2 Map Areas

The map is divided into 68 named hexagonal locations hereafter called *Areas*. Areas are adjacent to each other if they are linked by a connection (a white line).

3.2.1 Area TEM The number in the lower middle hexside's circle of each Area's hex (ranging from 1 to 5) is that Area's Terrain Effects Modifier or TEM. This TEM modifier is used in resolving attacks against units in that Area (Case 10.4.3).

3.2.2 Victory Condition Areas An Area with a red background in its TEM circle is a Victory Point location. Most Areas are worth one Victory Point. Leningrad and Rostov are each worth two Victory Points. Moscow is worth three Victory Points.

3.2.3 Terrain Areas have one of the following terrain types: Clear, Forest, or Swamp (see Map Terrain Key). **Note:** Rivers have no direct effect on play. Their value is factored into the Area's TEM.

3.2.4 Urban Areas (See Terrain Key on the map for map depiction.) Some of these urban centers have control markers (VP or otherwise). The control markers indicate which side controls them (last to occupy or indicated at the start of the game). They are important for Strategic movement (Case 8.1.2b).

3.3 Turn Track

The Turn Track is printed on the map and is used to note the current Game Turn date. The Turn marker is placed in the space corresponding to the current Turn, with the side of the marker that is face up indicating the state of Axis logistics (Module 14.0). At the end of each Turn, advance the Turn marker one space to the next sequential date on the Turn Track.

3.4 Impulse Track

The Impulse Track is printed on the map and is used to record the current Impulse of a Turn. The Advantage marker is placed in the space corresponding to the current Impulse, with the side of the marker that is face up indicating the holder of the Advantage (Module 11.0).

3.5 General Records Track

The General Records Track is used to record the number of Replacement Points available to each player by moving his Replacement Point marker(s) along it for gains and expenditures.

3.6 Dice

Players will need at least two six-sided dice to play the game. An abbreviation of “dr” indicates the roll of a single die. An abbreviation of “DR” indicates the roll of two dice. An abbreviation of “DRM” means “die roll modifier” which is a value applied to the dr or DR.

4.0 PLAYING PIECES

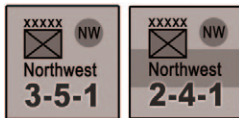
Included with the game are die-cut playing pieces, called units, representing the various military formations that fought the campaign, as well as several markers that assist in game play.

4.1 Unit Coloring

Soviet units are light brown. German units are grey, Rumanian units are light green, and the Hungarian unit is grey with a yellow background in its NATO symbol.

4.2 Unit Types

There are three types of units: Infantry, Panzer, and Shock. Every unit has two printed sides. The front side represents a Full Strength unit while the back side (with a colored stripe) represents a Reduced Strength unit.



4.2.1 **Infantry** units are foot-bound units.



4.2.2 **Panzer** units are mechanized, tank-heavy units. Only the Axis player has Panzer units.



4.2.3 **Shock** units are special units experienced in and/or equipped for winter warfare. Only the Soviet player has Shock units.

Note The Fallschirmjager unit is only used when playing with the Variant rules (indicated by a “V” in black circle).

4.3 Unit Information

All units have information printed on them to identify the unit and indicate its strength as well as its movement capability. The name of each unit is printed in the middle of the counter.

4.3.1 **Unit Size and Organization** All Axis units are Army sized. Soviet units are Front and Army Sized.

4.3.2 **Strength/Movement Factors** Each unit has three numbers below its name. The first is the unit’s **Attack Factor**, followed by the **Counter-Attack Factor**, and the **Movement Factor (MF)**.

4.3.3 **Command ID** Most units have a *Command ID*. Axis and Soviet units have a letter printed on the upper right of the counter. Units lacking a Command ID are Independent units.

4.3.4 **Army Group Identification** For purposes of conducting Combined Operations (Section 11.1), Axis units have a letter printed in the upper right corner of each counter: “N” for Army Group North, “C” for Army Group Centre, and “S” for Army Group South.

4.4 Markers

Markers represent non-combat units and/or record various game information.



4.4.1 **Leaders** Leader markers are used to aid units in combat with their unit when in an assault. Each Leader marker has a number printed inside a white square to the left of the individual’s photo, with who they command noted above. The number is their Combat Rating. Leader markers may potentially add their Combat Rating to a unit with the same Command ID (Case 10.4.2).

4.4.2 Control & Victory Point



VP control markers are placed in their named locations. Urban control markers are placed in their named location. Initially all control markers on the map are Soviet-controlled.

4.4.3 Turn & Axis Logistics



The Turn & Axis Logistics marker indicates the current Turn on the Turn Track. Initially the Turn marker is placed “Blitz” side up to indicate the starting Axis Logistics (Module 14.0).

4.4.4 Advantage



The Advantage is an abstract reflection of an edge that one side will temporarily possess due to factors such as morale, position, surprise, leadership, intelligence, or fate. The holder of the Advantage may use it to gain certain game benefits (Module 11.0).

4.4.5 Replacement Points



Each player has a marker that is used to record accumulated Replacements on the General Records Track (Section 12.4).

