

Russia Besieged

Rules Book

Deluxe Edition



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	Advanced Rules, Examples of Play, Clarifications, Scenarios etc.	See Play Book

Playing Pieces Information and Symbology

Armor Type	Symbol	Code	Unit Name
Armor Type		XXX	Corps
		XXXX	Army
		HQ	Front Headquarters
Infantry Type Units		It	Italian
		R	Rumanian
		H	Hungarian
		F	Finnish
		Gd	Russian Guards
		V	Variant Counters
		FFL	French Foreign Legion
		ROA	Vlasov's Army
			Volkssturm
		Sp	Spanish
		N,C,S,A	German Army Groups
		B,W,K,O,L	Russian Military Districts
		LEN	Russian City Garrisons

Nationality by Counter Background Color

Axis Armor	Axis Infantry	Axis SS	Axis Luftwaffe	Russian Armor	Russian Infantry	Russian Guards	Russian Shock

Axis Minor Ally Colors

Finns	Italians	Hungarians	Rumanians

Variant Axis Unit Type Box Colors

Vlasov ROA	Spain	Luftwaffe	French Foreign Legion	Turkish

Russia Besieged

★ DELUXE EDITION ★

The Russia Besieged 3rd Deluxe Edition Printed Rules supersede all other editions of the rules.

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1.0 Introduction

Russia Besieged is a two player game based on the epic struggle between Russia and Germany (including its minor allies) spanning the entire Eastern Front theatre from Helsinki to Baku. While World War II spanned the globe, the Eastern Front was arguably the most critical theatre of the War. Russia, with significant economic help from its Western Allies, crushed Germany by mid-1945.

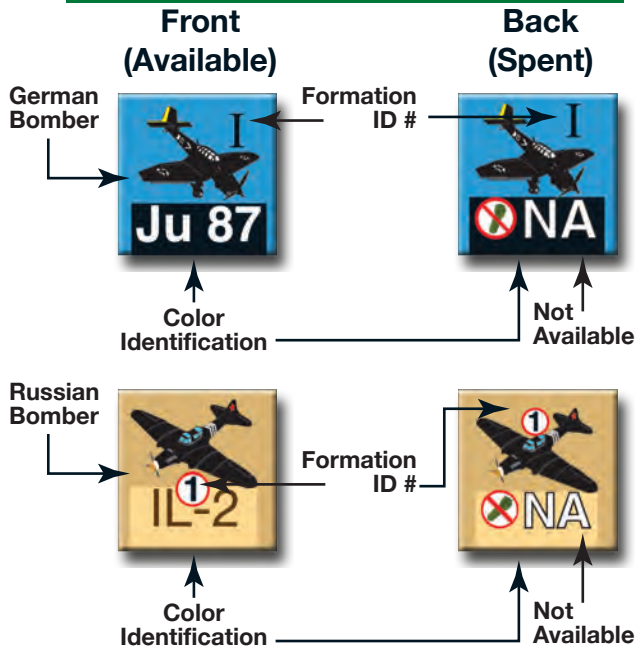
Note: There are no counters in the game for Persia, Iraq, Lebanon, and Syria. No units may enter or retreat into these countries or Turkey during the course of play. These territories are here for future expansion scenarios.

Also, certain rules refer to the country of "Germany" or "Russia" - Germany is defined as all hexes west of the "At Start" setup border with Russia's Baltic, Western and Kiev Military Districts, and north of Hungary. Russia is all hexes east of the "At Start" western set up boundaries of the Leningrad, Baltic, Western, Kiev and Odessa Military Districts, east of Turkey and north of Persia. The term "Axis" refers to German, Italian, Rumanian, Hungarian, Finnish, French and Spanish units.

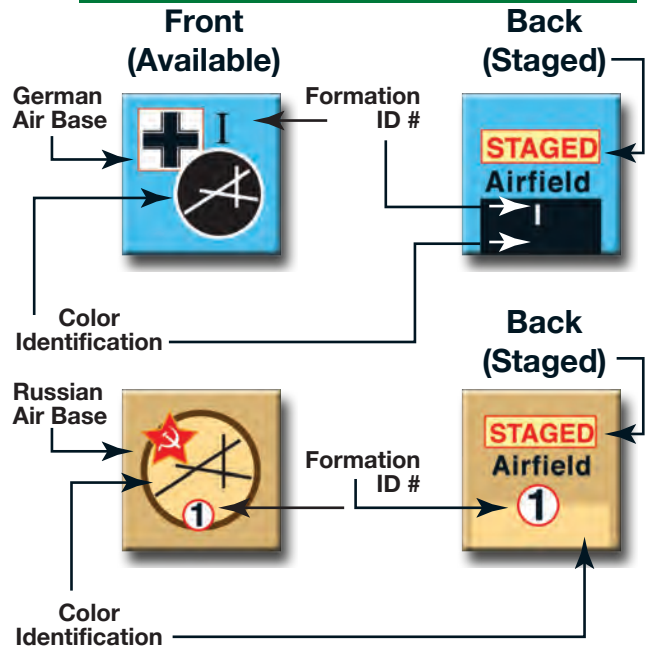
2.0 Components

- (1) 36 x 44" Map
- (3) 5/8" Die Cut Counter Sheets
- (2) Order of Battle Cards (German and Russian)
 - (1) Turn Track
 - (3) Player Aid Cards (back printed)
- (2) Scenario Setup Cards (Downfall - Fall Blau)
 - (1) Scenario Start Lines Card
 - (1) Rules Booklet
 - (1) Playbook (includes Scenarios)
- (1) 10 sided die

Bombers Unit Counters



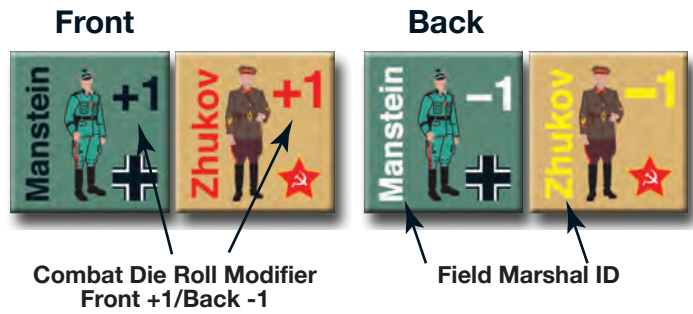
Bombers Air Base Counters



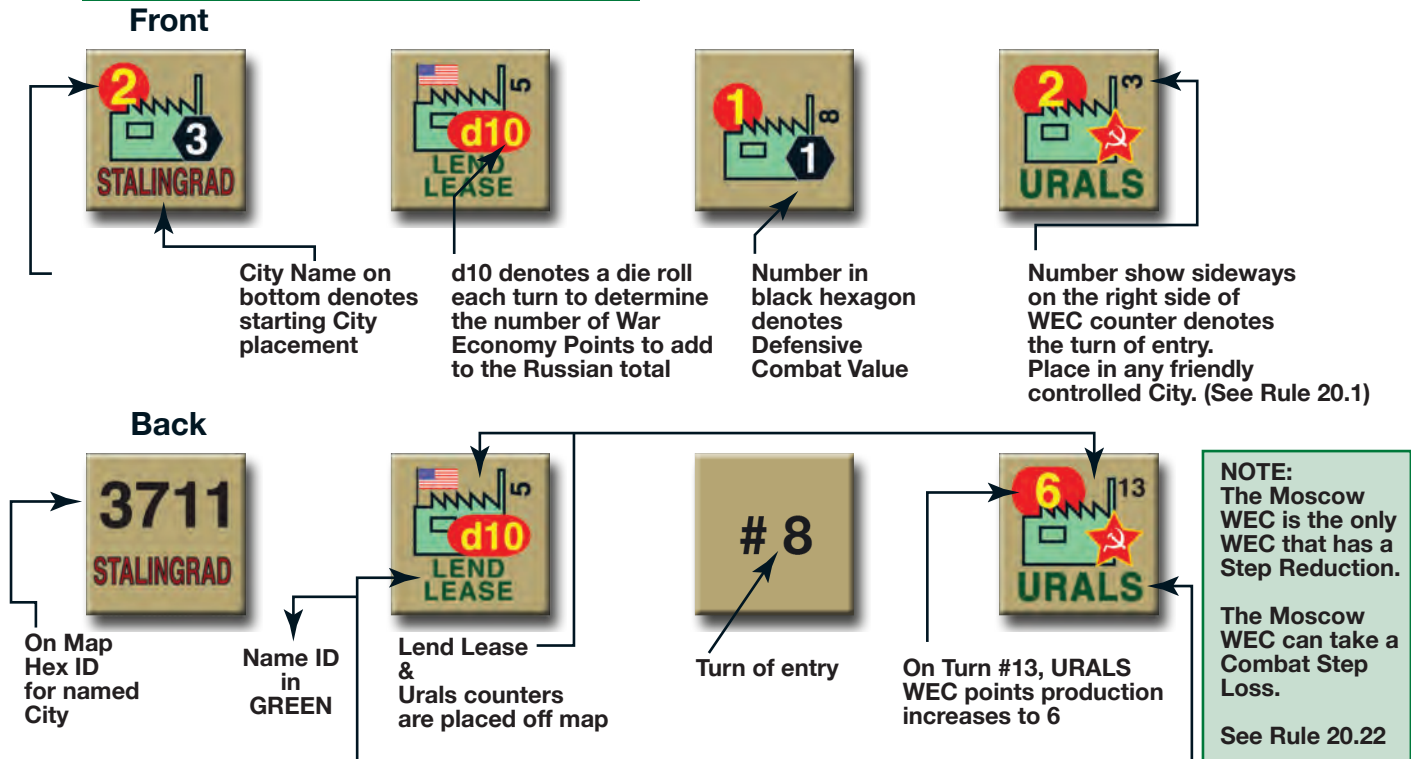
Leader Counters



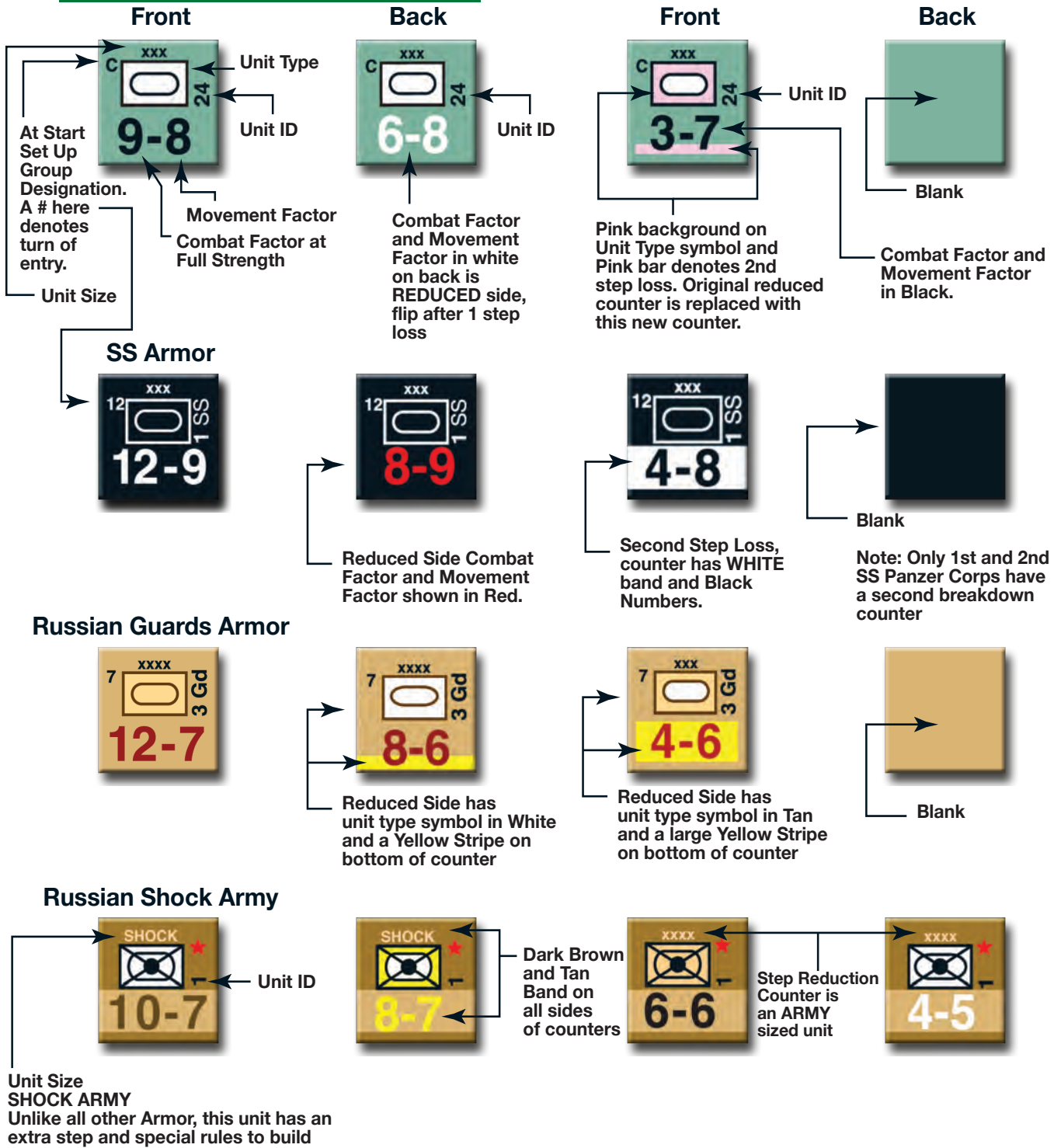
Field Marshal Unit Counters



War Economy Counters



Armor Unit Counters



PanzerGrenadier and Mechanized Unit Counters



All unit types depicted on this page are treated as Armor for combat purposes

3.0 Sequence of Play

Russia Besieged is played in game turns of two months, with two impulses per turn roughly equaling one month each. All game activities must be completed in the following sequence. Items off-set with a bullet may be done in any order within the phase (e.g. Move and take replacements or take replacements and then move).

Note: † indicates an Optional rule.

1. Weather Determination Phase

- a. Both players adjust their Air unit counters so that the Air units are available and the Airbase counters are not showing their staged side
- b. German player rolls the die once and consults the Weather Table to determine the weather results for both impulses.

