STRIKE THE BEAR

RULES of PLAY

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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.

The game includes: 1 17" x 22" map, 98 9/16" counters, 1 set Player's Aid Charts (on a separate card), and these rules. If any of the supplied parts are missing or damaged, write to:

Against the Odds Magazine
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Attn: *Strike the Bear*

Or e-mail us at: admin@atomagazine.com

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 *Strike the Bear* discussion folders at www.consimworld.com.

1.0 INTRODUCTION

Strike the Bear is a strategic-level board game of the German invasion of Russia in World War II. The battle covers the critical early months of the war, from June 1941 to March 1942. The German code name for the campaign was *Operation Barbarossa*.

One player handles Nazi Germany while the other commands the Soviet Union. They attempt to reach victory by controlling objectives across the game map. To underscore the fluidity of the campaign, these objectives can and do change over the course of the war. The uncertainty of where and when forces must shift to achieve their territorial goals reflects the doubts and hesitations of high command.

At times, operations will consume operations points (OPs) for both sides. The non-active player will have to pay OPs for such things as Battle Continues and Reserves Commitment, and if unable to will fight unsupplied with detrimental effects. OPs are also used to recover disrupted units and acquire replacements. There are a finite number of available OPs each turn, and the player's objectives may change while rolling for the OPs in the turn.

At the end of play, players check to see if they have achieved victory based on objectives held or conquered. Unit losses do not measure victory by themselves.

1.1 Game Scale

The 17" by 22" map divides into octagons, called oxes, and smaller spaces called diamonds. Each oxe spans approximately 120 miles of territory. Oxes are for all moving units, while diamonds are restricted. Usually only Corps or German Panzer Groups may enter diamonds.

Each Game Turn lasts three weeks and is subject to weather changes. The game continues through 14 Game Turns, when victory is decided.

1.2 Game Units

Units come in five types. They may be Armor/Mechanized, Infantry, Leaders, Supply Trucks, and Luftwaffe.

Full-strength ground units have black combat and movement numbers on their front. The units have a lighter color stripe through their values on the back to indicate their reduced or disrupted side. The Operations Rating appears as a parenthesized red number in the center for ease of identification.

Note: *There is a variant Fallschirmjager unit included with the counters, which may be used only when playing the Variant rules.*

1.3 Game Charts

Nine different charts serve as play aids to determine mechanics of the game. For convenience, they are grouped together on the Player's Aid Charts (PAC).

The map also contains a Terrain Key, Game Turn Track, each side's Operations Tracks, and each side's Eliminated and Breakdown units boxes.

2.0 SEQUENCE OF PLAY

Strike the Bear follows a set sequence of phases in every Game Turn. The start has three Mutual Phases performed by or affecting both players:

Mutual Phases

Weather Phase

Redeployment Phase

Operations Points Determination Phase

German Player Turn

1) **Movement Phase**

   a) Railway Builds and Truck movement

   b) All other movement

2) **Combat Phase**

3) **Reorganization Phase**

   a) Disruption Recovery

   b) Eliminated/Breakdown Box Reorganization

   c) Replacement Purchases and Deployment

   d) Corps Rebuilds

Russian Player Turn

1) **Movement**

   a) Resolve Partisans and their placement.

   b) Movement of units

   b) Place Commissar

2) **Combat**

3) **Reorganization**

   a) Disruption Recovery

   b) Eliminated/Breakdown Box Reorganization

   c) Replacement Purchases and Deployment

   d) Corps Rebuilds

3.0 MUTUAL PHASES

3.1 Weather Phase

At the start of each Game Turn, except Game Turn 1, one player rolls one six-sided die (D6) on the Weather Determination Table (see PAC). The result gives the weather for the Turn.

3.1.1 The Table is divided into 4 columns, which show the weather's effect on Movement, Combat, Luftwaffe, and Operations, which are further explained in their respective sections.

3.1.2 October 26th is a Transition Date. Before that Game Turn, a roll of snow or heavy snow is ignored and re-rolls are performed until a fair, rain, or mud result is obtained. A +1 die roll modifier applies to October 26 and subsequent Game Turns.

3.1.3 Weather on Game Turn 1 is fair and no die roll is made.

3.2 Redeployment Phase

Before the individual Player Turns, both players have a chance to do some rearranging of their forces on the map.

3.2.1 Procedure Before any Redeployment moves, each player rolls a die and consults the Redeployment Table on the PAC to determine how many units they can redeploy this turn. The player with the higher die roll moves his units first. If the rolls are a tie, then both players re-roll to determine who will go first (using the original roll to determine the number of units that can move).

3.2.2 All movement rules (Module 4.0) apply to these redeployment moves.

3.2.3 A Redeployed unit may move again during its Movement Phase.

3.3 Operations Points Determination Phase

Except on Game Turn 1, each player rolls two D6 on the Operations Table (see PAC). Reading the proper column for the current weather, they find their available Operations Points (OPs) for the turn.

3.3.1 Operations Track A Game Turn/Operations Track is found on the map. Players place and adjust their OPs markers on the Track to show their current OPs count.

Example An 8 rolled on the Operations Table during a Snow Turn produces 20 OPs for the Russians.

3.3.2 Objectives Dice Roll When the result shows an "OB," a player does another two D6 roll on the Objectives Table. Four cities will appear opposite the die roll number. Victory conditions later explain how a player wins with the Objectives (Section 5.1).

3.3.3 On Game Turn 1 (only), each player's OPs Totals are preset (see Game Set-up, Module 14.0).

3.3.4 Unused OPs are lost and do not carry over to new Game Turns.

3.3.5 (OPTIONAL) Each player can save up to half their remaining OPs at the end of the turn (Representing preparations for following turn). If a player's OPs total reaches ≥ 100 pts, flip the "x 10" OPs marker over to its backside which shows the "+ 100".

4.0 STACKING

4.1 General Rules

4.1.1 Oxe Stacking Limits Oxes may contain any units up to a stacking limit of 4 corps or equivalent per side.

4.1.2 Diamond Stacking Limits Diamonds may contain 2 corps or 1 Panzer Group per side.

4.1.3 For stacking purposes an army or Panzer Group equals 2 corps, and a garrison or division counts as 1 corps.

4.1.4 Limits are enforced at the end of Movement and Combat. Excess units must be eliminated to satisfy stacking. The owning player chooses.