5.0 PREPARE FOR PLAY

5.1 Marker Placement

Place the Turn/Logistics marker in the “June-July 1941” space on the Turn Track with the “Blitz” side facing upward. Place the Advantage marker in the “0” space of the Impulse track, Axis side up (to show Axis possession of the Advantage). Place both Replacement markers in the “0” space of the General Records Track. Place Control/VP markers Soviet side up in the Areas with the corresponding name on the marker. These are: Tallinn, Leningrad, Tikhvin, Moscow, Tula, Smolensk, Kiev, Kharkov, Orel, Voronezh, Rostov, Kerch, Sevastopol, and Odessa. Place the Urban Control markers Soviet side up on the indicated Areas for (Brest, Vilna, Minsk, Riga, Pskov, Novogorod, Vitebsk, Gomel, Bryansk, Dnepropetrovsk, Stalino, and Yaroslavl).

5.2 Unit Setup

Each player places his initial units in the Areas listed below. All units begin play on their Full Strength (face up) sides, unless indicated. Army Leader's marker name will follow after the "+" if they have one.

5.2.1 Axis Setup Axis units are set up as directed in the following Areas:

Konigsberg XVI Army + Busch, XVIII Army + Kuchler, IV Panzer Army + Hoepner

Suwalki IX Army + Strauss, III Panzer Army + Hoth

Warsaw IV Army + V. Kluge, II Panzer Army + Guderian

Lublin VI Army + V. Reichenau, XVII Army + V. Stupnagel, I Panzer Army + V. Kleist

Szeben Hungarian Army

Piatra III Rumanian Army + Dumitrescu

Bacau XI Army + V. Shobert

Focsani IV Rumanian Army + Constantinescu

Germany II Army + Weichs

Note The Hitler Leader marker is not used unless playing with the Optional Rules (Module 20.0).

5.2.2 Soviet Set Up Soviet units are set up as directed in the following Areas:

Leningrad Leningrad Front Army (Reduced Strength) + Popov*

Riga Riga Army

Kaunas Northwest Front Army + Kurochkin*

Bialystok Western Front Army + Pavlov*

Brest Brest Army

Lvov Southwestern Front Army + Kirponos*

Tarnopol Tarnopol Army

Kiev Kiev Army

Soroki South Front + Tyulenev *

Kishinev Odessa Army

Vitebsk Vitebsk Army + Konev*

Orsha Central Front (Reduced Strength) + Kuznetsov*

Moscow Reserve Front + Budenny*

Caucasus Caucasus Front + Kozlov*

Note The Stalin Leader marker is not used unless playing with the Optional Rules (Module 20.0).

6.0 SEQUENCE OF PLAY

A game has five Turns. Each Turn represents several weeks and comprises four Phases and a number of "mini-turns" or Impulses.

6.1 Phases

The Phases of a Turn are conducted as follows: Political Phase, Maneuvers Phase, Refit Phase, and End Phase. *Note: there is no Political Phase during the June/July 1941 Turn* (Section 18.1).

6.2 Political Phase

The following steps are carried out during the Political Phase.

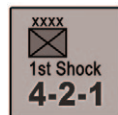
6.2.1 Offer Peace Terms Once per game the Soviet player may offer Peace Terms. If the Axis player accepts the game immediately ends in a draw. If the Axis player refuses, add 1 VP to the Axis total at the end of the game.

6.2.2 Change Leaders Each player may flip one Leader marker with an "*" asterisk side currently up. The Axis player goes first, followed by the Soviet Player.



Example: The Soviet player flips the Pavlov Leader marker, putting Timoshenko, who has a higher Combat Rating, in command of the Western Front. Note also that the Timoshenko Leader may command any Soviet Front, whereas the Pavlov Leader may only command the Western ("W") Front.

6.2.3 Place Reinforcements The Soviet player places reinforcements on the map (Module 16.0). The Axis player does not receive any reinforcements during the game.



6.2.3a Release Shock Armies Starting the October/November 1941 turn the Soviet player makes a dr for each Shock army to see if they have been released. If the army is not released, roll again at this point of each following turn until it is released. During October-November Turn a dr of 5 or 6 will release that Shock Army. During December/January 1941-1942 Turn a dr of 3-6 will release that Shock Army. During February-March a dr of 2-6 will release that Shock Army.

6.2.4 Hitler Takes Command Check Starting with the Political Phase of the December-January Turn, and each Political Phase thereafter, the Axis player checks to see if Hitler assumes command of the German Army. The Axis player makes a dr. If Leningrad is Soviet-Controlled add a +2 DRM. If Moscow is Soviet-Controlled, add a +3 DRM. If the dr is equal to or greater than 7 flip every Axis Leader marker with an asterisk (*) still face up over to its backside leader.

6.3 Maneuvers Phase

Each player may take one action each Impulse (Section 8.1) before the Advantage marker is advanced to the next space on the Impulse Track. The Soviet player always goes first. **Exception** There is no Soviet Impulse 0 during the June/July 1941 Turn (Module 18.0).



6.3.1 Logistics DR The first Axis DR made for any purpose during an Impulse also serves as the Logistics DR (if the Axis player does not make a DR during his Impulse, he makes a Logistics DR at the end of his Impulse). If the Logistics DR is *less than* the Impulse number, the Maneuvers Phase ends once the Axis player has finished his Impulse. If the Logistics DR is *greater than* the Impulse number, the Advantage marker advances to the next space on the Impulse Track. If the Logistics DR is *equal to* the current impulse number flip the Turn marker from its "Blitz" side to its "Pause" side (Logistical Pause, see Section 14.2). If the Advantage marker moves off the Impulse Track, the Maneuvers Phase ends.