2. German Player First Impulse

a. German Movement Phase

- German player moves units via ground, railroad, or sea
- German player takes replacements
- German player places reinforcements as per the German Order of Battle card
- German player flies Bomber Missions (attack or stage)
- † German player releases reserves
- † German player places units into Reserve

b. † Russian Reserve Movement Phase

c. Combat Resolution Phase

d. † Post-Combat Reserve Movement Phase

e. Adjust Railhead Counters

3. German Player Second Impulse

a. German Movement Phase

- German player moves units via ground, railroad or sea.
- German player places reinforcements as per the German Order of Battle card
- German player flies Bomber Missions (attack or stage)
- † German player releases reserves
- † German player places units into Reserve

b. † Russian Reserve Movement Phase

c. Combat Resolution Phase

d. † Post-Combat Reserve Movement Phase

e. Information Marker Adjustment Phase

- Adjust Railhead Counters
- Determine all German units' Supply status and place or advance German out of Supply Markers
- † Advance all units in the German Unavailable Reserve box to Available status

4. Russian Player First Impulse

a. Russian Player Movement Phase

- Russian player moves units via ground, railroad or sea
- Russian player takes replacements
- Russian player can convert Partisans from Level 1 to 2
- Russian player places reinforcements as per the Russian Order of Battle card
- Russian player flies Bomber Missions (attack or stage)
- † Russian player releases reserves
- † Russian player places units into Reserve

b. † German Reserve Movement Phase

c. Combat Resolution Phase

d. † Post-Combat Reserve Movement Phase

e. Adjust Railhead Counters

5. Russian Player Second Impulse

a. Russian Movement Phase

- Russian player moves units via ground, railroad, or sea
- Russian player places reinforcements as per the Russian Order of Battle card
- Russian player flies Bomber Missions (attack or stage)
- † Russian player releases reserves
- † Russian player places units into Reserve

b. † German Reserve Movement Phase

c. Combat Resolution Phase

d. † Post-Combat Reserve Movement Phase

e. Information Marker Adjustment Phase

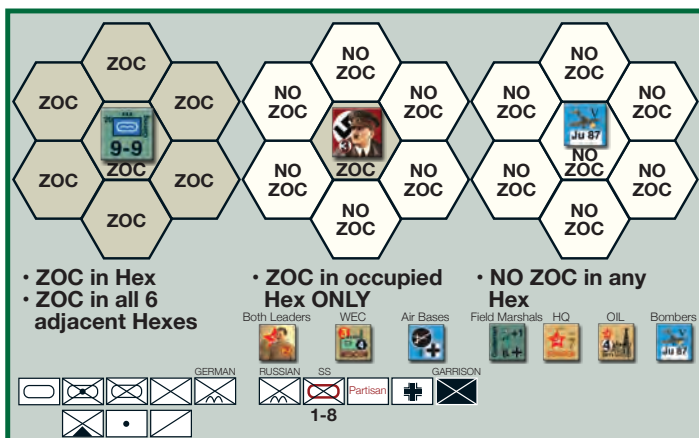
- Adjust Railhead Counters
- Stage 1 Partisan counters may be removed and/or placed on the map
- 2nd Stage Partisans can move
- Determine all Russian units' supply status and place or advance Russian out of Supply Markers
- † Advance all units in the Russian Unavailable Reserve box to Available status

6. End of Turn

Advance the marker on the Turn Record Chart to the next turn and repeat the Sequence of Play until the game is completed.

4.0 Zones of Control

Most units have a Zone of Control (ZOC) in the hex they occupy and the six adjacent hexes. Some units do not.



ZOC in hex occupied only: Airfield units, Russian War Economy Counters, Russian Paratrooper units, Hitler and Stalin, Partisan units, German 1-8 SS Polizei unit, Volkssturm unit, and the Berlin Garrison unit.

NO ZOC: Air units, Field Marshals, Army Group Headquarters units, and Oil Production counters.

4.01 ZOCs that extend into the adjacent 6 hexes are always in effect with two exceptions:

- A ZOC never extends across the black coastline, into lakes or seas
- ZOCs do not extend into hex 0713

NOTE: ZOCs are an integral part of Combat (See rule 10.0), they may be limited by terrain (See rule 6.23) and the type of units.

4.02 Units must stop as soon as they move into an enemy ZOC during their movement phase.

4.03 Units advancing or retreating after combat may be restricted by enemy ZOCs (See rules 10.8 and 10.9).

4.04 Units that begin the First impulse Movement Phase in an enemy ZOC may exit that ZOC only if the first hex they enter is not in an enemy ZOC.

4.05 Ground Units may not move directly from one enemy ZOC into another enemy ZOC, even one exerted by a different enemy unit.

4.06 Units that begin the Second Impulse Movement Phase in an enemy ZOC may not move.

Exception: The enemy unit exerting the ZOC is eliminated by a second impulse Automatic Victory attack and the friendly unit to be moved did not participate in that attack.

Note: The unit may advance after combat normally.

4.07 Units which are marked Out of Supply lose their ZOC (See rule 13.12)

4.1 City Control

Control of cities is important for several rules, including 7.22, 11.1, 13.7, 17.1, 20.11, and 27.2.

A player controls:

- All cities on his side of the border at the start of the game.
- A city if he has a ground combat unit in the city. A ground combat unit is any unit with a combat factor.

If neither of these conditions apply, the city is controlled by the player who last satisfied a condition for control. If city control status changes, it takes effect immediately, even during movement or combat.

5.0 Stacking

The term “stacking” refers to the ability of more than one unit to occupy the same hex.



5.01 Army sized units may be stacked 2 per hex; Corps sized units may stack 3 units per hex. Any combinations of Corps and Armies may only stack 2 units per hex.

5.02 Units may temporarily exceed stacking limits during movement but must be within stacking limits at the end of each Movement phase and at the end of each Combat Resolution.

5.03 Units entering the map as reinforcements or replacements may be over-stacked prior to and during movement, but must adhere to stacking limits by the end of their movement of the current impulse.

5.04 At the end of each Movement and Combat phase, players must check for over-stacking. In each hex with over-stacked units, the owning player must eliminate enough units to bring that hex back to within stacking limits.

5.05 Certain units have no stacking value and can be freely added to any stack: Airfield units, Russian War Economy Counters, Russian Paratrooper units, Hitler and Stalin, Partisan units, German 1-8 SS Polizei unit,

Automatic Victory may be achieved but a Blitzkrieg attack is not allowed across the straits.

6.24 Supply lines can be traced across the straits counting as only 1 hex distance across the straits.

Example: An Axis unit in hex 4022 would count 5 hexes to get to a supplied rail hex at 3726 (assuming the rail line leads back to the Axis edge of the board).

6.25 Control of both sides of the straits affects Sea Movement (See rules 8.12 and 8.13). To control both sides of the straits, a player must control both hexes 3922 and 3823. Control of these hexes is determined the same way as city hexes (See rule 4.1). Control is determined at the moment of sea movement.

6.26 Units may retreat across the Straits of Kerch as a result of Combat; however, any stack (or unit) forced to do so takes a 1 step loss to one combat unit (of the owning player's choice) in that stack. A retreat across the strait is considered to go from hex 3922 through hex 3823 or vice versa, and counts as 1 hex of a retreating unit's required distance.

6.3 Leningrad Ice Road



Leningrad is OOS-1. The German unit in hex 0813 exerts a ZOC on hex 0812. Russian units in hex 0812 negate Axis ZOC for purposes of using the Ice Road. For example, a German unit in hex A and a Finnish unit in hex B would exert ZOCs on hexes C and D, negating the Ice Road. See example in Playbook.

The Leningrad Ice Road is denoted on the map by the dotted white hex. This hex is the ice road link to Leningrad (hex 0714) over Lake Ladoga (0713) to land hex 0812. The Leningrad Ice Road has a special effect allowing the movement of a combat unit to/from Leningrad

and re-establishing Soviet supply into Leningrad (See rule 13.62).

6.31 The Russian player may attempt to move 1 unit per impulse, during snow impulses, to or from Leningrad and hex 0812 via hex 0713. This movement uses up the unit's entire movement allowance for the impulse.

6.32 If any Axis units occupy or exert a ZOC on hex 0813, then the Russian player must roll for his unit to move through hex 0713. In this case, at least one other Russian unit must occupy hex 0812 before the move is attempted.

6.33 When any unit attempts an ice road movement, the Russian Player rolls the die, applying the following modifiers:

- If hex 0813 is NOT OCCUPIED by an Axis unit but is an Axis ZOC: Add +1 to the die roll
- If hex 0813 is OCCUPIED by an Axis unit: Add +2 to the die roll

On a die roll of 1 - 6, the move is successful.


On a die roll of 7 or 8, the move is successful but the unit loses a step.

On a die roll of 9 - 10+, the unit is eliminated.

6.4 Northern Swamp Hexes

All swamp hexes on or north of Hex row 16XX are treated as Forest hexes for movement purposes during Snow impulses.


7.0 Rail Movement

+ German Rail Capacity Chart 			
Weather	Max for Turn	Max 1st Impulse	Max 2nd Impulse
Non Snow/ Non Snow	6	6	3
Non Snow/ Snow	5	5	2
Snow/ Snow	4	4	2
Snow/ Non Snow	5	4	3

7.01 **Axis Rail Capacity:** The numbers in the chart below represent the number of units which can be railed per turn and then broken down by impulse. The following modifiers apply to the number of units which can rail:

- -1 during Snow/ Snow turns the First Winter (November / December 41 and January/February 42)
- -1 beginning July/August 1944 until game end
- -1 if at the end of the previous turn, Russian 2nd stage Partisans occupied 2+ Rail hexes of the Axis Rail lines (See rule 16.52)

When subtracting 1 for a turn, subtract 1 from each number shown. Examples: September/ October 1944 (Non-Snow / Non-Snow) would be 5 5 2 and January / February 1942 (Snow / Snow) would be 3 3 1.

			
Turn	Max for Turn	Max 1st Impulse	Max 2nd Impulse
May/ June 1941	3	3	1
July 1941 / June 1943	5	5	2
July 1943 / June 1945	6	6	3

7.02 Russian Rail Capacity: The numbers in the chart above represent the number of units which can be railed per turn, broken down by impulse.

7.03 A unit may use rail movement only along a path of adjacent rail hexes, through hexsides crossed by the rail symbol, which are in friendly control and that lead back to a friendly controlled city or a friendly board edge.

Note: The friendly-controlled city hex must be occupied by a friendly unit if it is in an enemy ZOC, and the rail line from the city to the unit cannot pass through any enemy ZOCs or enemy-controlled cities.

Example: Units using rail movement cannot move directly from hex 1718 to 1818. They must follow a controlled rail line back to a junction (such as hex 1719) which leads back to hex 1818.

7.04 No unit (belonging to either player) may use rail movement along a Converting section of a rail line (See rule 7.2).

7.05 The Axis player uses the Railhead markers to identify the most advanced Axis-controlled rail hexes. All rail hexes from the west edge of the map up to and including the hexes marked with Railhead markers, which are not occupied by Russian units or converting, are consid-

ered to be Axis-controlled. All rail hexes beyond the Axis Railhead markers are assumed to be in Russian control. 7.06 Units using rail movement cannot move into, out of, or through an enemy ZOC including its starting and ending hexes. Friendly units do not negate an enemy ZOC for rail movement.

7.07 A unit traveling by rail must begin and end the movement on the rail line, and may travel an unlimited distance within those restrictions, ignoring the terrain in the hexes traversed.

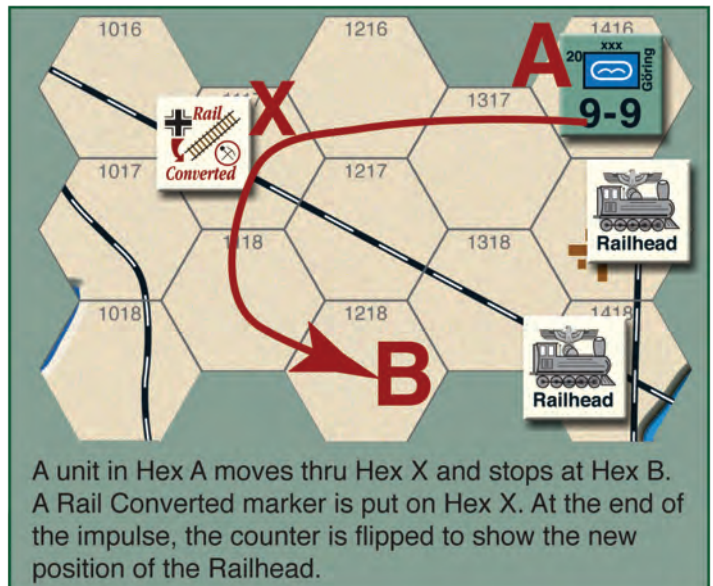
7.08 Units may use rail movement to exit the board and immediately re-enter it at another friendly rail hex on the same board edge. Russian units may only perform this on the east board edge. Axis units may only perform this on the west board edge.

7.09 All replacements and reinforcements placed onto the board or entering from a board edge during an impulse may move by rail in addition to the normal rail allotments. Exceptions: See rules 17.07 and 17.12.

7.10 Units moving by rail may not move by any other means during that impulse. Even units which can not move during the second impulse can be railed if they begin on a rail line.

7.11 Note that there is no rail connection between hex 3810 and hex 3711. Units moving by rail along this line must end their rail movement immediately upon entering one of those two hexes. They may use normal movement during a subsequent impulse to move between those hexes.

7.12 The rail line connecting hex 3523 and hex 3624 can be used for rail movement and rail supply ONLY. Units may not cross that hexside using any type of non-rail movement nor can they trace a ground supply line across it to reach a friendly rail line.





The Green (-----) dotted line denotes the extent of German controlled territory. Railhead markers show the farthest point German units may rail at the start of the German first impulse. The white letter "A" on a red dot show the rail lines controlled by the Germans that lead off map, to the board edge. Rail hexes W, X, Y and Z are Russian controlled.

- If 4th Infantry moved along the red line to hex 2716 (Y), moving through W converts the junction in hex 2516. Hex X would not change from Russian to German.
- If 11 PzGrd moved to hex 3016, a Rail Converted marker would be placed on hex 2817.
- If 5th Infantry moved to Z, a Rail Converted marker would be placed on Z.
- If 2SS Armor moved thru hex X to hex Y, Kursk would convert to German controlled, a rail conversion marker would be placed on Y. The Rail line from Kursk (X) to Bryansk would not be converted through the junction at W unless a German unit also moves through hex at 2516. (See Rule 7.25)

At the end of this impulse, all Rail Converted markers would flip to Railhead markers and the Railhead markers would be adjusted to W, Y, and Z. Kursk would be German controlled.

7.2 Converting Rail Lines

As the Axis player advances forward via movement or advances from combat results, he will want to mark rail lines with Rail Converted markers so his supply line will be extended. The Russian player will wish to shorten the Axis player's supply lines by moving through Axis-controlled rail hexes and therefore cutting them.

7.21 Combat units (units which exert a ZOC into adjacent hexes plus paratroopers and the SS Polizei unit) may place Rail Converted markers by simply moving or advancing through hexes along a rail line.

7.22 An Axis unit can place a Rail Converted marker in a rail hex that it occupies at any point in the impulse if an unblocked path of rail hexes, traced along the rail line, can be traced to the friendly west board edge or to an Axis-controlled Helsinki. This path is blocked if any hex in the path is in a Russian ZOC, is a Russian-controlled city, or is a Russian-controlled rail junction (unless the junction will convert simultaneously as per rule 7.26).

7.23 Similarly to rule 7.22, a Russian unit can place a Rail Converted marker if an unblocked path can be traced

from the hex it occupies to the east board edge or to a Russian-controlled Baku. When a Rail Converted marker is shortening an Axis-controlled rail line, it should be placed one hex beyond the Russian advance so that it denotes the farthest Axis-controlled hex on that rail line. If the Russian unit occupies a hex on the west board edge, place the Rail Converted marker just off the west edge.

7.24 A player does not have to physically move a unit through each non-Rail junction hex to take control of it.

7.25 A player gains control of a rail junction hex if, at any point during his turn, one of his ground combat units moves into or through the hex.

7.26 A rail junction that is not a city hex also converts if every rail line leading out of the junction leads to one of the following without passing through an enemy ZOC, or an enemy-controlled city or rail junction:

- a friendly-controlled Railhead
- a Rail Converted marker (See rules 7.22 and 7.23) a friendly board edge, or friendly-controlled Helsinki (Axis) or friendly-controlled Baku (Russian). At least one rail line must satisfy this condition.

7.27 The Section of the rail line between the Railhead marker and the Rail Converted marker is considered to be “Converting” on the same impulse that a player takes control of it.