4.1.5 Leaders and trucks stack for free.
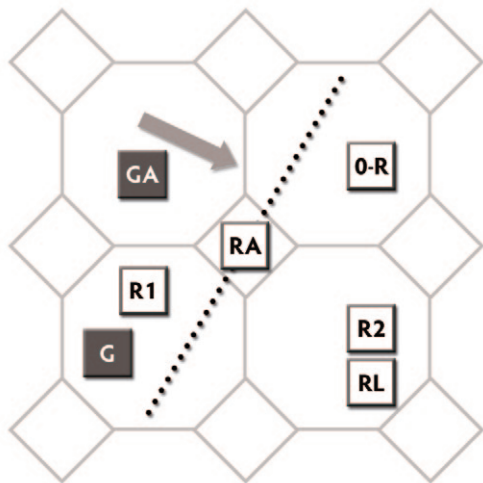
5.0 ZONES OF CONTROL (ZOC)

5.1 General Rules

5.1.1 ZOCs are only exerted into the oxe or diamond a unit occupies.

5.1.2 A ZOC stops an enemy unit's movement upon entry. Even a lone Russian 0(2)2 corps halts German movement.

German panzer (GA) wants to get at Russian Army (R2) and Russian Leader (RL). It cannot, because all reachable avenues have Russians in the way and GA must halt upon entering their spaces. Even the Zero Russian Corps 0-R stops GA. German Army G could not move into the Russian Oxe either because it would not be able to trace a line of communication back to its friendly board edge (Case 6.1.3)

6.0 MOVEMENT

"The roads that were nice and red and thick on the map turned out to be tracks." —Gerd von Rundstedt

Moving units is always voluntary. A unit has a Movement Allowance (lower right number) that indicates the maximum number of movement points (MPs) it can expend during a turn. As units move, they pay movement point (MP) costs for the terrain in the area entered, whether oxes or diamonds. The Terrain Effects Chart gives the movement point cost (see PAC).

6.1 General Rules

6.1.1 Diamonds act as maneuver spaces in which only corps sized infantry, Leaders, Luftwaffe, armor, and mechanized units may enter. All other units cannot enter them. (**Exception**: Diamonds H3 and F10 allow infantry armies and trucks to move through them but not end their movement in them.)

6.1.2 No extra MPs are paid to enter or exit an enemy-occupied oxe or diamond.

6.1.3 Line of Communication (LOC) A unit in an area that is occupied by an opposing unit cannot move to an area that it can not trace an uninterrupted (not enemy occupied) LOC to their friendly board edge. This line must first trace to the nearest friendly or non-enemy occupied rail line area which is closer to their board edge and then continue along that rail line through connected friendly or non-enemy occupied rail line areas back to their friendly board edge. Friendly board edges are the east board edge for the Russians and the west board edge for the Axis.

6.1.4 Disrupted Leaders cannot move.

6.2 Terrain Effects Chart (TEC)

Consult the TEC (see PAC) for the movement cost to enter a map area.

6.2.1 A unit always pays the single highest MP cost to enter a mixed-terrain oxe or diamond.

Example An armored unit enters oxe E7 containing both clear and marsh terrain. The unit pays 2 MP.

6.2.2 A unit may never enter an oxe or diamond if it does not have enough MA remaining.

Example A Russian army spends 1 MP entering a clear oxe. An adjacent oxe has woods and costs 2 MP to enter. The army may not go into the woods space, having just 1 MP left.

6.3 Weather Effects

Depending on the current weather, a unit's movement may be affected.

6.3.1 Leaders move normally no matter what the weather is.

6.3.2 On the Weather Determination Table, "armor" means any unit having a tank silhouette picture.
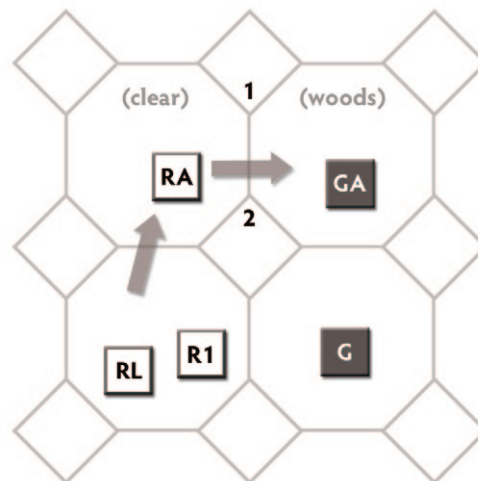
6.3.3 Weather Effects

Fair, Rain All Units move normally.

Mud Armor and Infantry reduced by 1 MP.

Snow Armor and Infantry reduced by 1 MP. Infantry only moves when accompanied by a non-disrupted friendly Leader.

Heavy Snow Armor reduced by 1 MP, and must move with a Leader. Infantry and German Wide RR markers may not move at all.

*Weather is heavy snow. Russian Leader RL goes to the clear oxe and picks up Russian armor RA, who can only move with a Leader and has -1 MP. Both move to the woods oxe and join German army GA. RA has spent its 2 MP and must stop with RL, since they entered an enemy-occupied space. **Note:** RA cannot enter diamonds 1 or 2, since Leaders are barred from entering diamonds. Russian infantry R1 may not move at all*

6.3.4 A Leader can pick up units, move with them, and drop them off. Picking up and dropping off units cost no extra MPs for the Leader. The units picked up are assumed to have as many MPs as the Leader has remaining thus far (but never more than their printed MA). Units that are dropped off cannot move any further. Units moving with Leaders do not receive any extra MPs.

6.4 Strategic Movement

As long as units stay far enough away from the enemy, they may move any distance on a working rail line in the Redeployment (Section 3.2) or the Movement Phases, but not both. Strategic movement capacity is limited for each side. Disrupted Trucks may not perform Strategic movement.

6.4.1 German Working Rail Line Three rail conversion markers are called "Wide RR." They convert the rails lines so that the Germans can use them for strategic movement as well as supply.

a) During the first part of the movement phase, the German player may advance each of the RRW markers one oxe to a friendly occupied oxe if that oxe's rail line can trace an uninterrupted line (no Russian units in oxes or diamonds) back to the German's friendly board edge, generally moving eastward toward the front. RRW markers do not enter diamonds. Any connected diamond rail lines leading to the west board edge and that are not occupied by Russian units are converted automatically.

b) Heavy snow halts all the markers from advancing.

c) An active Russian partisan behind a marker stops it from advancing.

d) The rail markers cannot be destroyed.

e) German units performing strategic movement can move along connected converted rail lines anywhere behind or into the rail markers, provided they observe the safe distance requirement (Case 6.4.5).