6.4 Refit Phase

The Axis player spends his available Replacement Points (RPs). The Soviet player then spends his available RPs. RPs not spent by either player are saved and remain marked on the General Records Track.

6.5 End Phase

Determine if the Axis player has won an Automatic Victory (Section 19.1). If he has not won an Automatic Victory, advance the Turn marker to the next box on the Turn Track. Return the Advantage marker to the 0 space on the Impulse Track if the next turn will be Clear Weather, to the 3 space if the next Turn will be Rain Weather, and to the 4 space if the next Turn will be Snow Weather. If the game has reached the End Phase of the February/March Turn, determine who has won the game.

7.0 STACKING AND CONTROL

7.1 Stacking

Each player may have a maximum of three units per Area. Leader, Victory Point, and Urban control markers do not count against stacking limits. Units may not move into, Assault into, or end a retreat in an Area already stacked to the maximum. It is suggested to stack each Leader marker (if available) directly on top of the unit it commands. A player may freely examine stacks of enemy units at any time.

7.2 Control

Each Victory Point or Urban Area is always controlled by either the Axis player or the Soviet player. Control changes only when one side has a unit in a vacant (Section 7.4) Area that is controlled by the enemy. Control can be gained during movement without stopping to end an impulse in a Victory Point/Urban Area. Control is shown by flipping the control marker to either its Axis or Soviet-Controlled side as is appropriate.

7.3 Contested

An Area is Contested if it contains units of both sides. Contesting an Area does not alter control of that Area.

7.4 Vacant

An Area is Vacant if it contains no enemy units, regardless of the presence of friendly units or who currently controls it.

7.5 Free

An Area is Free if it is Vacant and under friendly control.

8.0 IMPULSES

The majority of the game is played during the Maneuvers Phase in mini-turns called impulses. The Soviet player performs one impulse, and then the Axis Player performs one impulse. After both players have performed one impulse, the Advantage marker is advanced one space on the Impulse Track printed on the map. In his impulse the Soviet player activates a single Area or zone. The Axis player then has the same opportunity. The active player during an impulse is the attacker; his opponent is the defender. No enemy unit may move during a friendly impulse except to retreat from an assault.

8.1 Types of Impulses

There are three types of impulses: Assault, Non-Assault, and Pass.

8.1.1 Assault Impulse The Attacker selects any single Area or zone of his choice as the Active Area. Units may move and/or attack during that assault impulse.

8.1.2 Non-Assault Impulse There are four types of Non-Assault impulses. Only **one** of the four may be chosen each impulse.

a) Movement The Attacker may activate **all** of his units and Leader markers and move them **one** Area. Units beginning the impulse in the same Area do not have to move to the same Area. Units moving during a Non-Assault Impulse may not enter any Area containing an enemy unit (unless already contested), an enemy-controlled VP marker, or an enemy Partisan or Security marker (Section 17.1 and 17.2).

b) Strategic Movement The player may activate **one** unit and one Leader marker in a single Area and move them an unlimited number of Areas, subject to the following restrictions.

i) Units using Strategic Movement must trace their movement Area by Area, and may never enter an Area containing an enemy unit or an enemy-controlled marker.

ii) Axis units may not use Strategic Movement on Game Turn 1. Beginning Game Turn 2 and for the remainder of the game they may use Strategic Movement in Areas only as far east as the locations with their Area names in red text. Axis units using Strategic Movement may not enter an Area containing the Soviet Partisan marker (Section 17.1). Axis units must finish their Strategic Movement in an Area containing another Axis unit, an Axis Security Marker (Section 17.2), or a friendly controlled urban center (Case 3.2.4).

iii) Soviet units may not use Strategic Movement to enter any Area whose hexagonal outline is color-coded gray. Soviet units using Strategic Movement may not enter an Area containing an Axis control marker (Case 3.2.4) or an Axis Security marker (Section 17.2). Soviet units must finish their Strategic Movement in an Area containing either another Soviet unit or a friendly controlled urban center (Case 3.2.4).

c) Strategic Transfer During the Maneuvers Phase either player may, as the sole action of a Non-Assault impulse, flip **one** reduced unit to its full strength side while flipping a single full strength unit elsewhere on the map to its reduced side. Both units involved must be able to trace a line of friendly connected Areas back to their friendly board edge. **Exceptions** Rumanian Armies may only participate in Strategic Transfer with each other. The Hungarian Corps may not participate in Strategic Transfer.

d) Soviet Leader Swap During the Maneuvers Phase the Soviet player (only) may, as the sole action of a Non-Assault impulse, swap any two Leader markers on the map.

Note Leader markers with a specific Command ID printed in the upper left corner may still only command the Front with the same Command ID. They may, however, command any Army.

8.1.3 Pass Impulse The attacker may elect to take no action during this impulse (the Axis player must still make a Logistics DR if it is possible to roll a Logistical Pause or end the Maneuvers Phase).

8.2 Legalities and Errors

A player may not change his move once a DR/dr has been made, or his opponent has declared any action (including a Pass impulse) he will take during his impulse. An illegal move/attack's results are valid if the opposing player does not challenge them prior to completing his own next impulse.