7.28 Sections of rail lines that are Converting will become player-controlled at the end of the current player’s impulse. The railhead is advanced from its location at the start of the impulse up to the hex containing the Rail Converted marker. Any Rail Converted markers are flipped to their Railhead sides, and any existing Railhead markers replaced by them are removed from the map. In the event that the rail line becomes blocked by a retreating unit or its ZOC during the preceding Combat Phase, the Railhead is advanced up to the point of the blocking ZOC.

8.0 Sea Movement

Sea movement of units is an area movement process over contiguous bodies of water. Hexes and movement points are ignored for the purpose of Sea movement.

8.01 Sea movement is not automatic; units attempting to use Sea movement must roll on the Sea Movement Table. (Exception: See rule 8.72)

8.02 A unit that moves by sea may not use any other form of movement during that impulse.

8.03 A unit, with an impulse MP allowance of “0” or in an enemy ZOC may not use Sea Movement (Exception: Evacuation See rule 8.62).

8.04 There are three separate types of sea movement: Transport, Invasion, and Evacuation. A unit may only use one of these types in an impulse.

8.05 The Caspian Sea, Black Sea/Sea of Azov and Baltic Sea are three separate sea areas and therefore no unit may move from one of them to another in the same impulse using Sea movement.

Note: Each sea area may have rules that are specific to that area only, the Caspian Sea being one such example.

8.1 Sea Movement Restrictions

Sea movement on any body of water requires friendly control of at least one port bordering that sea area. Once a side loses all ports in a sea area, no further sea movement is permitted by that side in that sea area for the remainder of the game.

8.11 Each player may sea move only one unit in each sea area per impulse. Exception: Only the Russian player can use Sea Movement in the Caspian Sea.

8.12 To have Rostov, if friendly-controlled, count as a friendly port for purposes of gaining a Sea Port modi-

fier on the Sea Movement Table in the Black Sea/Sea of Azov, the active player attempting the sea move must control both sides of the Kerch Straits (See Rule 6.25).

8.13 No sea movement may pass through the Kerch Straits unless the player attempting the sea move controls both sides of the Kerch Straits.

8.14 No Sea Movement of any kind is permitted in the Sea of Azov during the January/February turn of each year. Rostov is not considered as a friendly port for resolution of sea movement during this turn. Note: The sea is substantially covered in thick ice, not allowing sea movement.

8.2 Resolving Sea Movement

Any unit using sea movement must roll for survival on the Sea Movement Table, which is found on a Player Aid card. The die roll result is adjusted according to the modifiers list on the Player Aid Card. All die roll modifiers are cumulative.

Port modifiers apply only to the sea area that a unit is attempting to move through. For example, ports controlled in the Caspian Sea area have no impact on sea movement in the Black Sea/Sea of Azov area.

Major Naval Bases: There are three Major Naval Bases: Königsberg (German), Leningrad (Russian), and Sevastopol (Russian). Major Naval Bases, controlled by their original owner, provide a special DRM for sea movement.

- If the player performing sea movement controls his own Major Naval Base at the start of the impulse, he receives a -2 DRM.
- If the destination hex for a player performing sea movement is within 4 hexes of an enemy Major Naval Base, there is a +2 DRM.

Examples: If the German player controls Königsberg, he receives a -2 DRM in the Baltic. If the Russian player controls Sevastopol, he receives a -2 DRM in the Black Sea. If the destination hex of a German sea move in the Baltic is within 4 hexes of a Russian controlled Leningrad, there is a +2 DRM. If the German player controls Sevastopol, he receives only the -1 port DRM in the Black Sea since he did not originally own Sevastopol.

8.21 A unit eliminated by the roll on the Sea Movement Table is placed in its Replacement Pool.

8.22 A unit eliminated or aborted by the Sea Movement Table counts toward the limit of Sea Moves that impulse, and it counts as an invasion if it tried to Invade. (See Rule 8.4)

8.23 A unit which is aborted will return to where it began its sea movement. If it begins in:

- a port, then it returns back to that port
- a coastal hex, then it returns to the hex from which it was trying to evacuate.

The unit(s) will be available to move, if eligible, again during the next player's impulse.

8.3 Sea Transport

Sea Transport can be used in one of the following ways:

8.31 A unit in a friendly port (marked with an anchor symbol) and not in an enemy ZOC may attempt sea transport to another friendly-controlled port in the same sea area.

8.32 A new reinforcement or replacement unit may attempt Sea Transport using this two step procedure. First it is placed in a friendly-controlled port that can trace a line of supply by rail to its friendly board edge. Then it attempts to sea move according to 8.31 above.

8.33 A unit using Sea Transport may engage in combat. It may retreat or advance after combat.

8.4 Sea Invasion

Sea Invasions may only be made in the Baltic Sea or the Black Sea/ Sea of Azov areas, never in the Caspian Sea area.

8.41 Only 1 invasion per player per sea area is allowed per turn.

8.42 The only units that can invade are as follows:

- German: Any Infantry or Mountain unit
- Italian: Any Infantry or Mountain unit
- No Finnish, Rumanian, or Hungarian units may sea invade
- Russian: All non-Guard Infantry units

8.43 Each Invasion may include only one of the following:

- a reinforcement or new replacement unit (See Rule 8.32)
- a unit from a friendly port in the same sea area

8.44 Each player may attempt a limited number of Invasions over the course of the game:

a) The Russian player may attempt 2 Invasions in the Black Sea/Sea of Azov and 1 invasion in the Baltic Sea.

b) The German player may attempt 1 Invasion in the Black Sea/Sea of Azov and 1 Invasion in the Baltic Sea.

8.45 Invading an enemy's port hex does not negate the

port's effect of imparting an enemy-controlled port DRM to the Sea Movement Table die roll.

8.46 Russian units may not invade Germany in 1941-1942.

8.47 An invading unit may land anywhere on the coastline of the target sea area except hexes 3423 and 3424. The landing hex may not contain an enemy unit that has a ZOC.

8.48 A unit which was evacuated during the prior impulse may not perform an invasion.

8.49 An invading unit may engage in combat. It cannot retreat nor advance after combat.

8.50 If a unit is forced to retreat during combat in the same impulse it invades, it is eliminated instead. Note: a unit cannot invade and be evacuated in the same turn.

8.51 The invading unit is in General and Combat Supply on the invasion turn only; the unit will not be eliminated at the end of the player's turn if a regular supply path to the board edge can not be traced. If this is a Snow Impulse of the first winter, then the Axis unit would still receive a -1 combat DRM (See rule 13.74).

If at the end of the following turn, the invading unit is unable to trace a General Supply line to its friendly board edge, it must be eliminated. This elimination applies even if it is located in, or can trace a supply path to, a "Limited" supply source Major city.

Example: A German infantry unit successfully invades next to Sevastopol in the September/October 1941 turn. In the November/December 1941 turn, the infantry unit moves into Sevastopol. If the German unit is unable to trace a supply line from Sevastopol to the West board edge by the end of the November/December turn of 1941, the German Infantry unit will be eliminated even though Sevastopol could be a "Limited" Supply source for the unit.

8.52 Axis variant units listed in Advanced Optional rules may never perform an invasion.

8.6 Sea Evacuation

A unit may be evacuated from a port in an enemy ZOC or from a coastal hex.

8.61 Units are evacuated to a friendly-controlled port in that sea area. This port cannot be in an enemy ZOC.

8.62 A unit may evacuate even if it is in an enemy ZOC or has a movement allowance of zero for the impulse.

8.63 Evacuated units cannot engage in combat that impulse.

8.64 Units cannot be evacuated to satisfy a retreat result.

8.7 Caspian Sea

8.71 Only the Russian Player may use Sea movement in the Caspian Sea area.

8.72 He may Transport one unit per impulse between Astrakhan and Baku, in either direction. This move is automatically successful and does not require a die roll on the Sea Movement Table. Exception: If there is a German airbase within 9 hexes of the destination hex, a roll is required on the Sea Movement Table. A -5 DRM is applied to this roll. This is in addition to any other applicable DRMs.

8.73 Units may be evacuated from Caspian Sea port or coastal hexes. A roll is required on the Sea Movement Table for an evacuation. A -5 DRM is applied to this roll. This is in addition to any other applicable DRMs.

8.74 No Invasions are allowed in the Caspian Sea area. However, the Russian player may Transport one Infantry unit of 5 or less combat factors from Astrakhan to an unoccupied but German controlled Baku. A roll is required on the Sea Movement Table for this special Transport. A -5 DRM is applied to this roll. This is in addition to any other applicable DRMs.

Sea Movement Examples:

Example 1: The Russian Player is attempting to Transport a 7-4 Infantry Army in the Black Sea/Sea of Azov sea area from the port city of Sevastopol to the port city of Rostov. Odessa and Constanta are ports controlled by the Axis. There is an Axis airfield counter in hex 3122. The Infantry Army receives a -2 modifier for the major port of Sevastopol and a -1 modifier for each other friendly-controlled port in that area (Novorossiysk, Tuapse, Batumi, and Rostov) for a total of -6. The unit also suffers a +1 modifier because the destination hex is within 9 hexes of an enemy airfield. The total modifier to the die roll is $-6+1 = -5$. The Russian Player rolls an 8, modified by -5 for a final result of 3 which, when referenced to the Sea Movement Table, results in a step loss for the moving unit. The Infantry Army takes one-step loss and ends the move in Rostov.

Example 2: The German player is attempting to Invade Tallinn with a 5-5 Infantry Corps. The German player controls Konigsberg (a major port), Stettin, Danzig, and Helsinki for a total modifier of -5. Since Tallinn is a Russian controlled port, the German player also suffers a +1 modifier for the enemy-controlled port. The net modifier is -4. The German player rolls a 6 modified to a 2. The Invasion is successful and the 5-5 lands at Tallinn.

9.0 Automatic Victory

Automatic Victory (AV) is a form of combat that occurs during the Movement Phase instead of the Combat Resolution Phase.

These two armor units start HERE and MOVE

Start of the German Turn:
German Armor, 39th and 14th, begin the turn on hexes 1929 and 1930, and move to hexes 2128 and 2129.

A 10-1 AV is achieved against the Russian unit in hex 2228 (9-1 plus one Stuka). The 6-5 in hex 2330 makes the required attack against the Russian unit in hex 2329.

9.1 Achieving an Automatic Victory

If during a movement phase conditions for an attack at 10-1 or greater odds are established, an automatic victory may be achieved (Also see Rule 10.91).

9.11 All normal combat and stacking rules apply unless superseded by rules in this section. The units participating in the AV must meet the stacking limits. Other units in the hex that are not participating in the AV may move after the AV has been resolved so that they meet stacking limits by the end of the Movement Phase.

9.12 The attacker must declare which units will participate in the AV. These units will be marked with an AV marker.

9.13 Air Support (See rule 11.5) may be used in an AV attack to increase the odds ratio.

9.2 Resolving an Automatic Victory

Defending units surrender (See rule 10.68) and are immediately removed from the game permanently.

9.21 Any of the attacker's units participating in the AV may advance into the vacated defender's hex adhering to normal stacking limits.

9.3 Automatic Victory Restrictions

9.31 Each side is limited as to when it may use Automatic Victory as follows:

a) Axis:

1. From the beginning of the game through the July/August 1943 turn, the Axis Player may conduct as many AVs as he wishes.
2. After the July/ August 1943 turn, the Axis Player may not conduct any AVs.

b) Russians:

1. Prior to the July/August 1943 turn, the Russian Player may not conduct any AVs.
2. From the beginning of the July/August 1943 turn through the November/December 1943 turn, the Russian player may conduct AV attacks only when at least one Russian Air Unit or one Russian Artillery unit participates in the attack.
3. From the beginning of the January/February 1944 turn through to the end of the game, the Russian Player may conduct as many AVs as he wishes, regardless of whether or not he uses Air Units or Artillery units.

9.32 No unit may participate in two AV attacks in the same game turn.

9.4 After the Automatic Victory

Attacking units that took part in the AV cannot move any farther or attack any other enemy units for the remainder of that impulse. After the AV attack, units which did not participate in the AV attack can ignore the fact that the defending units were in the hex for the rest of that same impulse. They may move normally into and through the hex where the defender(s) used to be, even if they started the impulse in the ZOC of the AV eliminated units

9.41 Participating ground units may move normally and attack in subsequent impulses. Exception: See rule 9.32.

9.5 Automatic Victory and Other Units

Units declaring an AV may be next to enemy units not being attacked by the AV units. Since those units **must** be attacked during the subsequent Combat Phase for the AV to be declared, friendly units **must** be moved adjacent to the enemy units not being attacked by the AV units, observing all stacking and legal attack conditions **prior to** the instant that the AV is to be performed.

10.0 Combat

Combat occurs after all movement for that impulse is finished (Reminder: Automatic Victory is a function of movement). The attacker (moving player) will make as many different attacks as he is required to or decides to

against the defender (non-moving player), based on the rules which follow. They are resolved, one at a time, in any order the attacker chooses.

10.1 Combat Requirements

When a unit ends its movement in an enemy ZOC, the enemy units exerting that ZOC must be attacked.

Exceptions:

- Friendly units are not required to attack enemy units across a river hex side. If they choose to attack one adjacent enemy occupied hex across the river, they are not required to attack other adjacent enemy occupied hexes across the river.
- Friendly units in a major city do not have to attack any adjacent units. If they choose to attack, then all adjacent enemy units which are not across a river hexside or not being attacked by other friendly units must be attacked by them.
- Friendly units do not have to attack any adjacent units which are marked OOS.
- Friendly WEC and Dictator units do not have to attack adjacent enemy units even if they are in a hex by themselves.

10.11 When several attacking units are adjacent to several defending units, the attacker has the choice of how to resolve combat provided:

- All friendly units in an enemy ZOC must attack one or more enemy units or stacks,
- All enemy units triggering friendly attacks are themselves attacked, and
- Each attacking unit is adjacent to the specific defending unit it is attacking.

10.12 In any attack, the factors of all attacking units are added up into one combined attack factor.

10.13 Units stacked in the same hex may attack different hexes; they do not all have to attack the same hex.

10.14 Attacking units in a single stack may choose to attack enemy units stacked in more than one adjacent hex as one combined attack. Exception: Blitzkrieg Attack (See rule 10.9).

10.15 The factors of all defending units are added up into one combined defense factor. The attacker may not divide combat against defending units stacked in the same hex, but must attack them as one combined defense factor.

10.16 Every attacking unit can only fight one battle in any one impulse. Every defending unit can only be attacked once in any one impulse. Units which are in a defending hex after they have retreated do not add their combat value to the defense but will suffer the combat results like the original defenders and are the last to be assigned any step losses.

10.17 The combat factor of an individual unit may never be split so that the unit participates in more than one attack.

10.18 The attacker may deliberately attack with one or more units, at unfavorable odds in order to gain more favorable odds over other defending units. This game tactic is called “soaking off” and cannot be done at odds lower than 1-5.

10.19 If an attacking unit is in a position where it cannot attack at minimum legal odds (1-5 or better), the unit surrenders and is permanently removed from the board before any other combat is resolved.

Note: This is usually the result of an unfavorable first impulse attack and the attacker cannot bring up enough (or any) additional units to make a legal attack in the second impulse.

10.2 Combat Resolution

Combat between adjacent units is resolved via a die roll on the Combat Results Table (CRT). The CRT is based on the strength ratio or “odds” of the battle.

Note: the Blitzkrieg Attack Table (BAT) is also a CRT (See rule 10.9).