6.4.2 Russian Working Rail Line

All Russian rails that are free of German units and east of German rail markers will function for supply and strategic movement, with an exception for Luftwaffe.

a) If the Luftwaffe unit sits on a line, rail line supply trace is cut at that point.

b) Russian strategic movement is blocked from entering or exiting the Luftwaffe oxe.

6.4.3 Strategic Movement Capacity Each side may transfer up to 3 units of whatever size and type via strategic movement.

a) The capacity allows for 3 total units a turn.

b) A given unit may perform only one strategic move during the Game Turn.

c) Unused capacity in a Game Turn is lost.

6.4.4 Movement Cost Units must have a minimum of 2 unused MPs to perform strategic movement. They pay 1 MP to entrain and 1 MP to detrain.

a) No units may stay entrained from Game Turn to Game Turn.

b) Disrupted trucks and Leaders lack needed MPs, so they cannot move by rail.

c) During mud, snow, or heavy snow, infantry have only 1 MP and cannot rail.

6.4.5 Safe Distance Requirement Any unit doing strategic movement must start and end its movement at least one oxe away from any enemy-occupied oxe or diamond.

6.4.6 Trucks that are alone in an area that is entered by enemy combat units are immediately eliminated and placed in the Eliminated Box to be rebuilt.

7.0 COMMISSAR

At the end of the Russian Movement, the Russian player rolls on the Commissar Table to re-deploy the Commissar marker. The presence of a Commissar marker influences combat in the oxe he occupies.

7.1 General Rules

7.1.1 First Roll A single D6 die is rolled to determine the oxe column. If two oxe columns are indicated make a second roll. An "odd" die roll result is the first column option, while an "even" die roll result is the second column option..

Example: A 2 die roll result shows oxe column E. A 1 first die roll result showes "A or C". A second roll is made with a result of 5, which is an odd number, thus the column is "A". If the second roll's result had been a 4, the column would be "C."

7.1.2 Second Roll A roll of two D6 then sets the oxe column's row, somewhere from 1 to 11.

Example: The first roll's result is 2 and the second roll is 7. The designated oxe is E6.

7.1.3 Deployment Once the designated oxe has been determined, the Russian player places the Commissar marker on the nearest oxe to the one determined containing both German and Russian units.

a) If two or more eligible oxes are equidistant to the determined oxe, the **German** player chooses which of those oxes he will be placed in.

c) If there are no shared oxes, the Commissar stays off the map for the current Game Turn.

d) The Commissar marker never deploys in diamond spaces.

7.1.4 If all units in an oxe with a Commissar are eliminated, immediately perform the Commissar placement procedure (Casea 7.1.1 to 7.1.3). Commissar Effects take effect immediately in the new oxe. If no oxe is available for him to be placed, remove him from the board.

7.1.5 The Commissar is re-deployed (perform cases 7.1.1 to 7.1.3) at the end of every Russian's movement phase

7.2 Commissar Effects

7.2.1 Russian Defense

a) A Defender Withdraws (DW) result against him and units stacked with him is ignored.

b) Whenever one or more Russian units survive a German attack, they all counter-attack immediately if one or more have **a** combat strength. Calculate a new combat with the Russians as the attacker. In the event only a Russian 0(2)2 corps survives a German attack, no counter-attack needs to be made. If this occurs again during the same combat, remove the Commissar from the board to be redeployed at the end of the Russian's movement.

b) Only one counter-attack is required (i.e they do not have to continue battle after the counter-attack (Russian player's choice).

7.2.2 Russian Attack

a) During the Russian Combat Phase, the Russians units in his area must attack if they occupy an oxe with German forces.

b) Battle Continues (Section 11.10) decisions are optional.

8.0 PARTISANS

"The military value of a partisan's work is not measured by the amount of property destroyed, or the number of men killed or captured, but by the number [of the enemy which] he keeps watching [him]."
—John Singleton Mosby

The Russians have two Partisan markers. They can be used against German Trucks or to cut all rail lines in an oxe. Partisan markers do not move on the map like units would, from space to space. Instead each turn the Russian player places them anew at the start of the Russian Movement Phase.

8.1 General Rules

8.1.1 Placement A Partisan can be placed on top of a non-disrupted German truck (which disrupts it immediately) or on any German (converted) rail line in an oxe , at or west of a German rail marker (not in at start oxes that were German Controlled) to cut the rail line for movement and supply purposes.

8.1.2 At the beginning of his movement, rhe Russian player rolls a D6 die on the Partisan Table (see PAC) and checks the result to see how many and what type (rail and/or truck) of anti-supply activities can be performed. Only one Partisan can be used for rail and one for truck (so if both are active, one will cut the rail in an oxe and the other will affect a truck).

8.1.3 The German garrison automatically cancels any Partisan effects in the oxe it occupies and the Partisan marker is removed from the board to be placed again at the start of the next Russian player's movement phase. The garrison is a special local unit trained to pursue partisans.

8.1.4 Partisans can remain in the same oxes or be deployed to a new oxe in a following turn depending on the roll's result. If only one Partisan is active and two were on the board, one Partisan is removed from the board and is available for possible deployment in a following turn. If no Partisans are active, remove both from the board.

8.1.5 An active Partisans affects an oxe or truck as long as they deployed into that position. Once they are re-positioned to another oxe, a rail line automatically repairs, while a German truck remains disrupted until it is undisrupted.

8.1.6 The Partisans' only role in the game is to cut supply. No combat occurs with German units. German forces never eliminate them.

8.1.7 Partisans are not affected by weather.

9.0 LUFTWAFFE

The German's two air units may be moved in the Redeployment Phase, where they each count as a unit moved, and again in the Movement Phase.

9.1 General Rules

9.1.1 A Luftwaffe unit may always fly up to 5 oxes in any direction from its current location, regardless of the current weather.

9.2 Luftwaffe Missions

The unit functions in one of four ways:

9.2.1 If placed on a Russian rail line, it automatically cuts the supply line tracing through that oxe (Section 11.5), Leadership tracing from that oxe, and stops Russian units when they enter during any movement.

9.2.2 A Luftwaffe unit may bomb a Russian truck during ground combat. A d6 is rolled; apply any weather DRM (see Weather Determination Table on the PAC) to resolve the attack.

Roll ≤ the Luftwaffe combat rating hits the truck and flips it over to the disrupted side.