9.0 MOVEMENT

9.1 Mechanics of Movement

During an Assault impulse the attacker chooses one Area to be the Active Area. Units move one at a time. A unit may move from an Area to an adjacent Area, the number of Areas entered during movement being limited by the moving unit's Movement Factor (MF). At any point in an Assault impulse (only) units that began this impulse in the Active Area, or enter an Area with enemy units, may assault (Module 10.0) those enemy units within the same Area.

9.1.1 Area Activation All of the units and Leader markers in an Area may move/attack if the attacker has chosen that Area as his Active Area. Units in the activated Area may move and/or assault until there are no units left to perform an action.

9.1.2 Leader Marker Movement Leader markers have a movement rate equal to the type of unit they command, i.e. 2 MF if they command a Panzer Army, and 1 MF in all other cases.

9.2 Movement Factor Costs

Movement requires the expenditure of Movement Factors (MF) during an impulse. A unit may continue to move into adjacent Areas until it either lacks enough MF to enter another Area, it enters an Area occupied by an enemy unit, or the terrain stops its movement. Movement into an Area incurs the following MF costs (use only the one that applies):

Enter any Area = 1 MF

Contested Area Activation (Section 10.3)

- For all units in the Active Area (regardless of involvement in the assault) moving after assault resolution if all defending units were Reduced Strength = 1 MF.
- For all units if there was at least one full strength defender in the Active Area prior to the assault resolution = ALL MF

9.2.1 Units may exit a Contested Area at normal MF costs, so long as the next Area entered is Vacant or Free. Soviet units may not exit a contested Area into Areas containing either an Axis Security marker (17.2) or adjacent to an Area containing an Axis Security marker.

Note: Areas are adjacent if units could move directly between them.

9.2.2 Multiple Area Destinations Units starting in an Active Area may move to and/or assault different Areas in the same impulse. Assaults into different Areas do not have to be pre-designated. The attacker may wait for the results of a move/assault before announcing a later move/Assault into another Area in the same impulse by other units starting in the Active Area. Once an Area is assaulted, additional units may not move into that Area during the same impulse. Units that begin movement in the same Area do not have to end their movement in the same Area. Nor do all moving units during an impulse have to move simultaneously.

9.3 Point Unit

A Point Unit is the first friendly unit that enters a non-contested, enemy-controlled Area. Only a Point Unit may initially enter an uncontested, enemy-controlled Area (whether Vacant or not). Once a Point Unit has entered an Area in an impulse, additional units and Leader markers may enter that Area for the duration of that impulse. Leader markers may not enter a contested Area across a boundary requiring a Mandatory Assault (Section 10.1) unless accompanied by a Point Unit.

9.4 Movement Restrictions

The following three situations restrict movement:

9.4.1 Overstacking Units may not move into a fully stacked Area (Section 7.1).

9.4.2 Rough Terrain Panzer units must stop and move no further that impulse upon entering any Area with Forest or Swamp, even if Vacant or Free.

9.4.3 Pripet Marshes Panzer units may not enter the Pripet Area.

9.4.4 Axis Minor Allies Rumanian and Hungarian units may only enter areas on or south of these areas: Szeben, Stanislav, Tarnopol, Vinnitsa, Uman, Kremenchug, Dnepropetrovsk, Kharkov, Belgorod, Kursk, Livny, Voronezh.

9.4.5 Fortresses Panzer units may not act as the Point Unit in any assault against a Fortress Area (these are Leningrad, Moscow, and Sevastopol).

9.4.6 Sea Movement Soviet Army units (*not* Fronts) may move between a Soviet-controlled Odessa and Soviet-controlled Sevastopol using the dotted connection between those two Areas.

9.5 Air Support



The air superiority of the German Luftwaffe is represented by the Axis Air Support marker.

9.5.1 Air Support Placement The Air Support marker may be placed in an Area containing at least one Axis unit and one Soviet unit where assault resolution (Section 10.4) is taking place (**Exception:** Case 18.1.1). It may not attack on its own.

9.5.2 Clear Weather Value During Clear Weather the Air Support marker may add +5 to the Attack Value of one Axis attack *or* +3 to the Attack Value of every Axis attack made that impulse.

9.5.3 Rain Weather Value During Rain Weather the Air Support marker may add +3 to the Attack Value of one Axis Attack *or* +1 to the Attack Value of every Axis Attack made that impulse.

9.5.4 Snow Weather During Snow Weather the Air Support marker may not be used.

10.0 ASSAULTS

Only units that begin an impulse in the Active Area may assault. An assault incurs no additional MF cost beyond that for entering an enemy-occupied Area unless the Active Area is contested. In this latter case, the assault costs one MF if the assaulted Area contains only reduced enemy units or two MF otherwise. Units of the attacker that are not participating in the assault may have to expend MF. All defending units in an Area being assaulted can potentially be affected by that assault. An assault is resolved only after all units have entered the assaulted Area in that impulse. Other units starting in the Active Area not involved in the assault may move, but no additional units may enter the assaulted Area during the current impulse once the assault is resolved.

10.1 Mandatory Assaults

A friendly unit must make a mandatory assault whenever it enters an enemy-occupied Area that was not contested at the beginning of the current impulse. If a mandatory assault result was a failure (Case 10.4.4) all participating units must retreat (Section 10.7).

10.2 Optional Assaults

Unless required to conduct a mandatory assault, the attacker may assault with some, all, or none of his units that entered the Area. If he chooses to assault, at least one Point Unit must assault.