10.21 Combat Resolution Procedure:

a) Determine the raw odds ratio by dividing the total attack factor by the total defense factor, taking into account any possible terrain effects (See rule 10.3 and the TEC). Round any fractions down in favor of the defender and express the result as an odds ratio. An attack may always be made at a lower odds ratio than actually calculated, at the option of the attacking player. (For example, 11 divided by 4 produces 2.75:1, which rounds down to a 2-1 ratio. An attack of 4 combat factors against 11 would produce 1-3 combat odds (1:2.75).

b) Apply any applicable ratio shifts for use of Air Units or Artillery (See rules 10.4, 11.5 & 12.04) to achieve a final odds ratio. Attacks at a final odds ratio of less than 1-5 are not allowed (See rule 10.18).

c) Determine if any Die Roll Modifiers (DRMs) apply per

the TEC (See rule 10.3), Armor (See rule 10.5), Field Marshals (See rule 14.2), and calculate a cumulative DRM. The maximum cumulative DRM for a combat resolution, not including Field Marshals, is a +/- 2 DRM.

d) Reference this final odds ratio with a column heading on the CRT or BAT, and then the attacker rolls one die.

e) Apply the cumulative DRM to the die roll, cross referencing the adjusted die roll under the appropriate column and apply the result listed.

10.22 Odds of 8-1 or 9-1 are resolved as 7-1. Odds greater than 10-1 are treated as 10-1.

10.3 Terrain Effects on Combat

Terrain will affect the combat values of the defender as well as causing DRMs to combat resolution.

10.31 As indicated on the Terrain Effects Chart (TEC), units defending in mountains, major cities, or behind rivers have their combat factors doubled.

Note: Units behind rivers are not doubled if one or more of the attacking units are attacking them through a non-river hex side. Also see the Turn 1 Special Rules for Russian units defending in various terrain types (See rule 24.0).

10.32 A defending unit’s combat strength can never be more than doubled, regardless of the number of terrain types.

Example for Rule 10.33

D1 4-3 Voluntary Step Loss 4-3
 1st Step Loss 2nd Step Loss
 Loss to remain in City

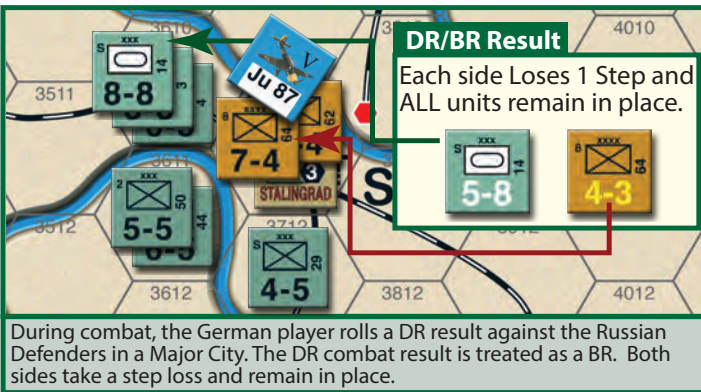
Units in Stalingrad AFTER D1 Result where Russian chooses to remain in City by taking 1 additional step loss.

During Combat, the German player rolls a D1 result against the Russian Defenders in a Major City. In this example, the Russian player has a WEC and 2 full strength Infantry Armies in the City. A D1 result calls for 1 step loss and the Defender must vacate the hex, unless he is in a Forest or Major City, as in this example. If the Russian player chooses to retreat, the WEC is automatically lost because it cannot retreat. To save the WEC, and to hold onto the City, the Russian player may choose to take 1 additional step loss and remain in the City. The Russian player may choose any unit in the City with a step. In this example, he will take a step loss on the 64th Infantry.

10.33 If the combat result requires that units in a forest hex retreat, these units do not retreat. They do not have the option to retreat.

If the combat result requires that units in a major city retreat, these units have the option of taking one additional step loss instead of retreating. This additional step loss is one step total, not one step per unit.

10.34 If defending units occupy a major city or a forest hex, a DR combat result is treated as a BR. In a multi-hex attack where defending units occupy more than one terrain type, units defending in a major city or forest hex do not retreat; defending units in other types of terrain must retreat.



If attacking units occupy a major city or a forest hex, an AR combat result is treated as a BR. In a multi-hex attack where attacking units occupy more than one terrain type, units attacking from a major city or forest hex do not retreat; units attacking from other types of terrain must retreat.



The Russian player is making a 2-1 attack against the German Panzer corps with a -1 DRM for the forest.

- 1) A DR becomes a BR which results in each player losing one step. The German Panzer is flipped to a 6-8 and the Russian player flips his unit with the highest printed combat strength (the 7-4) to a 4-3. The 6-8 does not retreat.
- 2) An AR becomes a BR which results in each player losing one step. The German Panzer is flipped to a 6-8 and the Russian player flips his unit with the highest printed combat strength (the 7-4) to a 4-3. The 4-3 must retreat; the 5-4 and the 6-4 do not retreat.
- 3) On a D1 result, the German Panzer is flipped to a 6-8. The 6-8 does not retreat.
- 4) On an A1 result, the Russian 7-4 is flipped to a 4-3. The 4-3 must retreat; the 5-4 does not retreat. The 6-4 may retreat or take a step loss and remain in Minsk.

10.35 Northern Swamps: All Swamp hexes on or north of Hex row 16XX are treated as Forest hexes during SNOW impulses but they do not negate the retreat requirement. All other swamp hexes are treated as Clear hexes during Snow impulses.

Note: Frozen swamp hexes that are considered to be Forests during Snow impulses do NOT function as Forest hexes for purposes of rules 10.33 and 10.34.

10.36 In a combat where defending units are in more than one hex and one (or more) of those hexes contains defensive terrain which benefits the defender, each hex must be considered individually to determine the defender's combined defense total and combat DRMs. If the terrain doubles the defender, only double the units which are in that hex. If the terrain provides a DRM (Each terrain type DRM counted only once per combat), apply that DRM to the combat. Additionally, the armor bonus is negated if any defender's hex has terrain which negates it. Also, the attacker suffers a -1 DRM for each additional hex beyond the first being attacked in the combat. Note: This is due to diffusing the attack in two or more directions. This DRM may cause the cumulative combat DRM to be less than -2.

Example: The German player has an opportunity to eliminate 2 units with one combat and is attacking 2 adjacent hexes with one stack of 24 factors, a single Stuka, and a Field Marshal in support during the August impulse of 1941. The first defender's hex is a Major city with a 2-3 (reduced 4-4 Russian Infantry). The second hex is clear terrain with another 2-3 Infantry in it. The defender has 6 factors, one 2-3 being doubled for the major city. The attack is 4-1 raised to 5-1 by the Stuka. The DRM is -1 for the Major city, -1 for two defending hexes, and +1 for the Field Marshal for a net of -1. The +1 armor bonus does not apply since a Major city is being attacked.

10.37 Mountain units receive a +1 DRM when they are attacking into a Mountain hex. Mountain units receive a -1 DRM when they are defending in a Mountain hex.

10.4 AIR SUPPORT (Ground Attack)

Up to four (4) air units may be used in an attack to shift the final combat odds. Each air unit shifts the odds one

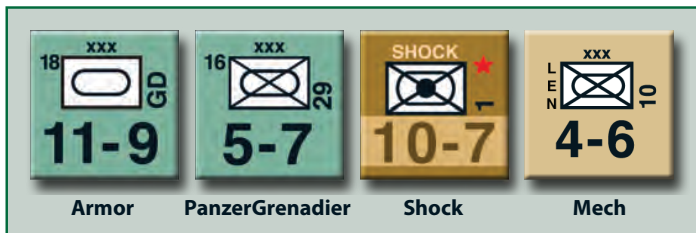
AIR SUPPORT CHART	
Impulse Weather	Maximum number of Air Units that can be used in any Attack
Clear	4
Lt. Mud	3
Mud	2

ratio higher in an attack. The defending side may not allocate Air Units to a combat unless using Optional rule A3.0.

10.41 The maximum number of air units available for support depends on the nationality, year, and the weather (See Rule 11.5 and the Bomber Availability Chart).

10.42 The maximum number of air units that may be added per attack depends on the weather and is specified in the Air Support Chart above and cannot exceed the number of attacking ground units.

10.5 Armor, PanzerGrenadier, Shock or Mechanized Units



Armor type units (armor, shock, panzergrenadier, mechanized) impart a special combat DRM on the attack and defense in any weather. The following conditions apply to receive this benefit:

- Defending units must be in a clear terrain hex, with or without a minor city.
- +1 DRM if only non-armored type units are defending and the attacking forces include armor type units.
- -1 DRM if only non-armored type units are attacking and the defending forces include armor type units.

Note: The Hungarian mechanized corps and the SS Polizei unit cannot be used for the above benefits.

10.6 Combat Results

See the CRT Results Chart Key, below for results interpretations.

Note: A DR result, when **any** of the defending units are in a Major City or Forest, and an AR result, when **any** of the attacking units are in a Forest or Major City, results in each player losing 1 step. In a multi-hex attack where units may occupy more than one terrain type, only those units would have to retreat that are not exempted by the TEC (See rules 10.33 & 10.34).

10.61 Step Losses

Most units in the game have two steps, the back of the counter being the weaker step. A two-step unit takes a step loss by flipping the counter to its reduced side.

COMBAT RESULTS TABLE KEY	
AE*	All attacking units are eliminated. All attacking units that were surrounded are surrendered immediately. (See Rule 10.68).
AE	All attacking units are eliminated.
A#	Attacker suffers # step losses and any surviving units must be retreated 2 hexes.
AR	Attacker retreats all attacking units 1 or 2 hexes, at his discretion.
BR	Battle Rages - The Battle is unresolved and both sides take 1 step loss. No retreat or advance occurs. If the BR result happens in the First Impulse, units are locked in combat for the Second Impulse.
X2	Exchange: Both sides suffer 2 step losses. If either player has only 1 step to lose, then his opponent only loses 1 step. Any surviving defending enemy units are retreated 1 or 2 hexes.
DR	All defending units are retreated 2 hexes.
D#	Defender suffers # step losses. Any surviving units must be retreated 2 hexes.
DE	All defending units in the hex are eliminated.
DE*	All defending units in the hex are eliminated. All defending units that were surrounded are surrendered immediately. (See Rule 10.68).

A one step unit takes a step loss by removing the unit from the map and placing the unit in the Replacement Pool (Exception: Surrender). A 3 or 4 step unit whose 1st counter is flipped and needs to take a step loss would be replaced by the unflipped 2nd counter.

10.62 When the combat result calls for step losses, the unit with the highest printed combat strength takes the first loss. In rare instances this may require a one step unit to be eliminated before a two-step unit is reduced. Any subsequent step loss may be taken from any other units at the discretion of the owning player.

10.63 If both the attacker and the defender have armor type units, the armor type unit with the highest printed combat strength must take the first step loss for either side. This is an exception to 10.62.

10.64 If the armor unit is also the highest combat strength unit, reducing it as the first step will also meet the requirement of rule 10.62. Any subsequent step losses may be taken at the owning player's discretion.

10.65 If the armor unit in the hex is not the highest strength unit, it is still reduced first if both attacker and defender have armor. If more step losses are called for (i.e. a D3 result), the next unit that must take a step loss is the highest printed combat strength friendly unit involved in the combat. The 3rd step may be taken from any other unit at the owning player's discretion.

10.66 If the preceding step loss priorities do not clearly indicate which unit takes a step loss, the owning player has the choice as to which unit takes the loss.

Example: A defending stack with a 5 strength one step armor unit and a 5 strength two-step infantry unit must take a step loss. The attacker did not have armor in the

attack. The defending player can eliminate the one step armor unit or flip the two-step infantry unit to its reduced side.

10.67 Elimination

Units eliminated (AE, AE*, DE, DE* results) are removed from the map and placed in the Replacement Pool, unless they Surrender (see below).

10.68 Surrender

Any units which receive an AE* or DE* result from the CRT and are unable to trace a line of General Supply at the instant of combat are considered surrounded and surrender.

10.69 Surrendered units are removed permanently from play and cannot re-enter the game by being rebuilt. Exception: See rule 22.04.

10.7 Retreats

All retreat results, whether attacker (AR or A#) or defender (DR, D# or X2) are performed by the attacker.

10.71 Units are retreated individually with the Defender always choosing the order in which his units will be retreated.

10.72 A unit may never be retreated:

- a) into an enemy occupied hex (Enemy unit must have ZOC in hex)
- b) into a vacant hex in an enemy ZOC
- c) across the black coastline
- d) into a sea or lake (including into the ice road during snow impulses)
- e) off the map board
- f) Russian units into Hungary on the May 1941 impulse
- g) into Turkey, Persia, Iraq, Lebanon, or Syria

10.73 A retreating unit is eliminated if all retreat routes are blocked. A retreating unit may end its retreat over-stacked. In that case, the owning player must remove units at the end of the Combat Phase until the hex is no longer over-stacked (See rule 5.04).

10.74 The attacker may not specify a retreat route that eliminates the defender if a legal retreat route is available.

10.75 Terrain does not affect retreats unless explicitly specified.

10.76 Units retreat according to the following priorities:

Priority 1: Retreat into a hex free of enemy ZOC.

Priority 2: Rumanian and Hungarian units do not end a retreat in the other's country (See rule 25.1).

Priority 3: End the retreat in a hex that is a legal supply source such as:

- 1) a rail hex with a path of friendly-controlled rail hexes free of enemy ZOC to a friendly board edge.
- 2) a friendly-controlled major city that is not already providing limited supply to its maximum number of units.

Priority 4: End the retreat as close as possible to a legal supply source.

Priority 5: Axis units retreat west, northwest, southwest, or a combination of these. Russian units retreat east, northeast, southeast, or a combination of these.

Priority 6: Units directed to retreat 2 hexes must end the retreat 2 hexes away from the hex where they fought the battle if possible. They may only end a 2 hex retreat adjacent to the hex they fought from if it is not possible to end the retreat 2 hexes away. If the attacker can elect a one hex retreat for defending units, then this priority is ignored.

Priority 7: Retreat into a friendly-occupied hex in an enemy ZOC. If there are several of these, go back to priority 2, etc. to decide among them.

Example 1: A Russian unit in hex 1717 is attacked from hex 1718. On a DR result it may retreat to hex 1615, 1516, or 1815. It may not retreat to hex 1715 or 1916 since these hexes violate priority 3. It may not retreat to 1917 or 1517 since these hexes violate priority 5. It may not retreat to hex 1816 since this violates priority 6.

Example 2: A Russian unit in hex 2615 is attacked from hex 2716 and a DR result is rolled. The unit must retreat to hex 2714, 2414, or 2613. It may not retreat to 2814, even if hex 2715 is Russian-occupied, since this violates priority 1.

Example 3: A Russian army size unit in hex 4109 is attacked from hex 4009. It must retreat to hex 4007 to be as close as possible to a supply source rail hex. However, if Axis units occupy Saratov and there are only none or one unit near Astrakhan, Astrakhan is the closest supply source and the unit would have to retreat to hex 4308 instead.

Note: The spirit of the retreat rule is to reflect friendly units retreating rearward, towards their friendly lines of communications to stay in supply, not forward and conquering new ground.

10.77 Units that began combat stacked together and are forced to retreat into or through an enemy ZOC hex occupied by a friendly combat unit take an additional 1 step loss (in total for all that were stacked together) over and

above any loss called for by the CRT or BAT. Apply this condition for each hex of a 2 hex retreat.

10.78 Units may be retreated through an enemy ZOC hex occupied by a friendly combat unit to get into or stay in supply if the only alternative is to retreat to a hex that would leave them out of supply (owning player's choice). Similarly, units may be retreated through an enemy ZOC hex occupied by a friendly combat unit to avoid retreating to an over-stacked hex.