Roll >Luftwaffe combat rating No effect.

9.2.3 One Luftwaffe unit may combine with German infantry and/or armor in ground combat which provides a column shift (one left defending, one right when attacking).

9.2.4 One Luftwaffe unit can place one Army or Panzer Group or two Corps in supply (Case 11.5.5).

9.3 Luftwaffe Losses

9.3.1 When the Germans include a Luftwaffe unit in a ground combat it can suffer a loss and be flipped to its reduced side.

9.3.2 If the Germans suffers a retreat (R), withdrawal (W), step loss (A# or D#), or elimination (AE or DE), flip the Luftwaffe unit to its reduced side. An exchange result, in which all the German forces are eliminated, causes the Luftwaffe unit to be reduced.

9.3.3 A Luftwaffe unit cannot be eliminated and remains reduced until rebuilt (Section 12.3).

10.0 BREAKDOWN AND COMBINING UNITS

Anytime during movement, certain units may breakdown into smaller units or combine into larger units. No MPs are assessed for the action. The new unit(s) inherit what MPs remain and can carry on movement.

10.1 General Rules

10.1.1 Only **full strength** Armies and German Panzer Groups are able to perform this breakdown/buildup.

Note that Russian mechanized and tank units are corps, not armies. They do not split or combine

10.1.2 There are 2 corps per army, and 2 armor corps per Panzer Group.

10.1.3 The transition must occur among the same unit types, infantry for infantry and armor for armor.

10.1.4 Subject to the counter mix limit, units may "make change" according to their combat factors. The exchange may result in fewer factors, but never more factors.

 Example: A Russian 3(5)2 army cannot break down into two 2(5)2 corps.

10.1.5 Step-reduced Corps cannot combine with another Corp to flip them to their full strength side. They can combine with another Corps to form an Army/Panzer Group unit (if they meet the strength requirements).

10.1.6 Militia or garrison units cannot combine and remain on the map until eliminated after which they can be replaced (Section 12.3).

10.1.7 A step-reduced Finnish or Hungarian corps stays on the map and cannot combine or be rebuilt

10.2 Procedure

10.2.1 To build up an Army or Panzer Group, the two component Corps must occupy the same map area, and their combined strength must equal or exceed the strength of the Army or Panzer Group being brought onto the board. The new Army or Panzer Group comes in from the Eliminated Box or the Breakdown Box, and is placed in the same area as the two Corps occupy. The two Corps are removed from the board and placed in the Breakdown Box.

10.2.2 To breakdown into Corps, an on-map Army or Panzer Group is replaced with two Corps from either the Breakdown or Eliminated Box whose combined strength are ≤ the strength of the Army/Panzer Group being removed from the board (players choice, but both Corps must come from the same box). The Army/Group unit is removed from the board to the Breakdown Box.

10.3 Axis Minors

Armies from Rumania, Finland, and Hungary serve as Axis minor powers fighting on the side of Nazi Germany. Their commands were integrated in varying degrees.

10.3.1 The Rumanian 3rd and 4th Armies may freely breakdown/build up with German corps.

10.3.2 The Finns and Hungarians may not be broken down or build up with German corps.
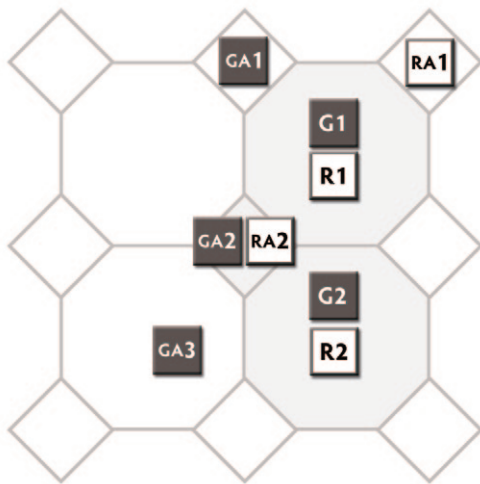
11.0 COMBAT

11.1 General Rules

The phasing player attacks enemy forces by using the Combat Results Table (CRT on the PAC). Strength of the participants, terrain, supply, weather, and Leaders all play their part. The attacker chooses whether to use odds or differential for the combat. A defending player may spend OPs and call on reserves to enter the battle before combat is resolved. Either defender can spend OPs to supply his units, who could otherwise fight at a serious disadvantage for being unsupplied. Either side may continue the battle by spending more OPs.

11.1.1 Combat is voluntary and not required except for the Russians when a Commissar is present.

11.1.2 Russian forces in an oxe with the Commissar must attack if they have opponents they can attack.

11.1.3 Opposing units must occupy the same oxe or the same diamond.

11.1.4 The phasing player may declare as many attacks as there are shared areas, just some of them, or none at all.

In the Garman turn, attacks may proceed at oxe G1-R1, diamond GA2-RA2, and oxe G2-R2. No attacks take place in the other spaces because German units do not share those spaces.

11.1.5 Wherever an attack is declared, the phasing player must attack with all friendly units against all defending units as a single combat in the area. There are no partial attacks using some attacking units, and no partial defenses, using some defending units.

11.1.6 The phasing player must decide if the combat will be performed via differential or odds resolution (it remains that method until the attack is fully resolved).

11.1.7 The order of executing attacks is left to the phasing player:

11.2 Differential Calculation

11.2.1 The differential is the attacker strength minus the defender's strength, and is calculated before any column shifts and/or die roll modifiers.

11.2.2 To determine the starting column used, always use the column with a value that is equal to or less than the differential determined.

Example A differential of -2 would use the -3 column. A differential of 8 would use the +6 column. A differential of 12 would use the 12 column.

11.2.3 Attacks lower than the -12 column cannot take place, except for mandated Commissar-related combat (Case 11.1.2) in which case they use the -12 column. Attacks that exceed the +18 column still fall on that column.

11.3 Odds Calculation

11.3.1 Determine the odds ratio by comparing the attacking combat strength versus the defending combat strength.

11.3.2 Round the ratio down in favor of the defender

Example Two Russian tank corps, a 2(5)3 and a 3(5)3, attack a reduced German army who defends as a 3(4)2. The opposing combat numbers are 5 vs. 3. The odds ratio is a 1:1.

11.3.3 An attacker always figures this ratio first before adjusting for column shifts and/or die roll modifiers.

11.3.4 Attacks with odds of < 1:4 odds cannot take place, except for mandated Commissar-related combat (Case 11.1.2) in which case they use the 1:4 odds column. Attacks that exceed the 6:1odds column are resolved on that column.