10.3 Contested Area Activation

If the Active Area is contested at the start of the impulse, all, some, or none of the units starting in that Area may assault before they begin movement. If the defenders are eliminated the assaulting units may then continue moving. If any defending units remain in the Active Area after the assault has been resolved, the assaulting units may not assault again or move; their impulse is over. If the attacker loses the assault, the assaulting units do not retreat and must remain in the Active Area. All units in the Active Area (regardless of involvement in the assault) moving after assault resolution expend 1 MF if only reduced strength defenders were in that Area, or they expend 2 MF if there was at least one full strength defending unit in the Active Area prior to the assault.

10.4 Assault Resolution

Assaults are resolved by adding up the Attack Value of the attacking unit(s) and subtracting the Defense Value of the defending unit(s), the difference being called the Assault Total (AT) and then making a DR.

10.4.1 Dice When resolving combat the attacker rolls two dice. The defender does not roll any dice.

10.4.2 Attack Value (AV) The AV is equal to the sum of:

+? The Attack Factor of any one assaulting unit (the Point Unit) of the attacker's choice.

+? The Combat Rating of the Leader marker with the same Command ID as the Point Unit.

Exceptions: A Soviet Leader marker without a Command ID may add its Combat Rating to any Soviet Front or Army acting as a Point Unit. The German XI Army Leader marker may add its Combat Rating to any Rumanian or Hungarian Army acting as a Point Unit. Rumanian Leaders may only add their Combat rating to the unit they command.

+1 Each additional Infantry unit participating in the assault.

+2 Each additional Panzer unit participating in the assault (Axis only)

+? Air support assigned (Axis only; not available during Snow Turns)

10.4.3 Defense Value (DV) The DV is equal to the sum of:

+? for the TEM of the Area being assaulted

+1 Each full strength Infantry unit defending in the Area

+2 Each full strength Panzer unit defending in the Area (Axis only)

+1 Each reduced strength Panzer unit defending in the Area (Axis only)

10.4.4 Computing Results The result of the assault depends on if the attacker's DR is less than, equal to, or greater than, the AT.

Failure If the attacker's modified DR is greater than the AT, the attacker suffers 1 Attrition Point (AP) (Section 10.5) and may need to retreat (Section 10.7). There is no effect on the defender.

Stalemate If the attacker's modified DR is equal to the AT, both the attacker and the defender suffer 1 AP.

Success If the Attacker's modified DR is less than the AT, the defender suffers 1 AP. If the Point unit in an assault was a Panzer unit the defender suffers 2 APs.

Overrun If an Axis assault is a Success and there are no Soviet units remaining in the assaulted Area after APs are absorbed, any Panzer units may move one additional Area and attack again. There is no additional Overrun after this second combat. This capability exists only during Clear Weather (Section 13.1). Overruns may not occur in Swamp or Forest Areas.

10.5 Losses

If the attacker suffers an AP the Point Unit is flipped to reduced strength if full strength, or eliminated if at reduced strength. If the defender suffers an AP the first AP must be applied to the unit with the highest counter-attack factor in the Area (defender's choice in the case of ties) (**Exception:** Case 10.5.1). Additional APs, if any, may be applied to any defending units present in the assaulted Area. If a Leader's unit is eliminated and friendly forces still occupy the area after the combat, he is moved to a friendly zone (Module 15.0). **Note:** Leader markers are not considered "units" and may never be used to absorb APs during combat resolution.

10.5.1 Axis Operational Flexibility A defending reduced-strength Axis unit that would otherwise be eliminated may retreat instead of suffering an AP. This capability is lost once Hitler Takes Command (Case 6.2.4).

10.5.2 Removal of Leader Markers If there are no friendly combat units left in an Area after combat resolution, remove any friendly Leader markers in that Area from the map and place them on the Game Turn Track for the next turn. Eliminated Leader markers may be placed as if they were reinforcements during the Political Phase of the next game Turn.

10.6 Counter-Attack

If the attack was an overrun the eliminated unit(s) may counter-attack before they are removed from the map. If the assault was a success the defending units in the Area must either counter-attack or retreat (Section 10.7). **Exceptions:** Units in a Fortress Area are not required to counter-attack or retreat. If the assault was a stalemate the defender may counter-attack or retreat at his option; he may decline to perform either.

10.6.1 Counter-Attack Procedure A counter-attack is performed in the same manner as an assault except the AV for the combat is the counter-attack value of just one unit (**Exception:** Soviet Partisans, Case 17.1.4), plus the Combat Rating of the Leader marker with the unit (if available). The DV for the original attacker is determined normally. Once the original defender has counter-attacked the impulse is over. The original attacker may not counter-attack after the defender's counter-attack.

10.7 Retreats

The attacker or defender may be called upon to retreat as a result of combat. Attacking units may only retreat into the Area from which they entered the attacked Area (**Exception:** Fully-stacked Areas; see Case 10.7.2 to determine which Area they retreat to).

10.7.1 Retreat Procedure Units must retreat one at a time to determine if the Area becomes fully-stacked. If it does, subsequent units must continue their retreat to another Area that is not fully-stacked. In this event, both the attacker and defender must follow the Retreat Priorities to determine the second (or more) Areas to which they must retreat.