10.8 Advance After Combat

10.81 For the rules for advance after combat when using the Blitzkrieg Attack Table, see rule 10.9.

10.82 For attacks using the CRT, the attacker may advance into the defender's hex(es) if either of these following conditions are true:

- If the combat result was DE or DE*
- If the combat result was a D# or a X2 that required more step losses than the defender has

The advance ends in the defender's hex(es).

Example: A single step unit is attacked. On a DE*, DE, D3, D2, or X2 result, the attacker may advance. On a D1, BR or DR result, he may not.

Note: Steps that are lost due to blocked retreat routes are not considered as losses for purposes of determining whether the attacker may advance.

10.83 Units may advance even if both the hex they attack from and the defender's hex are in enemy ZOC.

10.84 A unit may advance even if it has no movement capability that impulse.

10.85 The only effect that Terrain has on advance after combat is that units cannot advance into hexes or across hexsides which they normally could not move into or cross.

10.9 Blitzkrieg Attack Combat

The Blitzkrieg Attack Table (BAT) is used for combat resolution where the attacker's primary focus is to penetrate the defense and gain territory instead of killing the units being attacked.

10.91 The BAT is used in lieu of the CRT at the attacking player's option provided that the requirements of rule 10.93 are satisfied. The attacker must select the Table to be used before rolling the attack. An attack at 10-1 odds

or higher is normally an AV. However, the attacker may choose to resolve the attack on the 10-1 column of the BAT instead. Note: If the attacker achieves a 10-1 attack during a Movement Phase, and wishes to execute it as a Blitzkrieg Attack, he must wait until the Combat Phase to resolve it. This means that an AV has NOT been achieved and that the defending unit remains on the map and is attacked during the following Combat Phase.

10.92 All rules for combat using the BAT are the same as the rules for combat using the CRT except as noted below.

10.93 Blitzkrieg attacks may only be made under the following conditions:

- a) The weather is clear or light mud
- b) The defending units occupy only one hex
- c) The defender's hex is clear or clear with a minor city
- d) It is an Axis attack on or before August 1943
- e) It is a Russian attack on or after March 1944. The Russians may also make a Blitzkrieg attack from the beginning of the September/October 1943 turn through the November/December 1943 turn provided that at least one Guard Tank Army and at least one Shturmovik participate in the attack.
- f) The attack is not across the Kerch Straits
- g) At least one armor type unit is attacking

Note: The Hungarian Mechanized corps and the SS Polizei unit cannot be used to enable a Blitzkrieg Attack. However, they may advance like an armor type unit after one.

10.94 If the conditions of Rule 10.82 are satisfied, place a Blitzkrieg marker in the defender's hex. Any and all units that attacked may advance into the defender's hex at no cost, even if this causes a temporary over-stacking situation in the hex. Any additional advances will follow the guidelines of rule 10.96.

10.95 If the conditions of Rule 10.82 are **not** satisfied, any and all attacking armor type units (only) may advance into the defender's hex, but this counts as the first hex of the advance listed on the BAT. Mark the defender's hex with a Blitzkrieg counter.

10.96 After attacking units are placed in a hex with a Blitzkrieg marker, they may continue to advance subject to the following rules:

a) Non-armor type units may not advance farther than the defender's hex.

b) Armor units may advance as many hexes as called for on the BAT in any direction or combination of directions, together or separately. Note that if the conditions of Rule 10.82 are not satisfied, one hex of the advance is taken to occupy the defender's hex.

c) Advancing armor units may ignore the ZOC of non-armor type units, but must stop if they enter the ZOC of an armor type unit. If the defender's hex is in the ZOC of an enemy armor type unit, no further advance is possible.

d) Advancing units must stop in forest, swamp, or mountain hexes, and may not cross the Kerch straits.

e) A unit may not gain more hexes to advance than its second impulse movement allowance for the current weather, including occupying the defender's hex. For example, a unit that may only move 2 hexes in the second impulse would only gain 2 hexes should a 3 hexes gain result be rolled on the BAT.

11.0 Air Ground Support



Air support in Russia Besieged is represented by nine German Stuka counters and six Russian Shturmovik counters with their associated airbase counters. The primary function of the Stuka and Shturmovik Ground Support Air groups (hereafter referred to as "Air" units) is to provide air support for ground attacks. This is known as a ground support mission.

Note: The terms "air support", "ground support", "bomber", and Stuka / Shturmovik are used interchangeably for Air units. The terms "airfield", "airbase", and "base" are also used interchangeably.

11.1 Airbases



11.11 To fly a ground support mission, an Air unit must be stacked with its corresponding airbase. Note that the airbases and Air units are color coded in addition to having the same number.

11.12 Airbases must be located in controlled cities.

11.13 A major city can hold up to 4 air units and 4 air bases. A minor city can hold up to 2 air units and 2 air bases.

11.14 An Airbase can move to (Stage) to another controlled city during its Movement Phase. Simply pick up the airbase counter and its air unit and place them in another friendly city that is within 18 hexes and was controlled at the start of the impulse (Exception: See rule 11.15). The Air unit stacked with the airbase stages with the airbase to the new city and is placed under the airbase counter to denote that it cannot fly a ground support mission this impulse. Flip the airbase counter over to its "Staged" side. Airbases may stage once each impulse. Airbases can not stage if their air unit flies a ground support mission that impulse.

11.15 During Clear and Light Mud impulses in 1941, the

10.97 A combat result that does not satisfy the conditions of Rule 10.82 is resolved as follows:

- apply the step losses to the enemy units
- retreat any surviving enemy units the number of hexes called for by the results of the BAT die roll, guided by the Retreat rules (See rule 10.7).
- advancing attacking units must count the vacated hex as the first hex of the advance called for by the BAT result

Example: The Axis makes a 6:1 attack on a 4-step stack of Russian units in a clear weather turn in 1941. He chooses to use the Blitzkrieg Attack Table to conduct the attack. The attacker rolls a modified 7. The result is D3-Adv2. The defender loses 3 steps and the surviving unit is retreated 2 hexes by the attacker. The attacker chooses to advance the armor units that participated in the attack 1 hex into the vacated hex. He then moves his armor type units 1 more hex and can advance no farther.

Had the attacker rolled a 10 and received a DE-Adv3 result, all enemy units in the hex would have been eliminated. The attacker would advance into the hex at no advance hex cost and then could voluntarily advance his armor type units 3 hexes as called for by the BAT result. Any Axis Minor armor type units during Clear or Light Mud would only be able to advance 2 hexes from a BAT attack because their 2nd impulse movement is 2.

Axis player may stage airfields to any city currently controlled by the Axis player.

Note: Axis Engineers and ground crews displayed great energy in quickly making captured airfields operational during the summer and fall of 1941.

11.16 All Air units must immediately stage 9 hexes if an enemy combat unit (including stage 2 partisans) enters their hex. If unable to stage to a friendly airbase within 9 hexes because none exist or they would be over-stacked, remove the units. They are held off of the map for one full friendly player turn. They arrive as reinforcements on the following game turn.

Example: The Axis eliminate a Shturmovik during their July/August 1944 turn. The Shturmovik unit returns at the start of the Russian September/October turn. The Russians eliminate a Stuka during their March/April 1942 turn. The Stuka unit returns at the start of the Axis July/August turn.

Note: Stage 1 Partisan units do not affect airbases. Airbases may even stage to a city hex occupied by a Stage 1 Partisan.

11.2 Air Eligibility

An Air unit is eligible to fly a ground support mission if ALL of the following requirements are satisfied:

- 1) It has not already flown a ground support mission this Turn. Note: Air units are flipped to their not available (N/A) side when returning from a ground support mission.
- 2) It is stacked with its airbase counter and the airbase has not staged this Impulse.
- 3) The weather is Clear, Lt Mud, or Mud.

11.3 Air Availability

The number of Air units that can fly ground support missions during each Impulse of a Turn is dependent on the Nationality, Year and Month, and the Weather. These limits are specified on the Bomber Availability Chart. Note that there is a separate column for each combination of weather that is possible that turn.

11.31 In the May to December chart, the first column represents the maximum number of Air units that may fly a ground support mission in the first impulse, and for the entire turn. The second column represents the maximum number of Air units that may fly a ground support mission in the second impulse.

22 Exception: Lt Mud / Clear. See Bomber Availability Chart.

In the May to December chart, the Lt Mud / Clear column works the same way as the January to April chart (see below).

11.32 The January to April chart works in a similar way. The second column is used to determine the maximum number of Air units that can fly a ground support mission in the second impulse, and for the entire turn. The first column represents the maximum number of Air that may fly a ground support mission in the first impulse.

Example #1: September/October 1941 turn:

- A CLEAR - MUD combination results in 9 Stukas available for the entire turn. All 9 may fly in the first impulse. If 8 Stukas were used in the first impulse, only 1 would be available in the second. If 6 Stukas flew ground support missions in the first impulse, only 2 Stukas would be able to fly in the second impulse as MUD is rated for 2 Stukas. The other Stuka not flown in the first impulse cannot fly a ground support mission for the remainder of the turn.

Example #2: November/December 1941 turn:

- A Lt Mud - Mud combination results in 5 Stukas available for the entire turn. All 5 may fly in the first impulse. You can save 2 Stukas for the second impulse. However, even if you don't use any Stukas in the first impulse, you can still only fly 2 in the second impulse.

Example #3: March/April 1942 turn:

- A MUD - Lt MUD combination results in 3 Stukas available for the turn, determined by the better weather second impulse. Assume only 1 Stuka flies in the first impulse. If the 1 Stuka flies in the first impulse, a total of 2 Stukas could fly in the second impulse.
- A SNOW - MUD turn would yield a total of 2 Stukas available in the second impulse only. SNOW would prevent any Stuka from flying in the first impulse.

11.4 Allocating Air Missions

Air units may be allocated to support AVs during the Movement Phase and at any time, up to the moment of combat, during the Combat Resolution Phase to support attacks.

11.41 Air units may fly up to 9 hexes to the hex being attacked and then back to their airbase.

11.42 Air units may only be allocated to hexes being attacked by friendly ground units. Air units cannot attack by themselves. If an attack is being made against more than

one hex, the Air unit must be able to reach all defending unit's hexes of the combat to which it is allocated.

11.5 Air Combat Effects

11.51 Each air unit increases the combat odds by one.

11.52 A maximum of 4 air units may support a single attack dependent on weather (See rule 10.4).

11.53 The number of air units supporting an attack cannot exceed the number of attacking ground combat units.

Examples: A 3-1 attack plus two Stukas is resolved on the 5-1 column. A 6-1 attack plus three Stukas is 9-1 and is resolved on the 7-1 column. A 6-1 attack plus four Stukas is 10-1 and is an AV. A 1-6 attack plus one Stuka is resolved on the 1-5 column. A 4-1 attack plus one Shturmovik is resolved on the 5-1 column.

11.6 Landing Air Missions

Air units are landed immediately after their combat is resolved. Upon landing, they are flipped to their used (N/A) side.

11.61 After completing their mission, air units land at their airbase.

11.7 Air and Automatic Victory

Air units may support AV attacks. Example: A 10 - 1 AV could be obtained with a 8-1 attack plus two Stukas.

11.71 The Air units land as soon as the AV attack is resolved.

11.72 From July to December 1943, a Shturmovik is one of the possible requirements in order for the Russian player to conduct an AV attack (See rule 9.31 b.).

11.8 Terrain and Enemy Units

Terrain does not affect staging or flying ground support missions. Air units and airbases may fly over water as if a hex grid was superimposed on the map. For example, it is two air hexes from Tallinn to Helsinki.

11.81 Enemy units and their ZOCs do not affect air unit movement nor airbase staging (Exception: See rule 11.16).

11.9 Ready Airgroups

At the beginning of the Weather determination phase of the game turn, both players will flip their Airbases so that they are not marked staged. Air units are flipped to their available sides.

Examples of using Airbases and Air Units:

It is the May / June 1941 turn. The Germans start 2 Stukas (1, 2) in Konigsberg, 4 Stukas (3, 4, 5, 6) in Warsaw, two Stukas (7, 8) in Kracow, and 1 Stuka (9) in Bucharest. All airbases are with their corresponding Stukas.

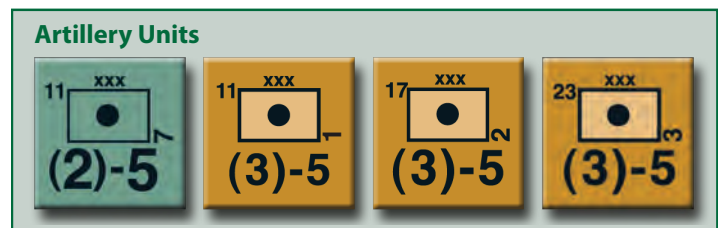
1. Stuka 1 and its airbase stage to Helsinki. Stuka 1 cannot fly a mission during the first Impulse since its airbase has staged.

2. The German player can fly ground support missions with all 9 Stukas this turn but only 5 on the second Impulse. Therefore, the German player plans to fly 5 Stukas during the first Impulse and save 4 Stukas to support second Impulse attacks.

3. The German player flies Stukas 2, 3, 4, 7, and 9 to support first Impulse ground attacks. Stukas 2 and 3 support one attack, Stukas 4, 7, and 9 support three other attacks.

4. During the second impulse, Stukas 2 and 3 with their Airbases stage to Brest, which was captured by the German player during the first impulse. Stuka 7 with its Airbase stages to Bucharest. Stuka 1 flies a ground support mission from its new airbase location in Helsinki. Stukas 5, 6, and 8 also fly ground support missions.

12.0 Artillery



Artillery units represent a high concentration of artillery Groups (ARKO) in a specific area capable of bringing a large amount of firepower to a specific target.

12.01 Artillery type units are treated as infantry for movement and ZOC purposes.

12.02 One Artillery unit per hex may stack for free. Each additional Artillery unit in the same hex stacks like a corps sized unit.

12.03 Artillery units, alone in a hex, attack and defend and function like any other combat unit.

12.04 An Artillery unit has its combat factor shown in brackets to indicate that it shifts the attack one odds ratio upwards every time it is used in an attack in conjunction with other units, in addition to adding its combat factor. When attacking by themselves, they do not receive this odds shift benefit.

12.05 Artillery units may be used in conjunction with air units as long as other combat units are used in the attack.

12.06 From July to December 1943, an artillery unit is one of the possible requirements in order for the Russian player to conduct an AV attack (See rule 9.31 b.).

12.07 Artillery units do not impart an odds ratio shift on defense nor do they negate the attacking artillery shift.

13.0 Supply

Generic Out of Supply Counters



Denotes the number of turns a unit is out of General Supply

13.1 General Supply

13.11 There are two kinds of supply: General Supply and Combat Supply. A unit can be in General Supply only, Combat Supply only, both, or neither. General and Combat supply are completely independent.

13.12 Units not in General Supply operate normally except those units which have an Out of Supply (OOS) marker on them which are individually halved (rounded up) when attacking and they lose their ZOC. Opposing units can move adjacent to units which are marked OOS and do not have to attack them.

13.13 A unit not in General Supply at the end of its player's turn is removed from the board and placed in the Replacement Pool (Exceptions: Partisans (See rule 16.0), units that invaded that turn (See rule 8.51), 1st Guard Cavalry (See rule 13.61), and paratroopers that airdropped that turn (See rule 15.06).

13.2 General Supply Path

General Supply is obtained by tracing a path to an unlimited supply source or a limited supply source. A General Supply path consists of two parts:

- 1) A path of 8 or fewer hexes to a friendly-controlled rail hex and
- 2) A path of unlimited length along a continuous controlled rail line to the unlimited supply source.