11.4 Resolution

11.4.1 Once the starting odds or differential column has been determined, apply all column shifts that apply (see chart below the CRT on the PAC).

Example A Russian infantry force attacks a German position in heavy snow weather for 2L; Germans are unsupplied for 2R; and the Germans have combined arms—armor and infantry—for 1L and a Luftwaffe unit for another 1L. The final shift will be 2L.

11.4.2 River Terrain The 1L river shift requires a river that runs entirely through an area, passing into and out of two or more sides. A river that begins or ends inside a space does not trigger this shift. This modifier is in addition to any other terrain modifier in the area.

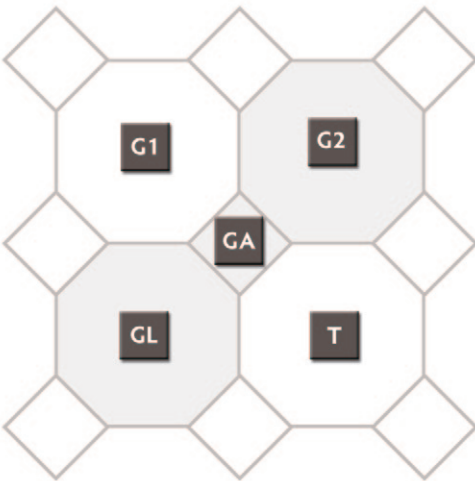*Example: Oxe E4, and the diamond D7, both qualify. Oxe G5 does not.*

11.4.3 Next determine all Die Roll Modifiers (DRMs) that apply (see chart below the CRT on the PAC).

Example Russians attack with the closest Leader two spaces distant for -2 DRM for being Out of Command, and the Germans have the SS Panzer Corps defending for an additional -1 DRM. The final DRM will be -3.

11.5 Combat Supply

Units have to draw supply to avoid a penalty on the CRT. All friendly units involved in the combat must be in combat supply or they suffer a 2L column shift when attacking or a 2R column shift when defending.
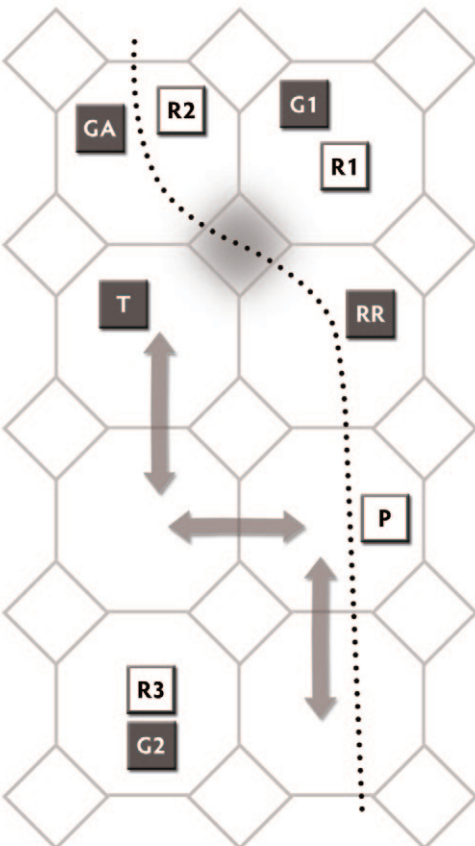
11.5.1 In tracing supply, diamonds are treated as one area to trace through.

German truck T can supply GA, GL, and G2, but not G1, who is too far away.

11.5.2 Truck Supply Only a non-disrupted friendly truck can supply an unlimited number of units. Disrupted trucks cannot supply. The truck must be in or adjacent to the combat space, and it must trace no more than three overland oxes back to a friendly rail line, which then leads back to a friendly board edge (east for Russians and west for Germans). The traced line has to be free of enemy units, Active Partisans on the rail line, and Luftwaffe units. If the truck cannot make this supply line trace, it cannot supply any units.

11.5.3 Rail Supply A Rail line area (including the one with the Rail Conversion marker for Axis) can be used as a combat supply source for all units in its area and any adjacent area if an un-interrupted line (no opposing Partisan or enemy unit in an area traced through) of connected rail line areas can be traced back to a player's friendly board edge.

German truck T can supply the top oxe containing GA. T cannot supply G1 since G1's oxe is not adjacent to the truck. Diamonds (like the shaded one above) separate the oxes in furnishing and tracing supply.

German railhead RR cannot provide supply because Russian partisan P cuts the rail line behind it. If P was not there, RR could furnish supply to G1, but not to GA. Russian P forces T to trace its connecting line to the indicated railroad oxe. T can trace overland through P because it is only cutting the rail line in its oxe.

Located too far away, T cannot supply G2 in the bottom oxe. The rail line however may supply G2 since the line is intact below P and traces to the German board edge.

Note P's location also prevents the RR from advancing.

11.5.4 Buying Supply Whenever a combat unit or Leader can not be supplied by the above methods, the player nay spend OPs to bring them into combat supply. He must spend the OPs cost of the unit to do so.

Example *German armies, 4(4)2 and 8(3)2 in strength, would be out of supply in an attack. The German player wants to avoid the 2L supply penalty, so he spends 7 OPs to supply them. If the German had only 6 OPs left, the attack would suffer the unsupplied column shift because the Germans do no have enough OPs left to have all units in supply.*

11.5.5 Luftwaffe Supply The German player may choose to use one Luftwaffe unit to place a single Army/Panzer Group or two Corps in supply. Place the Luftwaffe unit in the area; it remains there for the turn. Units placed in supply by this method do not need to have their OPs cost spent to be in supply.

11.5.6 Finnish Supply The Finnish corps are automatically in supply when they are in or adjacent to Finland. Beyond this area, they require supply like German units do.

11.6 Weather Effects

In poor weather (mud, snow, and heavy snow) the odds/differential column will shift left (see Weather Effects Table on PAC).