10.7.2 Retreat Priorities If there is more than one Area to which units may retreat, the units must retreat based on the following priorities:

- 1) Free Area. **Exception:** Units may not retreat into an enemy-controlled VP/Urban Area even if free of enemy units.
- 2) Contested Area
- 3) Fully-stacked Area

10.7.3 Voluntary Retreat Some or all of the defenders in an Area being assaulted may voluntarily retreat after the assault is resolved, even if the attacker suffers a Stalemate or Failure result.

10.7.4 Retreat Elimination If for any reason a unit is unable to retreat per the retreat priorities of Case 10.7.2 it is eliminated. Axis units may retreat into an Axis zone. Soviet units may retreat into a Soviet zone.

11.0 THE ADVANTAGE

At the start of each impulse one player always has possession of the Advantage as symbolized by placement of the Advantage marker with the side of the controlling player face-up on the Impulse Track. The Axis player starts the game controlling the Advantage. Control of the Advantage can change through voluntary use by the player who possesses it.

11.1 Voluntary Use

The Advantage may be used to:

Change Leader During either the Political Phase or the Maneuvers Phase the player may flip one Leader marker with an “*” asterisk.

Note This is in addition to the flip of one Leader marker allowed in Case 6.2.2, which does not require use of the Advantage.

Declare Fanatical Defense During the Maneuvers Phase, the Defender may turn an Assault that is a Success result into a Stalemate.

Conduct Combined Operations (Axis) During the Maneuvers Phase, the Axis player may activate *all* of the units of any one Army Group during an Assault impulse. The Axis player may continue to conduct a Combined Operation **every** impulse until the next Logistical Pause or the end of the Maneuvers Phase, whichever occurs first. He may not use the same Army Group on consecutive impulses.

Conduct Combined Operations (Soviet) The Soviet player may perform an Assault Impulse and activate any number of Areas containing a Leader with a Combat Rating of 4 or higher. The Areas that are activated do not have to be adjacent. He may do this for **one** impulse only.

Declare Maximum Attack During the Maneuvers Phase, the attacker may turn an Assault that is a failure into a stalemate.

Declare Hedgehog Defense If Hitler has taken command (Case 6.2.4) the Axis player may adopt a Hedgehog Defense. Axis Armies may not perform an Assault impulse for the rest of the turn. Halve (fractions rounded up) the Attack Total of Soviet Assaults made against any Area containing an Axis unit for the rest of the turn. If a Soviet Assault is a success, Axis units are not required to counter-attack or retreat. Declaring a Hedgehog Defense does not prevent the Axis player from performing a Non-Assault impulse.

Increase Replacements During the Refit Phase the player receives one additional RP.

Release Reserve Supply During the Maneuvers Phase either player may negate a Logistics DR that ends the turn. The dice are not re-rolled. The Advantage marker advances to the next impulse. The Axis player may also use Reserve Supply to cancel a Logistics DR that produces a Logistical Pause (Section 14.2).

11.2 Advantage Shift

After the Advantage is used it belongs to neither player until the end of the current phase or impulse, at which time it becomes the property of the player who did not use it.

12.0 REFIT

Units can suffer attrition and elimination through Assault resolution during the Maneuvers Phase. During the Refit Phase they may recover.

12.1 Refit Phase

The Axis Player conducts his Refit Phase first, followed by the Soviet player.

12.2 Replacement Points (RPs)

The Axis player receives 2 RPs each Refit Phase.

The Soviet player receives 6 RPs each Refit Phase if Moscow is Soviet-controlled. Otherwise he receives the sum of a dr each Refit Phase.

A player may receive 1 extra RP during his Refit Phase by spending the Advantage (Section 11.1).

12.2.1 Neither player receives RPs during the February/March 1942 Refit Phase.

12.2.2 Eligibility Reduced strength Axis and Soviet units must be able to trace a supply line (Section 14.3) to be eligible to take replacements.

12.3 Replacement Costs

12.3.1 One Replacement Point may be spent to do the following:

- Flip up to 2 reduced strength infantry units currently on the map to full strength
- Flip 1 reduced strength Panzer or Shock unit currently on the map to full strength
- Rebuild 1 Eliminated infantry unit at full strength
- **Replace Leader** Flip over a Leader marker with a “*” below that Leader marker’s Combat Rating.

12.3.2 Spend 2 RPs to rebuild 1 eliminated Panzer or Shock unit at full strength

12.3.3 Eliminated German units may be rebuilt in the Germany or Bucharest zones or any Axis-controlled VP Area.

12.3.4 Eliminated Rumanian units may be rebuilt in the Bucharest zone or an Axis-controlled Odessa, Kiev, or Rostov. The Hungarian unit may be rebuilt in Germany or an Axis-controlled Odessa, Kiev, or Rostov.

12.3.5 Eliminated Soviet units may be rebuilt in any Soviet zone or Soviet-controlled VP Area.

12.3.6 Leader markers that were relocated to a friendly zone due to the elimination of units in their Area may be at this time moved to wherever their destroyed unit is rebuilt. If the Leader is a non-specified command leader, he can be moved to any unit rebuilt that does not have a dedicated leader.

12.4 Accumulation

Any unused RPs may be saved by marking them on the General Records Track on the map. Neither player may accumulate more than 10 RPs. RPs in excess of 10 are lost.

13.0 WEATHER

There are three types of Weather: Clear, Rain, and Snow. There are no die rolls to determine the Weather each Turn. The Weather each Turn is indicated on the Turn Record Track. Turns 1 and 2 have Clear Weather. Turn 3 has Rain Weather. Turns 4 and 5 have Snow Weather.