13.21 Part 2 of the supply path is not necessary if the 8 hex path leads directly to the unlimited or limited supply source.

13.22 A rail hex usable for the part 2 supply path is termed a "supply source".

13.23 The part 1 supply path is limited to 6 hexes if the impulse weather is Mud. The part 1 supply path is limited to 4 hexes if the impulse weather is snow. Exception: See rule 13.64.

13.24 If hex 0111 is the unlimited supply source, the part 1 supply path is limited to 6 hexes, 4 hexes if the impulse weather is snow.

13.3 Unlimited Supply Sources

13.31 Rail hexes on the West edge are unlimited supply sources for all Axis units.

13.32 Rail hexes on the East edge are unlimited supply sources for Russian units.

13.33 Hexes 0120 and 0111 are unlimited supply sources for Finnish and German units only.

13.34 Finnish, Hungarian, and Rumanian units may use their capital cities (Helsinki, Budapest, and Bucharest respectively) as unlimited supply sources.

13.4 Limited Supply Sources: Major Cities

Friendly Major Cities unable to trace a supply line by rail to a friendly board edge may be used as a limited supply source by friendly units who also can not trace a supply line but are within range of the city.

13.41 A Major City may provide limited General Supply via a non-rail supply path to two army sized units or three corps sized units. In addition, a WEC, a Dictator, one HQ, one artillery, one Russian paratrooper, the SS Polizei, and the Volkssturm unit may be supplied. All units in excess of the above limits are eliminated at the end of the owning player's second impulse. The owning player chooses which units to eliminate.

13.42 Units drawing General Supply from a Major City can hold out for one turn. Certain Russian Major Cities enable Russian Units (only) to hold out for more than one turn:

Leningrad, Baku and Sevastopol: 4 turns
Moscow and Stalingrad: 2 turns

This is denoted as follows.

- Units drawing General Supply from a major city are marked with an OOS-1 counter at the end of their second impulse.
- If the unit has an OOS-1 counter already and is not

a Russian unit drawing supply from Baku, Leningrad, Moscow, Sevastopol, or Stalingrad, it surrenders and may never re-enter the game. Units drawing supply from the above cities have the OOS-1 counter flipped to its OOS-2 side.

- If the unit has an OOS-2 counter already and is not a Russian unit drawing supply from Baku, Leningrad, or Sevastopol, the unit surrenders and may never re-enter the game. Units drawing supply from the above listed cities have the OOS-2 counter replaced with an OOS-3 counter.

- If the unit has an OOS-3 counter already, it is flipped to its OOS-4 side.

- If the unit has an OOS-4 counter already, the unit surrenders and may never re-enter the game.

13.43 If a unit with an OOS counter is able to trace General Supply to an unlimited supply source at the end of its second impulse, the unit survives and the OOS counter is removed.

Example: It is the end of the German July/August 1941 turn. The Russian player has two armies in Minsk and two armies adjacent to Minsk, surrounded by German units. During the Russian player turn, the surrounded units fail to open a supply line out of the pocket. At the end of the Russian July/August 1941 turn, remove two armies from the pocket and place them in the Replacement Pool. Then place an OOS-1 counter on the remaining 2 units.

At the end of the September/October turn, if the Russian units are still surrounded, they surrender and are permanently removed from the board.

13.44 If a major city is unable to trace General Supply to an unlimited supply source, reinforcement units entering the board from the Order of Battle (OB) card or replacements entering the board from the Replacement Pool may not be placed there. The Russian player may however, rebuild reduced strength units depleted in battle that remain in the city with a WEC unit by using replacement points.

13.45 A player cannot eliminate an OOS unit at the end of the turn if it can trace a limited supply line to a OOS Major city. Only units in excess of the supply capability of a Major city can be eliminated.

Note: This rule is to prevent players from eliminating units to prevent them possibly surrendering later if they are not able to get back into regular supply.

13.5 Supply Path Restrictions

13.51 No part of a supply path can be traced into or

through an enemy ZOC unless the hex is occupied by a friendly Infantry (not Artillery, Russian Paratrooper, or 2nd Stage Partisans), Cavalry, Armor, Mechanized, Mountain, or Shock Army unit.

13.52 A supply path may not cross a black coastline (Exceptions: Leningrad Ice Road (see rules 6.3 and 13.62), Straits of Kerch (see rule 6.2), and the part of a rail supply path from hex 3624 to hex 3523).

13.6 Special Supply Cases

13.61 The Russian Guards 1st Cavalry Army has special supply abilities. It can operate behind enemy lines without tracing supply for 3 complete game turns before it is eliminated. Mark the counter with a numbered Out of Supply counter (1, 2 or 3) at the end of every Russian turn it cannot trace supply. It is surrendered at the end of the 4th consecutive Russian turn if it is out of supply and permanently removed from play.

13.62 The Leningrad Ice Road is a limited supply line to an isolated Leningrad during any weather. Mark Leningrad with an OOS-1 counter, which does not increase while the Ice Road remains open. If the Axis cut the Ice Road by occupying hex 0812 and the Russians recapture this hex while Leningrad is at a higher than OOS-1 level, lower the Leningrad OOS to Level 1 at the end of the Russian player's turn.

13.63 Partisans are always in supply.

13.64 Units in Sevastopol are in supply during snow impulses if they can trace a supply path of 5 hexes across the Kerch straits to Novorossiysk, and then along the rail to the east edge. The supply status of units outside of Sevastopol that are tracing limited supply to Sevastopol is determined as per rule 13.4.

13.65 Hex 0107 is a limited supply source like Moscow (2 turns) for the Russian player provided that Archangel can trace a supply path by rail to the east edge and it has never fallen to the Axis.

13.7 Combat Supply

All units are in Combat Supply during non-snow impulses.

13.71 Finnish, SS, Luftwaffe ground units, Axis Mountain units, and Russian units are always in combat supply.

13.72 During snow impulses of the first two winters, other Axis units are out of Combat Supply unless near a friendly-controlled major or minor city as follows:

- During the snow impulses of the first winter, Axis

units in Russia are in combat supply only if they are in a city or adjacent to a friendly-controlled city. The First Winter is from November 1941 through March 1942.

- During snow impulses of the second winter, Axis units in Russia are in combat supply if they are in a city, adjacent to a friendly-controlled city, or two hexes from a friendly-controlled city and the intervening hex is occupied by a friendly unit (See rule 13.51) or not in an enemy ZOC. The Second Winter is from November 1942 through March 1943.

13.73 Axis units not in combat supply have their combat factors halved (rounding up), for both attack and defense. The combat factor of each unit is determined individually (i.e. a 2.5 rounding to a 3). Normal terrain effects are applied after this rounded reduction.

13.74 During the Axis snow impulses of the first winter, Axis units that are in combat supply suffer a -1 combat DRM on their attacks.

Note: In an attack where some of the Axis units involved are out of combat supply and some are in combat supply, the units out of combat supply are halved and the -1 DRM applies to the combat. The Axis player does not receive a -1 DRM if all of the attacking units that are in combat supply are the type units specified in Rule 13.71.

13.75 The combat supply condition is determined at the moment of combat, and therefore can change during an impulse due to results of earlier attacks.

13.8 Caucasus Mountain Region Supply

Russian units south of the Terek River, from hex 3922 through to hex 4811, remain in general and combat supply in the following manner:

- using the standard supply rules as described in rule 13.0, or
- tracing an 8 hex supply line to a rail line leading to the major city of Baku in hex 5710.

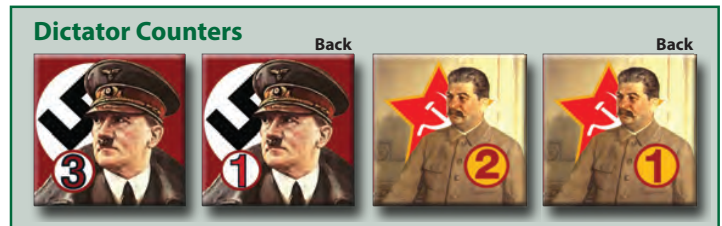
13.81 Baku can be used as a base of general supply for an unlimited number of Russian units provided Astrakhan (hex 4509) can trace a general supply path by rail only, to the east edge of the board.

13.82 If Astrakhan cannot trace a general supply path by Rail, Baku may function as a limited supply source for Russian units in the same manner as Leningrad or Sevastopol. Plus Baku can serve as a Limited Supply Source for an additional 2 Armies, 1 Corps, and 1 WEC. Note: This additional limited supply capability, beyond the units

specified in Rule 13.4, is due to the port of Krasnovodsk on the east side of the Caspian Sea.

13.83 Tbilisi may also function as a limited supply source for Russian units in the same manner as Leningrad or Sevastopol, provided that a rail path, free of Axis ZOCs, can be traced from Tbilisi to Tabriz. Otherwise, Tbilisi functions as a limited supply source like other Major Cities (See rule 13.41).

14.0 Dictators and Field Marshals



14.1 Dictators

The Hitler and Stalin pieces represent the respective Dictators themselves, their governments and the military organizations of their respective countries. The combat values printed on a Dictator's counter can only be used for defense, never in an attack.

14.11 Dictator counters have two sides: The higher combat factor applies when the Dictator is in his capital (Berlin or Moscow). The lower combat factor applies when the Dictator is elsewhere. Flip each counter to its appropriate side for its current location.

14.12 The Hitler and Stalin pieces are not considered HQ's as per Optional rule A1.0.

14.13 These two counters may use rail movement for free, or sea movement from a port (either impulse), but cannot move otherwise. Stalin may never move out of Russia.

14.14 These full strength units can absorb two step losses if in their capital; one step otherwise. If reduced by combat, they cannot be rebuilt to full strength.

14.15 Loss of a Dictator

A Dictator counter cannot retreat and is eliminated if left alone in a hex when friendly forces retreat or are eliminated by combat.

a) Loss of a Dictator can cause the end of the game. See Rule 27.0 Victory Conditions.

b) Loss of a Dictator, when not ending the game, has serious consequences. The following effects are implemented during the next impulse (only) taken by the player losing the Dictator:

- i) At the start of the movement phase, all friendly units adjacent to enemy units must retreat one hex following normal retreat rules.
- ii) Friendly units may not use ground movement to end their move farther from their board edge nor farther from a friendly supply source than where they began their move. They may not move adjacent to an enemy unit.
- iii) Rail movement may be conducted normally except that a unit cannot be railed adjacent to an enemy unit. Sea movement may be conducted normally except invasions may not be conducted and units cannot be Sea Transported adjacent to an enemy unit.
- iv) They cannot attack.

Exception: If the Dictator is lost during the 2nd impulse of his turn, the following two effects are implemented instead of the above four effects.

- At the conclusion of the combat phase of that impulse, all friendly units adjacent to enemy units must retreat one hex following normal retreat rules.
- The enemy player increases all of his attack odds by one during the 1st impulse of his next turn.

c) If the Dictator is lost while inside his capital city, there are no additional effects (except for the Victory Conditions check, if triggered).

14.16 Dictator Evacuation

A player may attempt to evacuate his Dictator during his movement phase if he is unable to rail the Dictator from his current location to a friendly major city. In addition, Hitler may be evacuated if he is outside of Germany and is unable to trace a General Supply path to the west edge.

To conduct the evacuation, roll one die. On a '1' roll, the Dictator is eliminated and Rule 14.15 applies. On a roll of '2' through '10', Hitler flies to any city in Germany or Stalin flies to any city in Russia. An evacuated Dictator counter can never be on its stronger side for the rest of the game, and Hitler may no longer leave Germany.

14.2 Field Marshals



Field Marshal counters are denoted by the standing figure

of a general. They represent the more skilled Generals of both sides.

14.21 Field Marshal counters may be used ONCE per YEAR. Used Field Marshals are placed in the Spent side of their respective Leader Boxes.

14.22 They may be placed on any attack and impart a +1 or -1 on the combat die roll.

14.23 A Field Marshal may be placed in either impulse, in either player's turn, for attack or defense at the owning player's discretion.

14.24 The attacking player must declare use of his Field Marshal first and each player may only use one Field Marshal per attack.

14.25 The Zhukov unit is a Russian reinforcement in the July/August 1941 turn. It may only be used defensively until the start of the Russian November/December 1941 turn, when it can be used as any other Field Marshal.

14.26 Aside from rule 14.25, a Field Marshal is available for use immediately on the impulse he enters.

14.27 Field Marshals which are required to withdraw (per German OB card), are removed at the beginning of the turn and may not be used that turn.

14.28 Marshal Mannerheim can only be used in a combat which involves at least one Finnish unit.

15.0 Russian Air Drops

The Russians have three paratrooper units that may be air dropped during the game.



15.01 Unless stated otherwise in the rules, paratroopers move and function as infantry.

15.02 A Paratroop unit may be air dropped if all of the following criteria are satisfied:

- a) The Paratroop unit begins the impulse in a Russia controlled city that can trace a rail supply path to the east edge.
- b) Between November 1941 and March 1943 inclusive, if the weather is Snow; or, on any impulse beginning September 1943.

15.03 The paratroop unit may be dropped within eight hexes of its city.

15.04 Paratroop units cannot be dropped into hexes in an enemy ZOC, major cities, forest hexes, mountain hexes, or swamp hexes north of hex row 17XX (see rule 6.4). They may be dropped into swamp hexes south of hex row 16XX.

15.05 They cannot move on the impulse they are dropped.

15.06 Paratrooper units do not need to trace general supply the turn they are dropped. If at the end of the following turn, the paratrooper units are unable to trace a General Supply line to their friendly board edge, they must be eliminated. This elimination applies even if it is located in or can trace to a "Limited" supply source Major city. You may mark OOS paratroopers with OOS counters as you would units drawing limited supply from a major city to keep track.

15.07 Each Paratroop unit may only be air dropped one time.

16.0 Partisans

The Russian player has 4 partisan counters that are used to cut railroads and to inhibit Axis movement and supply. They never need to trace supply.



16.01 Partisan counters are two stage counters. The first stage has no combat factor and costs nothing to deploy onto the map (See rules 16.4 and 16.5 for the second stage effects).

16.1 Placing Partisans Units

16.11 Partisan counters must be placed and remain in Russia, either in an Axis-controlled city or on an Axis-controlled rail hex. This rail/city hex must be a hex that the Axis player could legally rail move a unit to, if not for partisan(s).

16.12 To put a 1st Stage Partisan unit in play, the Russian player picks a rail hex or city eligible to receive the partisan and simply places it on the board at the end of the Russian turn when all movement and combat are over.

16.13 Partisan units may not be placed in an Axis ZOC except if being placed into a city only occupied by German Airbases/Air units and not in another Axis unit's ZOC. A Partisan may never be placed within 5 hexes of the German SS Polizei unit.

16.14 At the end of the Russian player's turn all 1st Stage Partisan units may be re-positioned at the Russian play-

er's discretion. All partisans previously removed from the map may be placed back on the map.

16.15 Partisans may no longer be placed on the map or built to 2nd stage Partisans when there are no Axis units left in Russia. When this situation exists and second stage partisans remain on the board, they are removed and 1 infantry replacement point is added to the Russian Replacement Pool for each 2nd Stage Partisan removed for that turn only.

16.2 Partisans Effects

16.21 A 1st Stage Partisan's ZOC functions as a normal ZOC in all respects except as noted below:

- A 1st Stage Partisan cannot control a city or rail junction.
- An Axis ground combat unit may move through (but not rail through) a hex containing a 1st Stage partisan at a cost of one additional MP.
- A 1st Stage Partisan does not block airbases from staging nor Air units from taking off or landing in a city occupied by an Axis airbase. These units may co-exist in the hex. A partisan still blocks rail movement and supply if in a city hex with a German air base.
- A 1st Stage Partisan does not block Axis retreats.