11.7 Combined Arms

By combining different units, a player may gain a 1L shift if he defends or a 1R shift if he attacks.
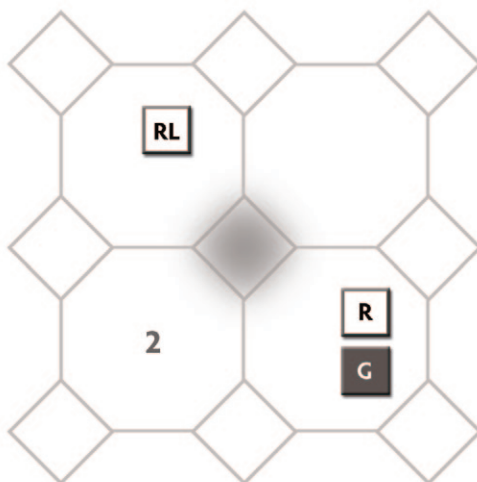
11.7.1 Russian Combined Arms The Russians must have at least one infantry and one mechanized or tank corps.

11.7.2 German Combined Arms The Germans must have at least one infantry and armor unit.
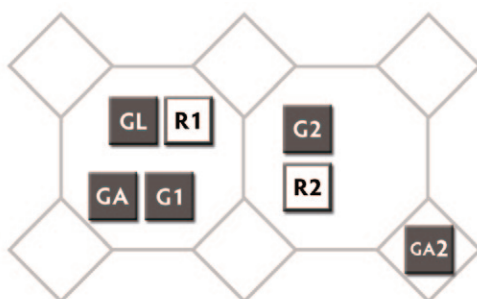
11.8 Leaders and Combat

Nearby non-disrupted Leaders may help combat, while distant Leaders will handicap combat. To assist, Leaders must be in a non-disrupted (face-up) mode.

11.8.1 Command Status A Leader normally has a command range of one area. Units that are attacking or defending, and are two or more areas away from the nearest non-disrupted Leader, are Out of Command, and suffer a -2 DRM if attacking or a +2 DRM when defending. A Leader's command range is reduced to the area he is in when his area is enemy occupied (including if it is occupied by a Luftwaffe unit).
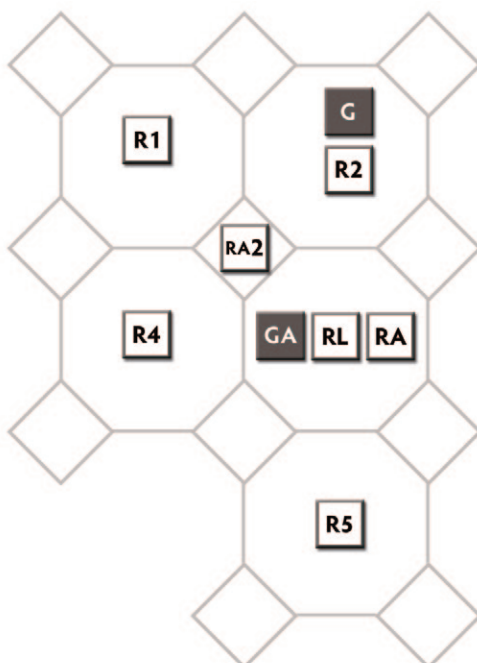
Nearest Russian Leader RL is too far from R to influence the Russian attack. This causes a –2 DRM when R attacks G. Diamonds, like the shaded one, count as separate areas. If RL was in oxe 2 and only one space away, the units would be in command and not suffer the Out of Command -2 DRM.

German Leader GL shares the oxe with G1 and GA and they attack R1. At this time, GL may not support the adjacent battle of G2 against R2 because R1 stops it, so G2 incurs the -2 DRM. To avoid the DRM, the Germans have to first clear out R1 by loss or withdrawal to open the command channel to G2. Note that even clearing out R1 fails to open command channel to GA2, who is too far away.

11.8.2 Reserves Commitment When a friendly Leader occupies the combat oxe or is adjacent to the combat oxe or diamond, he may try to commit defensive reserves before the combat is result is rolled. After the attacker has determined the starting differential or odds column and before any column shifts are applied, the defending player may have his leader attempt to commit defensive reserves.

    a) Eligible Reserves: The reserves come from spaces adjacent to the Leader and the combat space. At the moment of combat they must be free of enemy units, or they may not commit as reserves:

German armor GA attacks Russian mechanized corps RA. Russian Leader (RL) wants to commit reserves before the attack starts. RL can try to send two of the following: RA2, R4, or R5. R1 cannot go because it is not adjacent to the combat space. R2 cannot go since it is not free of German army G.

b) Committing Reserves to a Combat Only one Leader per combat can attempt to commit a maximum of two reserves to the combat. Stacking limits must be observed for the area that reserves enter (no over-stacking by moving in reserves is allowed). The defending player announces the Leader, the unit(s) that will try, and then rolls a single d6 die for each unit. If the roll result is ≤ the Leader's support rating, the unit advances into the combat space; otherwise the attempt is unsuccessful and the unit remains in place. A given unit may only make one attempt per enemy Combat Phase

c) The defending player subtracts the unit's OPs cost (the middle number) for each unit that makes the attempt, successful or not. When there are insufficient OPs to commit a unit, the defending player may not attempt.

Example Guderian wants to reserve commit a 4(2)3 panzer corps to a battle. The German OPs Track only shows 1 OP left, which prevents the commitment attempt.

d) Once all reserves have entered the battle area, the differential or odds ratio will need to be recalculated.

11.8.3 Leader Loss When a combat eliminates all units with a Leader, the owning player rolls two D6 and consults the Leader Loss Table (see PAC). If the result states "Relocates," move the Leader to the nearest friendly-occupied oxe and he becomes disrupted if not already disrupted. The owning player chooses which destination when two or more occupied oxes are equidistant. An eliminated Leader is removed from the game permanently. In the event a Leader is ever alone in an oxe and the enemy moves into it, he performs this test immediately.

11.9 Resolve Combat

After all column shifts have been applied, the attacker rolls two D6 and applies all appropriate DRMs, then consults the Combat Results Table (see PAC). The result is applied immediately (results are explained by the CRT on the PAC) before the next battle occurs.

11.9.1 The attacker may choose the order that the battles are fought.

11.9.2 Step Losses When an Army or a Panzer Group takes a step loss it is first flipped to its reduced side. The owning player must take a Corps of the same type from the Breakdown Pool that has a combat strength equal to the strength lost and place it in the Eliminated Box. If there is not a Corps of that strength in the pool, pick the next lower strength unit and move it over. If no Corps is available in the Breakdown Box, then no unit can be moved over. If after an Army/Panzer Group has flipped over and the strength point losses has not been satisfied, the player can take a Corps from the Breakdown or Eliminated pool whose combat strength on either its front or flipped side would reflect the additional strength loss required, and replaces the Army/Panzer Group counter with the Corps on the side which strength reflects the additional loss. Place the Army/Panzer Group unit into the Breakdown Box at full strength side up.