13.1 Clear Weather

Play proceeds normally. The Advantage marker begins on the 0 space on the Impulse Track. The Axis Air Support marker has a strength of 5 when used to support only one assault or 3 when supporting all assaults in that impulse. Axis Panzer units may inflict more APs when rolling a Success result and Axis Panzer units may potentially move/attack a second time if they achieve an Overrun (Case 10.4.4).

13.2 Rain Weather

The Advantage marker begins on the 3 space on the Impulse Track. Axis Panzer Army units have a movement rate of 1 Area per Assault impulse instead of 2. The Axis Air Support marker has a strength of 3 when used to support only one assault or 1 when supporting all assaults that impulse.

13.3 Snow Weather

The Advantage marker begins on the 4 space on the Impulse Track. The Axis Air Support marker may not be used during Snow Weather impulses.

14.0 LOGISTICS

14.1 Axis Logistical Shortages

If the Axis player's Logistics DR (Case 6.3.1) equals the current impulse number, the Turn marker is flipped from its "Blitz" side to its "Pause" side.

14.2 Pause



If the Turn marker has its "Pause" side up, the Axis player may not declare an Assault impulse during his next impulse. He may only declare a Non-Assault impulse or a Pass impulse.

14.2.1 Ending a Pause If the next Axis Logistics DR is **greater than** the current impulse number flip the Turn marker from its "Pause" side back to its "Blitz" side; otherwise it remains "Pause" side up. The Turn marker remains "Pause" side up until an Axis Logistics DR is greater than the current impulse number, or the end of the Maneuvers Phase.

14.3 Out of Supply

14.3.1 At the end of the Maneuvers Phase units must be able to trace a supply line to a friendly zone.

14.3.2 Soviet units in Leningrad and Sevastopol do not have to trace a supply line.

14.3.3 The supply line path may not enter an Area containing any of the following enemy types: a unit, a control marker (VP or Urban), a Partisan, or a Security marker. Any of the above are negated if the Area also contains at least one friendly unit.

14.3.4 Units unable to trace supply are eliminated (they may be rebuilt during the Refit Phase).

15.0 ZONES

A zone represents much more territory than an Area. All rules for Areas apply to zones unless otherwise stated. The Axis player has two zones: Germany and Bucharest. The Soviet player has four zones: Vologda, Gorki, Saratov, and Caucasus.

15.1 Assault Impulses and Zones

Axis units may never Assault Soviet zones. Soviet units may never Assault Axis zones. A player may Assault out of their own zone. For this reason zones do not have a TEM. A friendly unit may never enter an enemy zone.

16.0 REINFORCEMENTS

Reinforcements are placed during the Political Phase. Only the Soviet player has reinforcements. There are no Axis reinforcements.

16.1 Placement

Soviet Reinforcements may be placed in any Soviet-controlled VP Area or zone.

16.2 Arrival

Soviet Reinforcements arrive in the following order:

Turn 2 Bryansk Front Army + Yeremenko, Zhukov.

Turn 3 Kalinin Front Army

Turn 4 Volkov Front Army + Meretskov, 1st - 4th Shock Armies are available to enter (Case 6.2.3a)

17.0 PARTISANS AND SECURITY

17.1 Partisans



The Soviet player has one Partisan marker. The Partisan marker does not begin play on the map and must be placed there by the Soviet player.

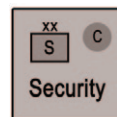
17.1.1 Partisan Availability The Soviet Partisan marker is not available for placement during the first two game turns.

17.1.2. Partisan Marker Placement The Partisan marker may be placed on the map during any Soviet Non-Assault impulse. The Soviet player may place the Partisan marker in any Soviet Area (beige hex).

17.1.3 Partisan Marker Movement If already on the map, the Soviet Partisan marker may be picked up and placed in any other Soviet Area. The Area must be free of Axis units or currently Contested by at least one Soviet Front or Army unit. If the Area contains an Axis unit and is not Contested by at least one Soviet Front or Army unit the Partisan marker may not be placed there.

17.1.4 Partisan Effects The Partisan marker may never act as a Point Unit in an assault but may aid in the attack or counter-attack with other Soviet units during an Assault impulse (Case 10.4.2). The Partisan marker adds +1 to the Attack Value or Counter Attack value of the Soviet unit, depending on what type of combat is being done. Axis units may not retreat into an Area containing the Partisan marker if another Area is available. Unless there is an Axis unit in the Area, an Axis-Controlled VP Area does not count as Axis-Controlled for Victory Point purposes if there is a Soviet Partisan marker in the Area.

17.2 Security Units



The Axis player has nine Security markers (three for each Axis Army Group). Security markers do not begin play on the map and must be placed there by the Axis player.

17.2.1 Security Availability The Axis security markers are available from the beginning of the game.

17.2.2 Security Marker Placement Axis Security markers may be placed on the map during any Axis Non-Assault impulse. Any number of security markers may be placed on the map at the discretion of the Axis player. The Area it is placed in must be an Axis-controlled VP or Urban center Area (within 2 connected Areas of a unit of the same command), where an Axis unit of the same Army Group is located, or an Area only containing the Soviet Partisan unit.