16.22 A city with a 1st Stage Partisan unit occupying it cannot act as a supply source until the partisan counter is removed, whereby supply is immediately re-established.

16.3 Eliminating Partisans

16.31 A 1st Stage Partisan is removed from the board if an Axis unit's ZOC influences the hex a Partisan occupies at the end of a German movement phase or at the end of either player's combat phase. A 1st Stage Partisan is also removed if the German SS Polizei unit is within 5 hexes of the Partisan at the end of a German movement phase or at the end of either player's combat phase.

16.32 Partisans cannot be permanently eliminated. They return to the Russian Player's force pool for immediate use in the Russian player's next turn.

16.4 2nd Stage Partisans Units

Beginning in January 1943, 1st Stage Partisan units that were not removed from the board during the German player turn, may be converted to 2nd Stage Partisan units.

16.41 During the Russian's first movement impulse, he can flip each 1st Stage Partisan to its 2nd Stage 1-2 side at a cost of one infantry replacement point per unit.

16.42 A 2nd Stage Partisan counter acts as a one step non-Guards infantry combat unit except it cannot stack with any other unit and it only has a ZOC in its own hex.

16.43 2nd Stage Partisans may only attack units in Russia.

16.44 The Russian player does not have to create a 2nd Stage Partisan. The Russian player may choose to redepot these 1st Stage Partisans to another hex.

16.45 2nd Stage Partisans can not control a hex or city.

16.46 A 2nd Stage Partisan unit may only be removed from the board if eliminated by combat, if it is stacked with another Russian unit, or as per rule 16.15. It may not be lifted off the board like a 1st Stage Partisan (Exception: See rule 16.15).

16.47 2nd Stage Partisan units can move 2 hexes of ground movement, regardless of weather and terrain, observing all enemy ZOC, during the Information Marker Adjustment phase of the Russian player's turn. They cannot use rail or sea movement.

16.5 2nd Stage Partisans Benefits

There are three special benefits for the Russian player that are enabled by a 2nd Stage Partisan unit.

16.51 Once per Impulse, the Russian player may modify ONE combat in Russia by a +1 or -1 DRM if a 2nd Stage Partisan is three or fewer hexes from all the defending units in the combat and is unable to trace a general supply path. This DRM may be applied to ONE combat only per impulse in total, regardless of how many 2nd Stage Partisans meet this condition.

Example: All four 2nd Stage Partisan units are on the board. During the German's turn, ONE of the 4 partisans uses its -1 DRM to influence a German attack because it is within 3 hexes of all of the Russian defenders. Then during the Russian player's turn, friendly forces attack a German unit that is within 3 hexes of a 2nd Stage Partisan and the Russian Player takes advantage of a +1 DRM to the combat.

16.52 If 2nd Stage Partisans occupy two or more Axis-controlled rail hexes at the end of the Axis player's turn, then the number of Axis units that may move by rail within Russia is reduced by one on the next German player turn.

16.53 If the 1st Guards cavalry unit is unable to trace a

general supply path, the Russian player may move one of his 4 Partisan units at its 2nd Stage level to a hex within 5 hexes of the 1st Guards cavalry unit. The 1st Guards cavalry is considered to be in General Supply if it can trace a path up to 5 hexes to the 2nd Stage Partisan unit that does not go through a hex containing an Axis ground unit or Axis ZOC. To enable this benefit, the 2nd Stage Partisan unit must be able to trace a general supply path itself.

17.0 Reinforcements

At the beginning of their turn, players check the Turn Record Chart (TRC) on the Turn Track map to determine whether reinforcements or special instructions are received this turn. If their TRC box for that turn contains a reference number, they check their OB Card at the appropriate referenced number to see what reinforcements are available to arrive.

17.01 The two months of a turn equate basically to the first and second impulses of a turn and, therefore, units shown as arriving during the second month may not be used until the second impulse.

Example: July/August 1941 the German player receives 7 units in the first impulse (July). He must wait until the second impulse (August) to receive the Rumanian 5th infantry, 3rd Italian Infantry and 27th German Infantry.

17.02 Reinforcements may be placed on the board any time during the movement phase of their impulse (month) of arrival.

17.03 Arriving units are placed on the specified hex or map edge as listed on the OB Card. See the explanation of the OB card on page 43.

17.04 Units arriving during either impulse may use normal movement (See rule 6.0), rail movement (See rule 7.0), or Sea Movement (See rule 8.0).

17.05 The initial placement hex does not count against the movement allowance of the entering unit.

17.06 Reinforcements may be voluntarily delayed (or forgotten), in which case they may show up the next impulse on their friendly board edge. Exception: See Rule 20.11.

17.07 Units that are delayed arriving, may be brought on by rail movement in the next impulse. If done so, they count against the player's rail capacity limits for that turn (See rules 7.01 and 7.02).

17.1 Russian Reinforcements

17.11 If the Russian unit's listed entry city is Axis-con-

trolled or unable to trace a supply line to an unlimited supply source, the unit must enter from the east board edge instead. The unit must also enter from the east board edge if placement in its listed city would cause it to have no possible move where it could satisfy stacking limits. In this case, enter as many units as may legally be placed, and any extras (Russian player's choice) enter from the east edge.

17.12 All arriving 1st impulse reinforcements, regardless of whether they arrive in cities or on the east edge get free rail. Only reinforcements on the 2nd Impulse, which enter normally from the "East", may use free rail. During the 2nd impulse, units scheduled to arrive in cities (even if they come on the east edge due to 17.11) do not get free rail. Normal rail movement rules (rule 7.0) apply. Russian Air units are placed in any Russian controlled city in General Supply in Russia at the start of the impulse.

17.13 Release of the Trans-Caucasus Garrison Units

- 1) The 44th and 47th Infantry armies are released if the German player attacks either Rostov or Sevastopol.
- 2) The 44th, 45th, 46th, and 47th Infantry armies are released if the German player does any of the following.
 - Enters hex row 38xx between 3801 and 3818
 - Crosses the Kerch straits to hex 3922
 - Invades any coastal hex between Rostov and Batumi, inclusive
- 3) All units not already released are free to move on the Russian June 1942 Impulse.

17.14 Northern Finland

If the Russians capture Helsinki, the Russian 14th Army arrives as a reinforcement in hex 0107 the turn after Finland surrenders (See Russian OB Card).

17.2 Axis Reinforcements

- 17.21 Rumanian reinforcements start at Bucharest.
- 17.22 Hungarian reinforcements start at Budapest.
- 17.23 Finnish reinforcements start at Helsinki.
- 17.24 German and Italian reinforcements enter anywhere along the west edge.

17.3 Special Axis Reinforcements

17.31 Northern Finland

If the Axis capture Archangel, the 19th Mountain, 36th Mountain, and Finnish 3rd Infantry Corps enter the game

anywhere between hexes 0107 and 0111 inclusive the turn after Archangel is captured (See German OB Card).

17.32 Rumania Surrender

Beginning January 1944, the Axis player receives the 22nd Mountain Corps as a reinforcement the turn after Rumania surrenders.

17.4 German PanzerGrenadier Upgrade

The German OB Card indicates that certain German infantry units can be upgraded into Panzergrenadier units in July and November 1943.

17.41 An on board infantry unit is exchanged, in place, for the indicated available Panzergrenadier unit from the OB Card.

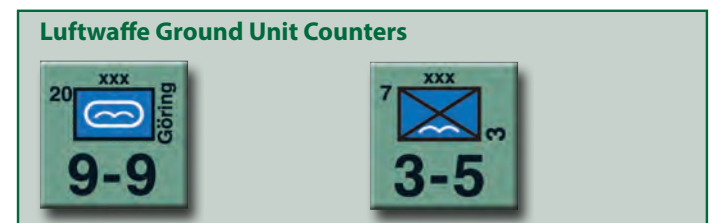
17.42 If possible, the infantry unit removed must have the same unit designation as the Panzergrenadier unit.

17.43 If the Infantry unit is reduced, it must be built up to full strength with infantry RPs before it is upgraded to Panzergrenadier.

17.44 If the designated units cannot be built up to full strength or have been eliminated, the German player may choose any other on-map German infantry unit of equal combat value for the exchange.

17.45 This exchange cannot be performed with a unit in an enemy ZOC nor with a unit that cannot trace a general supply path.

17.5 LUFTWAFFE GROUND UNITS



The German 3rd Paratroop Corps arriving in May 1942 and the Goring Panzer Corps arriving in July 1944 are Luftwaffe ground units. They cannot airdrop. The 3rd Paratroop Corps is rebuilt or replaced as a regular Infantry unit; the Goring Panzer Corps is rebuilt or replaced as a regular armor unit.

17.6 BERLIN GARRISON

17.61 Beginning with the January 1943 impulse, Berlin has an intrinsic garrison that is placed on the board the instant a Soviet ground unit moves or advances to within

Berlin Garrison and Volkssturm Unit Counters



4 hexes of the city. The Axis player simply asks the Soviet player to pause his movement momentarily while he places the Berlin Garrison unit in the city.

The Berlin Garrison counter stacks for free in Berlin. If moved outside of Berlin, treat the unit as a Corps sized unit. If eliminated, it cannot be rebuilt. The Axis player may at any time after May/June 1944 permanently remove the Berlin Garrison unit from on the board and increase his German Infantry replacement points by 2 factors.

If the Berlin Garrison counter is still on the board at the beginning of the September / October 1944 turn, it is removed from play. The Berlin Garrison counter is not available to be brought on to the board after the July/August 1944 turn.

17.62 At the beginning of the Axis January 1945 impulse, the Volkssturm unit is placed in Berlin. The Volkssturm unit functions as an infantry unit. It stacks for free in Berlin. If moved outside of Berlin, treat the Volkssturm unit as a Corps sized unit. If eliminated, it cannot be rebuilt. If the combat result calls for 2 or more step losses, the Volkssturm unit takes the 2nd step loss. It may be taken as the step loss to negate a retreat.

18.0 Withdrawing Units

Withdrawal of Axis units are mandated on the German OB Card. The Axis Player will need to check his OB Card for the these withdrawals.

18.1 Air Units Withdrawal

At the beginning of his January 1942 impulse, the Axis player must withdraw 3 Air units and their Airbases permanently from the game. At the beginning of his January 1943 impulse, the Axis player must similarly withdraw 2 Air units and their airbases. The Axis player must withdraw 1 air unit and its airbase at the beginning of the following impulses: September 1943, January 1944, September 1944, and January 1945. The Air unit(s) that are withdrawn are the Axis player's choice.

Historical Note: German air departed the Eastern Front after Kursk for Italy, and then to the West after D-Day. Also, many Luftwaffe units went back to Germany to defend against the Allied bombing campaigns.

18.2 Ground Units Withdrawal

18.21 In January 1944 and March 1944, the Axis player must withdraw a Panzer Corps from the game (See rule 18.3). In May 1944, the Axis player must withdraw two SS Panzer Corps from play (See rule 18.4).

18.22 To withdraw the units, simply pick them up and remove them from the board placing them on the OB card.

18.23 Units withdrawn must be at their highest possible full strength level.

18.24 Ground units must be in general supply to be withdrawn.

18.25 Units which cannot move due to enemy ZOCs can not be withdrawn.

18.26 The withdrawal occurs at the very start of the indicated impulse and, therefore, the units cannot move or attack that impulse.

18.3 Panzer Corps Withdrawal

18.31 The two Panzer Corps withdrawn in January 1944 and March 1944 must be the 14th and the 47th Panzer Corps, if they are in play.

18.32 If the specified Panzer Corps is not available to be withdrawn, then another Panzer Corps of at least equal combat factor must be withdrawn in its place.

18.33 The Axis player must spend accumulated Replacement Points and/or reduce on board armor units the necessary number of steps to rebuild the withdrawing unit (or any other armor unit chosen) to its full strength.

18.4 SS Panzer Corps Withdrawal

18.41 The two Panzer Corps withdrawn in May 1944 must be the 1st SS Panzer Corps and the 2nd SS Panzer Corps, if they are in play.

18.42 If one of these Corps is not available to be withdrawn, then the 3rd SS Panzer Corps must be withdrawn. If SS Panzer Corps are not available, panzer units with the highest combat factors on the board must be withdrawn in their place.

18.43 The Axis player must spend accumulated Replacement Points and/or reduce on board armor units the necessary number of steps to rebuild the withdrawing SS units (or any other armor units chosen) to their full strength.

Example: If the 1st SS Panzer Corps has its 4-8 counter

on the board due to losses and it could be the 12-9 counter on the board, the German must rebuild it to the 12-9 level, spending 8 armor replacement points, reducing other on-board Armor units by that amount to rebuild the 8 points, or a combination of armor replacement points and on-board unit reduction.

18.5 Field Marshals Withdrawal

The Axis player must withdraw two Field Marshals in January 1942, January 1943, January 1944, and January 1945.

19.0 Replacements

During play, both sides receive replacement points at the beginning of their First Impulse. These are “spent” during the first friendly Movement impulse of the player’s turn to rebuild units on the map and/or to recover units from the Replacement Pool.

19.01 Each replacement point equals one strength factor.

19.02 There are two types of replacement points:

- Infantry: used to rebuild/replace Infantry, Cavalry, Mountain, Paratrooper, and HQ units.
- Armor: used to rebuild/replace Armor, Shock Army, Mechanized, Panzergrenadier, and Artillery units.

19.03 To rebuild a unit from the Replacement Pool, a player expends a number of replacement points equal to the unit’s full combat factor strength.

19.04 Units from the Replacement Pool may not be rebuilt at reduced strength (Exceptions: Guards Armor units per rule 19.31 and Russian Infantry units in 1941 per rule 19.32).

19.05 Reduced strength units which are on the map can be rebuilt in place. They must be in General Supply and not in an enemy ZOC (Exception: A reduced unit in a Major city hex with a WEC). The player simply states he is rebuilding the designated unit by expending the number of replacement points equal to the difference in combat strength between the full and reduced strengths of the unit.

19.06 A reduced strength unit on the board, if being rebuilt, must be rebuilt either before or after it moves (not in the middle of movement). Also, these units do not get the free rail movement that units being replaced from the Replacement Pool get. If a unit is going to take replacements in an impulse in which it conducts an invasion, it must take them before invading.

19.07 Replacement points may be used on the turn of their arrival, or saved for use later in the game.

19.1 Axis Replacements

The Axis receive their Replacement Points starting November 1941 as noted in the Replacement Points Schedules found on the Player Aid Cards.

19.11 Accumulated replacement points are lost if their respective capitals (Berlin, Bucharest, Budapest, Helsinki) are occupied by the Russians.

19.12 The Axis player keeps track of his accumulated infantry and armor replacement factors on the Accumulated Replacement Point Track on the Turn Track.

19.13 The only limit on the number of replacement points that may be spent each turn is the total number of accumulated points available.

19.14 On the January 1945 turn, all accumulated Axis replacement points are lost and no further replacement builds can occur.

19.15 Units rebuilt from the Replacement Pool enter as follows:

- German units in Berlin or the western map edge
- Finns in Helsinki
- Rumanians in Bucharest
- Hungarians in Budapest
- Italians on the western map edge

19.16 At all times, if the Axis player decides to rebuild units, SS units must be rebuilt to full strength first before any regular army units of the same type (infantry or armor) can be rebuilt. If SS unit losses are higher than available SS replacement points, the German player must spend non-SS replacement points to build SS units up to full strength first before any other German units of the same type (armor or infantry) are rebuilt. The SS Polizei unit does not require an Armor replacement point to be rebuilt, just an infantry point. On the November / December 1944 turn only, after all SS units are at full strength, any remaining SS replacement points may be added to the regular army replacement points and spent freely to rebuild / replace German units.