Example A Russian 2(5)2 army flips and reduces to a 1(4)2 army, for a 1 strength point loss. The Russian player must take a 1(3)2 corps if available; if not then a 1(2)2 corps if available; and if not available again, a 0(2)2 corps and places it in the Eliminated Box.

11.9.3 DW result A unit that must withdraw must move towards its friendly board edge. If it is not able to or can only partially complete its withdrawal distance, it must withdraw as far as it can and then take losses instead. A one hex withdrawal can be canceled by the elimination of a Corps or its steps equivalent (Army/Panzer Group flipped or two Corps flipped over). If an Army/Panzer Group is flipped, remember to move a Corps unit from the Breakdown box into the Eliminated Box if

available. A two-hex withdrawal can be canceled by the elimination of a Corps plus one additional Corps being step-reduced. If the player needs to breakdown an Army/Panzer Group to effect this result, there must be a Corps unit available in the Breakdown Box; otherwise the Army/Panzer Group must be eliminated.

Example The Germans attack two 2(4)3 MCs and a 3(5)2 army, with a DW result. The Russians roll a 4 on the Table and have to withdraw one oxe. The Russian player desires to stay, so two MCs invert and defenders remain in the oxe. Note that a DW result of two oxes, with defenders staying, would step-reduce three units, or step-reduce one and eliminate another unit, for a total of three steps.

11.9.4 An eliminated unit is removed from the board and placed in the Eliminated Box.

Example A German 6(4)2 army suffers two step losses in one battle and is eliminated. The German player places it in the Eliminated Box full strength side up. If it had been previously step-reduced to 4(4)2, and then lost, the army goes into the Eliminated Box face-up and a Corps in the Eliminated Box is moved to the Breakdown Box if available.

11.9.5 Advance after Combat On a DW result, where the defender withdraws, vacating the hex, the attacker may advance any of his attacking units forward following the path of withdrawal of the defender. Mechanized units can advance up to 2 areas while Infantry can advance 1. If a DE result is achieved, the attacker can spend half the OPs cost (rounding up) of a unit to advance it the distance as noted above. With DE advances, the advancing unit(s) can move in any desired direction.

11.10 Battle Continuation

11.10.1 Players may decide to fight another battle in the same area with their remaining units or in an area with opposing troops where armor/mech units have advanced into (Blitzkrieg) immediately after a combat is resolved and before starting the next unresolved area's combat. Attacker chooses first, then the defender.

11.10.2 Both sides must have one or more surviving units in the area and a non-disrupted Leader in or adjacent to the area to chose Battle Continuation.

11.10.3 The attacker will remain the attacker.

11.10.4 Whoever decides to continue pays OPs for all his units involved and must have enough OPs points available to do so. In the following example, if the Russian only has 5 OPs, he may not continue the battle.

Example A defending Russian 1(3)3 mechanized corps and a 1(4)2 army make the Germans continue a battle. The Russians pay 7 OPs for the new combat.

11.10.4 If both sides decline to continue the battle, combat finishes for that area. The phasing player moves on to the next combat.

11.10.5 Once a battle continues, the combat is re-fought as a new combat and all combat rules apply.

11.10.6 A defending Leader may try to commit new reserves (not units that have attempted earlier in the combat phase), as long as units and sufficient OPs are available.

12.0 REORGANIZATION

At the end of a player's turn, disrupted units may try to become undisrupted. The process costs OPs. The player may also return units from the Eliminated Box.

12.1 Disrupted Units

Leaders can be disrupted as a result of combat. Trucks can be disrupted from partisan activity or Luftwaffe bombing. In both cases, the owner rolls a d6 die to try to recover them.

12.1.1 Leaders A player may try to recover a disrupted Leader once during the Reorganization Phase by declaring the attempt and paying OPs equal to his OPs rating on his non-disrupted side of his counter. After paying the OP cost, make a die roll, and if it is ≤ his support rating, he becomes undisrupted (flip the counter to its undisrupted side). Otherwise he remains disrupted. Other Leaders may not assist a Leader in this attempt.

Example Guderian, one of the best Leaders in the game, pays 10 OPs (his OPs rating) to try a recovery. The German player must then roll 4 or less (his support rating) to recover Guderian.

12.1.2 Trucks Once per Reorganization phase, a disrupted Truck can attempt to become undisrupted. A non-disrupted Leader must be in the same area or adjacent to the disrupted truck to make this attempt. The owning player pays the OP cost printed on the undisrupted side of the truck unit and then makes a single d6 die roll. If the roll is ≤ the Leader's support rating, the truck is flipped over to its undisrupted side to recover the truck. A failed roll result leaves the truck disrupted.

12.2 Eliminated/Breakdown Box Reorganization.

12.2.1 After the Disruption Removal has been performed for all units desired, players can reorganize the units in the Eliminated and Breakdown Boxes.

12.2.2 If the player has an Army or Panzer Group unit in the Breakdown Box, he can take two Corps in the Eliminated Box whose combined strength equals or exceeds the strength of the Army/Panzer Group and move the two Corps into the Breakdown Box while moving the Army/Panzer Group up into the Eliminated Box.

12.2.3 If the player has an Army or Panzer Group in the Eliminated Box, he can take two available Corps in the Breakdown Box whose combined Strength does not exceed the Strength of the Army/Panzer Group and move them into the Eliminated Box while moving the Army/Panzer Group into the Breakdown Box.

12.3 Replacements

12.3.1 Eliminated Boxes Each side has an Eliminated box on the map. Two kinds of units go into the box: eliminated units (any size) and breakdown corps transferred from the Breakdown Box for Armies/Panzer Groups that get step-reduced due to combat or transferred during reorganization.

12.3.2 An eliminated Finnish or Hungarian corps goes to the German Eliminated Box. These corps may rebuild by spending German OPs and being brought back as a replacement onto the board.

12.3.3 The counter mix acts as a limit to the total number of replacements that may be available. Also, a player may never have more Corps equivalents on the board in a turn as noted in Section 12.5. Full strength Armies and Panzer Groups are two Corps equivalents while on their flipped side they are one Corps equivalent.