17.2.3 Security Marker Movement If already on the map the Axis Security markers may be picked up and placed in any other Axis-Controlled VP or urban center, an Area containing an Axis unit or an Area Containing the Soviet Partisan marker and no Soviet units.

17.2.4 Partisan Sweeps During any friendly impulse, Axis Security units may attack the Soviet Partisan marker in a special attack called a Partisan Sweep. When a Security unit and the Partisan marker are present in the same Area, the Axis player may declare a Partisan Sweep. A Partisan Sweep is resolved differently than

an Assault by other Axis units. The Axis player makes a dr (rolls a single die). If he rolls a 4-6 the sweep is a Success and the Partisan marker is removed from the map. Any other result has no effect.

18.0 TURN 1 SPECIAL RULES

18.1 Political Phase

There is no Political Phase during the June/July Turn.

18.2 Surprise Attack

There is no Soviet impulse 0 during the June/July turn. Play begins with the Axis impulse 0. The Axis player may activate **every** Axis-Controlled Area/Zone during their impulse 0 of the June/July turn. Activation is considered simultaneous. Units of different Army Groups in different Areas *may* combine to attack the same Area.

Note: The Combined Operation rules ordinarily prohibit this.

18.2.1 First Impulse Air Marker Use The Air Support marker may be used to add +5 to support one attack for each Axis Army Group (North, Center and South) or +3 for **every** Axis attack during Turn one.

18.3 Axis Onslaught

The Axis player may conduct a Combined Operation (Section 11.1) without surrendering the Advantage **every** impulse after the 0 impulse during the June/July 1941 turn, until the first Logistical Pause or the end of the Maneuvers Phase, whichever occurs first. He may not use the same Army Group on consecutive impulses.

19.0 VICTORY CONDITIONS

19.1 Axis Automatic Victory

The Axis player wins an automatic victory if they control Leningrad, Moscow, and Rostov at the end of the Maneuvers Phase of any Game Turn. Each Area must be able to trace a path of Areas free of Soviet units to Germany to qualify. Also see Case 20.1.1 for a second Automatic Victory condition.

19.2 March 1942 Victory Check

The Axis player wins by having 10 or more VPs at the end of the March 1942 Turn. The Soviet player wins by preventing the Axis player from fulfilling his victory conditions.

19.3 Victory Points

The Soviet player does not receive VPs. Victory depends solely on the Axis VP total unless an Automatic Victory (Section 19.1) is achieved. The Axis player receives VPs for all VP Areas with an Axis Control marker able to trace a path of Areas free of Soviet units to Germany regardless of the presence of Soviet units Contesting an Area.

19.4 Enemy at the Gates

The Axis player receives 1 VP if they Contest but do not Control Leningrad, and they receive 1 VP if they Contest but do not Control Moscow.

20.0 OPTIONAL RULES

20.1 Stalin and Hitler

The Stalin Leader marker begins the game in the Moscow Area. The Hitler Leader marker begins the game in the Germany Zone.



20.1.1 Stalin The Stalin Leader begins the game in Moscow. The Stalin Leader marker may command any Soviet Front located in the Moscow Area. Otherwise he may not command Soviet units. So long as the Stalin Leader marker is in the Moscow Area the Soviet player receives an additional Replacement Point each Refit Phase. If the Stalin Leader marker is in the Moscow Area and the Area becomes Axis-Controlled due to the elimination of all Soviet units in the Area and thus eliminating Stalin, the game immediately ends in an Automatic Victory for the Axis player.



20.1.2 Hitler The Hitler Leader marker has no effect on play until the first Axis Logistical Pause or Turn 3 (October/ November 1941), whichever comes first. Thereafter make a dr every time a German unit acts as the Point Unit in an assault. If the dr is a 1, halve the Combat Rating of the German Leader marker commanding that Point Unit (fractions rounded down). After Hitler takes command (Case 6.2.4) the Hitler Leader marker may command any German unit.

20.1.3 Relocating Stalin and Hitler As the sole Action of a Non-Assault impulse the Soviet player may move the Stalin Leader marker to any Soviet zone. As the sole action of a Non-Assault impulse the Axis player may move the Hitler Leader marker to the Germany zone.

20.2 Panzer Restrictions

To further simulate the reluctance to commit Panzer formations to heavily fortified Areas, Panzer units may not participate in a Mandatory Assault on Leningrad, Moscow or Sevastopol unless the Axis player surrenders the Advantage to the Soviet player.

20.3 Side Determination

If both players wish to play the same side, this rule is used to decide which side each player commands and to compensate for either player's perceptions regarding the relative chances of each side.

20.3.1 Bids If both players want to play the same side, they bid for the right to play that side. Each player writes down a secret bid. The bids are revealed simultaneously and the player with the larger bid plays the preferred side. The other player puts Replacement Points on the General Records Track equal to his opponent's bid. If both bids are the same, determine sides with both players making a dr, with the difference of the dr results serving as the number of Replacement Points marked on the General Records Track of the loser.

Example: John and Rob both want to play the Axis. John bids 3 and Bob bids 5. Bob is the high bid and gets the Axis, while John gets the Soviets and begins the game with 5 Soviet Replacement Points marked on the General Records Track. If both had bid the same bid, John rolls a die for a result of 4, while Rob rolls a result of 2. John's result is higher, so he will play the Axis and Rob receives 2 RPs (4-2=2), the difference between the rolls.