12.3.4 Purchasing Replacements A player may freely choose the replacement types and sizes from those units in their Eliminated Box, as long as the OPs expended will not exceed the OPs currently available. OPs are paid equal to the total operations ratings of the units selected. Units may return at reduced or full strength. When bringing back a unit at full strength, the player must pay the reduced and full strength side of its OPs costs.

Example The Russians bring back a reduced 1(4)2 army and a full-strength 2(4)3 mechanized corps. They pay 11 OPs from the Operations total on the Track. In this instance, the Russians wanted to bring both eliminated units back at full-strength, however that would cost 16 OPs and only 15 were left.

12.3.5 Replacements are deployed immediately to any available oxes adjacent to their friendly board edge (west for Germans, east for Russians). They must observe stacking rules and the following guidelines in order of precedence:

1) Oxes free of enemy units.

2) Oxes with enemy units.

12.3.6 If all available oxes are full, the replacement unit cannot be purchased and remains in the Eliminated Box.

12.3.7 Finnish corps deploy in G1.

12.3.8 Hungarian corps deploys in A7.

12.3.9 Rumanian armies deploy in oxes A8-A10.

12.4 Rebuild Corps

12.4.1 During the last part of the Reorganization Phase, a player can expend OPs equal to the front of a Corps unit to flip a reduced Corps unit over to its full strength side.

12.4.2 The Corps being rebuilt must have an LOC to its friendly board edge and may not be in an area with enemy units.

12.5 Breakdown/Eliminated Boxes Minimum Units

At any point in time during the game, the Russian player must always have at least 4 Corps total or their equivalent in his Breakdown and/or Eliminated Boxes. The German player must always have 14 Corps total or their equivalent in his Breakdown and/or Eliminated Boxes. If this is found to not be the case, the opposing player, to the one who is in violation, can immediately remove any units from the map (place them in the Eliminated Box) so as to bring the total in the boxes up to these minimum amounts listed above.

13.0 VICTORY

Victory in *Strike the Bear* is based on territory capture. During the game, players will receive selected map objectives when die rolls have triggered them.

13.1 Controlling Objectives

13.1.1 Most areas on the map contain just one city. Sole occupancy or having been the last player whose units solely occupied that area (at any point in time of a turn) at the end of the game controls that objective. If the area is occupied by both players' units at the end of the game, it is still controlled by the last person who controlled that area. All areas that start the game with friendly units in the area or any areas that are closer towards a player's friendly board edge at the start of the game are assumed to be controlled by that player. Areas that are at game start occupied by both players are considered uncontrolled.

13.1.2 Moscow spans two oxes. Both oxes must be controlled to control that city.

13.1.3 Map Edges Two flank objectives, north edge and south edge, may become objectives. To win an edge objective, a player must control all of those edge oxes at game's end. North edge has five oxes (G1, I1, K1, M1 and O1) and south edge has four (I11, K11, M11 and O11) to control.

13.2 Final Objectives

The last objectives set rolled for on the Objectives Table binds the player to those targets. Previous sets no longer count.

13.3 Default Objectives

In the very unlikely event a player has rolled for OPs the entire game and never gets an Objectives Roll on the Operations Table, there are default objectives for that side. The default objectives are the fortress major cities marked in red on the map: **Leningrad, Moscow, Kiev, Odessa,** and **Sevastopol**.

13.4 Solitaire Play and Fog of War Victory Conditions

During play, ignore all rolls listing OBJ on the Operations Table. At the end of Game Turn 14, or at the point the game stops, roll once on the Objectives Table for the Germans and then once for the Russians. The listed objectives become the final objectives for each side. Define victory as in a two-player game.

13.5 Victory Defined

When only one player attains all listed objectives, that side is the decisive winner.

When both sides attain all listed objectives, the game is a draw.

If both sides fail to attain all their listed objectives, the player who attains the most objectives wins a marginal victory.

If both sides fail to attain all their objectives but tie in the number they do attain, the game is a draw.

14.0 GAME SET-UP

The Russians set up first. After all their listed units deploy, the Germans set up last with their listed forces.

Unit IDs appear first, followed by their location oxes or diamonds (in parenthesis).

14.1 Russian Set-up

All units are at full strength. MC is mechanized corps. TC is tank corps.

14th Army (M1), 7th Army (K1), 23rd Army, Militia, MC (I2), 8th Army (E3), 11th Army, MC (C3), 27th Army, 3rd Army (C4)

MC (E4), Konev, MC (G4), 10th Army, 4th Army (C5), 1(3)2 Corps (E5), Timoshenko, MC (I5)

Zhukov, 3rd TC, Militia, Commissar (M5), 5th Army, 6th Army (A6), 2(3)2 Corps, MC (C6), 26th Army, MC (A7)

Rokossovski, MC, 1(3)2 Corps (E7), 12th Army (C8), 9th Army, MC (C9), 3 x Trucks Any where East of the Russian Start Line

Reinforcements (Except the Commissar, units appear in Moscow F5-G5.)

Turn 2 Russian Movement Phase   2 x MC, 2 x Partisans, Commissar

Turn 3 Russian Movement Phase   3 x MC

Eliminated Box:

No units

Breakdown Box:

3 x 1(3)2, 1 x 2(3)2

First Turn OPs are 20 (no Russian OPs roll occurs on Game Turn 1). Starting with game Turn 2, Russians perform their normal OPs roll.

14.2 German Set-up

All units are full-strength.

4th Panzer + 16th Army + von Manstein (C3), 18th Army + von Leeb (C4),

9th Army (A4), 3rd Panzer (B5), 4th Army + 6th Army + Guderian (A5),

2nd Panzer (B6), 1st Panzer + 17th Army + von Kleist (A6), Hungarian Corps (A7),

3rd Rumanian Army (A8), 11th Army (A9), 4th Rumanian Army (A10)

Finnish 6th Corps + Finnish 7th Corps (I1), Finnish 2nd Corps (K1)

2 x Trucks (any oxe A3-A10), 3 x Rail Markers   (any oxe A3-A10)

Luftwaffe (within 5 oxes of any German unit)

Reinforcements:

Turn 2 Axis Movement Phase Garrison unit, SS Korps (any oxe A3-A10)

Eliminated Box:

No units

Breakdown Box:

2 x 5(2)3, 3 x 4(2)3, 2 x 3(2)3, 1 x 2(2)3, 3 x 3(2)2, 3 x 2(2)2

Initial OPs begin at 70, the maximum. No German OPs roll occurs on Game Turn 1. Starting with game Turn 2, Germans perform their normal OPs roll during their Reorganization