19.17 If the Axis player chooses, each turn in which he has available replacement points, he may transfer up to 1 German non-SS replacement point to an axis allied nation. This increases that country’s replacements of that type by 1 point that turn. The restriction of rule 19.16 must be observed first before this can be done.

Note: This represents the transfer of “captured” and “obsolete” equipment that the Germans gave to their allies.

19.18 If the Rumanian Mechanized corps has surrendered, add the following replacements to the Rumanian total.

- a. Add 1 infantry replacement point each July turn beginning in 1942.
- b. Add 1 infantry replacement point for every 3 already accumulated armor replacement points.

Note: Since the Rumanians do not have any other units to replace with armor RPs, the Rumanian armor RPs cease when the Rumanian Mechanized unit is surrendered.

19.2 Russian Replacements

Russian Replacement Points are received at the start of each Russian player turn by three methods: War Economy Counters [WEC] (See rule 20.0), Lend Lease (See rule 20.5) and Oil Production (See rule 21.0) each of which has its own special rules.

19.21 The Russian player keeps track of his accumulated infantry and armor replacement factors on the Russian War Economy Track on the Turn Track.

19.22 The only limit on the number of replacement points that may be spent each turn is the total number of accumulated points available.

19.23 A Russian unit rebuilt from the Replacement Pool may enter the game in one of four ways:

- a) It will move onto the map during the movement phase with any east edge hex being its first hex of movement.
- b) It may be placed in a city containing a WEC unit (provided that the WEC unit can trace General Supply) and be moved from there. Only one unit may appear per city in the same turn.
- c) It may use Rail Movement.
- d) It may use Sea Movement.

19.24 Replacements using rail movement do not count against the number of units moving by rail but must conform to all other rail movement rules.

19.25 Replacements using sea movement count against the number of units that can move by sea that impulse.

19.26 Reduced strength on-board Russian units can be rebuilt (See rule 19.05).

19.27 One reduced strength Russian unit, tracing General Supply to an OOS Major City, may be rebuilt to its full strength side if the city contains a WEC. This one unit can even be an armor unit, even though it is unable to trace a supply line to be able to access Oil Points and even if the

WEC does not provide enough points by itself to pay for the upgrade. Note: Each Russian OOS Major City with a WEC is eligible to rebuild a unit in this manner.

19.28 The sum of all Russian War Economy Counters on the game map, plus the URALS WEC, plus the evacuated factories that are generating replacement points again, plus Lend Lease Aid equals the Russian Infantry Combat Factor replacement capacity for that turn.

19.29 The sum of all Russian-controlled oil wells on the map is the number of Russian armor replacement points available to rebuild Armor, Mechanized, Shock Army, and Artillery units that turn.

19.30 There are no restrictions on the type or quantity of units that can be built, provided enough Infantry and Armor replacement points are available. Exception: See rule 19.33.

19.31 Guards Tank Armies enter the game in a reduced status and may not be built to full strength until the January 1943 impulse. They may be built up to full strength through the expenditure of Oil points.

Note: Guard Tank Armies may be rebuilt at reduced strength from July / August 1942 through November / December 1942.

19.32 The Russian player may rebuild two reduced strength Infantry units per turn during 1941 directly from the Replacement Pool. Replacing these units does require expenditure of RPs like any other units being replaced. The cost, however, is only equal to the reduced strength factor.

Note: This represents weak Russian rifle units being raised quickly in 1941 and sent to the front in an effort to slow the Axis advance.

19.33 The Russian player may replace Paratroop units with the following restrictions.

- They cost 3 Infantry RPs each
- A maximum of one Paratroop unit may be replaced per Turn.

20.0 War Economy Counters (WEC)



The numbers on the Russian War Economy Counters (WEC) refer to their combat factors (white number on black hex) and replacement values (yellow number on

red circle). The replacement value on the WEC counter is the number of Infantry replacement points that the Russian player receives for that counter.

20.1 WEC Placement

20.11 Russian WECs must be placed at the beginning of the first impulse, or any first impulse thereafter, that they are available as per the Russian Order of Battle card. They may be placed in any friendly-controlled city in Russia that can trace General Supply to the east board edge with the following restrictions:

- No WEC may ever be placed in the following cities: Wilno, Riga, Brest, Lvov, and Tallinn.
- No city may have two WECs until all friendly Russian cities have one, and no city can have three until all have two.
- If Voronezh is not Russian-controlled when its WEC comes onto the board, it may be placed in another friendly city of the Russian player's choice.

20.12 WECs have no stacking value and thus can be added to any stack.

20.13 WECs cannot be moved once placed. Exception: Evacuation (See rule 20.6).

20.14 New WECs become operational immediately and replacements may be generated from them during the turn of placement.

20.2 WEC and Combat

20.21 WECs can only defend, not attack. A WEC's defense value is doubled in a Major city.

20.22 WECs can be chosen as casualties just like other units (Note: the Moscow WEC has 2 steps). In the rare case where a WEC has a higher combat strength than any combat unit in the hex, then the largest combat unit may take the first step loss.

20.23 If a WEC is forced to retreat, due to a combat result called for by the CRT, it is eliminated.

20.3 WEC Lost

An eliminated WEC cannot be replaced and its replacement points are permanently lost. Reduce the Russian War Economy Track Infantry RP total immediately with every loss of a WEC.

20.4 URALS WEC

The Urals WEC arrives in September 1941 on its flipped

2 strength side. Do not place this counter in a city. Place it in the Urals box on the Russian War Economy Track on the side of the map and add its production totals to the Russian War Economy Track. These replacements are available to the Russian player immediately.

In May of 1943, the Russian Urals WEC reaches full production and the Urals WEC is flipped to its full 6 strength side.

20.5 Lend Lease WEC

Starting January 1942, the Russian player begins receiving additional replacement points (RPs) representing the Allied Lend Lease arms shipments. One out of every 5 RPs may be an armor RP; the remainder of the RPs are infantry. Example: The Russian player receives 7 Lend Lease RPs. One RP may be armor and the other 6 infantry.

20.51 Lend Lease is received through three separate locations as shown on the Lend Lease Russian Aid (LLRA) table.

20.52 All LLRA replacements stop permanently beginning January 1945.

20.53 The number of Lend Lease points varies from turn to turn. At the beginning of each eligible turn, roll one die and consult the LLRA table.

20.54 To receive the full benefits of Lend Lease, the Russian player must be in control of (be able to trace movement along) certain rail lines leading off the east edge of the map.

20.55 LLRA through Murmansk is available if a continuous rail line running from hex 0107 to the eastern map edge is Russian-controlled. If any part of this rail line connection is blocked by an Axis unit or its ZOC onto a hex of this line not occupied by a Russian unit, the "Aid Through Murmansk" value is subtracted from the LLRA table result (Exception: See Rule 20.7 Murmansk Emergency Rail Line Construction).

Example: A Russian unit in hex 0812 negates an Axis ZOC on that hex for the purpose of tracing a rail line back to Murmansk for Lend Lease.

20.56 LLRA through Archangel is available if a continuous rail line running from hex 0302 to the Eastern map edge is Russian-controlled. If any part of this connection is blocked by an Axis unit or its ZOC onto a hex of this line not occupied by a Russian unit, the "Aid Through Archangel" value is subtracted from the LLRA table result.

20.57 The full amount of LLRA through Persia is available

if either of these conditions is satisfied:

- a. The Russian player controls a continuous path of rail hexes free of Axis units or their ZOC from Tabriz to the East edge.
- b. The Russian player controls a continuous path of rail hexes free of Axis units or their ZOC from Tabriz to Baku, and a continuous path of rail hexes free of Axis ZOC from Astrakhan to the East edge.

If the Axis player blocks both of the paths described above, but the Russian player still controls a rail line from Tabriz to Baku, the Russian player can still receive 1/2 (rounded up) of the Persian LLRA RPs. If the Axis player blocks all the paths of rails described above, the Russian player only receives 1/2 (rounded down) of the Persian LLRA RPs.

20.58 The Lend Lease die roll is modified by a -2 DRM each turn in 1942. Note: The net Lend Lease die roll can never be less than 1.

Example: Assume 0812 is Axis occupied during 1942. The Russian player rolls an 8, reduced to 6 for being in 1942. The result yields 4 Lend Lease points from Persia, 0 from Murmansk since the rail is blocked, and 1 from Archangel for a total of 5.

20.6 War Economy Counter Evacuation

Beginning with the July/August 1941 turn, the Russian Player may choose to evacuate WECs to the Urals.

20.61 Only the following cities may evacuate their WEC counter:

- Rostov
- Kharkov
- Dnepropetrovsk
- Stalino
- Kiev

20.62 The Russian player, at the beginning of his turn, announces he will evacuate a WEC counter and allocates one rail move to successfully move it off the board (adhering to the rules of rail movement).

20.63 There is no limit to the number of WECs that may evacuate per turn provided one rail movement per WEC counter is available.

20.64 A WEC's replacement points do count towards the turn's total and a replacement unit can be built there before the WEC is evacuated.

20.65 They return to the Urals Box the same month of the following year, i.e. removed July 1941, it is returned July 1942.

20.66 Once evacuated, they do not count towards the

Russian War Economy totals until they return. They contribute normally the turn they are returned to the game. Player Note: Put the removed WEC counter on the turn record track on the month it is to return, in the following year.

20.7 Murmansk Emergency Rail Line Construction

The Archangel to hex 0107 rail line was built during the war. To indicate that it has not yet been built, the Murmansk Emergency Rail Line Inactive marker is placed in hex 0305 at the beginning of the game. This rule can come into effect, when the conditions are met, on or after the January/February 1942 turn.

20.71 The turn AFTER the Axis has cut off the Murmansk rail line (that runs from hex 0107 to 0812), the Russian player may build a special rail line on the following hexes: 0107, 0206, 0306, 0405, 0404, 0403, 0402, and 0302. To build the rail line, the following conditions must be met:

- The Russian player must control hex 0107
- No Axis unit or its ZOC can be on any of the listed hexes at the start of the Soviet Turn.

20.72 It takes one turn to build (completed at the end of the Russian player's turn) and once built, this rail line is permanent and cannot be destroyed.

20.73 As long as this rail line is built and is not blocked, no replacement points are lost from Murmansk due to rule 20.55.

20.74 If both routes are blocked, then the LLRA point(s) from Murmansk is (are) lost.

Example: The Axis cut the rail line (at hex 0710) from Murmansk in their March/April 1942 turn. The Russian player will have to wait until May/June 1942 to build the Murmansk Emergency Rail line. At the end of the Russian player's May/June 1942 turn, if all the conditions of 20.71 are met, the rail line is operational. Remove the Murmansk Emergency Rail Line Inactive marker.

20.75 If an Axis unit or ZOC prevents the entire rail line from being built, the Russian player may partially build the rail line. The Russian player builds the rail from Archangel towards hex 0107 as far as he can go before encountering an Axis ZOC. He places the railhead marker with the red stripe on it to indicate how far the rail line has been built. On subsequent impulses, the Russian player can extend the rail line farther towards hex 0107 until the rail line is completed.

Example: On the turn that the Russian player can build the rail line, there is a Finnish unit on hex 0107 with a ZOC on hex 0206. The Russian player places the special

railhead counter on hex 0306. On a subsequent turn the Finnish unit is eliminated. The Russian player could then extend the railhead all the way to hex 0107.

21.0 Oil Wells

Russian Oil Wells generate armor replacement points (combat factors) for Russian Armor, Mechanized, Shock Army, and Artillery units only.



21.01 The sum of the numbers on all the Russian-controlled on board oil well counters is the maximum armor replacement points generated by the oil wells this turn. A small number of Lend Lease armor RPs may also be received (See rule 20.5).

21.02 Oil replacement points can also be used to build Russian Shock Armies (See rule 22.0).

Example: In January/February 1943, the Russian player has 12 oil points to spend. He chooses to build three armor units: Two 4-6s and one 3-6 for a total oil point expenditure of 11 points. He has 1 point left over. He chooses to take an infantry unit and the 3-6 armor unit, plus spending the 1 left over oil point to build a Shock Army. He places onto the board the two 4-6 armor and one 6-6 Shock army. The Infantry and the 3-6 mechanized units used to build the Shock Army are placed onto the correct Shock Army box on the Russian OB Card.

21.03 Unlike WEC, Oil wells cannot be destroyed by combat nor by being out of supply.

21.04 Oil wells have no ZOC and cannot be used to absorb a step loss.

21.05 If an Oil Well is unable to trace a General Supply line to an unlimited supply source, its oil points are reduced.

- If an oil well cannot trace a rail supply path to the east edge nor a friendly-controlled Baku, the oil points are not available.
- If an Oil well can trace a rail supply path to Baku, but not a rail link from Astrakhan to the east edge, a reduced amount of oil points will be available. Total up all the Oil Wells in this situation. Then make a die roll and consult the table on the Player Aid Card.

Modify the base amount by the listed modifier.

- The resulting amount can never be more than 2/3rds (rounding up) of the total Oil Well factors using Baku this way.
- Each turn, after the turn the initial base amount was determined, add +1 to the prior turn's modified value until it reaches a maximum of 2/3rds of the total Oil Well points using Baku.
- If the Germans capture one or more of the Oil Wells which are already using this procedure, do not determine a new base amount. Just determine what the new 2/3rds maximum amount is and adjust the modified total to that amount if it is above. Otherwise just add +1 to the previous turn's total.

Example: The Germans cut the rail supply line from Astrakhan to the east edge on their July / August turn. The Russians currently have 8 oil points cut off from the unlimited supply source, but can trace to Baku. 1/3rd (rounded up) of this total is 3 oil points. The Russian player rolls a 6 and consults the table, which modifies the base of 3 by +1 to 4. This will be the amount of oil points that he will receive in July / August. In September / October he would modify the prior turn's total of 4 by + 1 to 5. In November / December, if the situation still existed, he would modify the prior turn's total of 5 by +1 to 6. In January / February, he would not be able to modify the amount any further because 6 is the maximum that could be received (2/3rds of 8 rounded up). If the German player were to capture a 2 capacity oil well in November / December, the Russian player would receive only 4 oil points that turn because 4 would be the maximum he could receive.

21.06 If the General Supply path to the east edge is regained, the oil points are returned to normal on the following turn. Any increases in output while the oil wells were not in general supply are permanently lost and further increases start from the level it was at when cut off.

21.07 If an oil well hex is occupied by an enemy unit, the oil well is captured and no longer benefits its original owner.

21.1 Baku Capture

If Baku is captured by the Axis, no new Russian oil points are available other than Lend Lease. The Russian player may use any accumulated armor RPs that he has. Once Baku is recaptured by the Russian player and can trace a rail line back to the east board edge at the start of a turn, the Russian player receives normal oil points.

21.2 Capture of Russian Oil Wells

Upon the capture of a Russian Oil Well by the German

player, half (rounded up) of the current production value for that oil well is applied to **one** of the four turns the German player receives armor replacement points; March, May, July or September. Once used, rotate the Oil counter 180 degrees to indicate it has been used. When a new year begins, return it to its un-rotated position.

21.21 A captured Oil Well's points are not available until the second turn after the oil field was captured.

21.22 The German player must use one of his rail markers for every 2, or fraction thereof, captured oil points applied to his armor replacement points in a turn. Note: This represents the logistical effort of transporting the oil back to Germany. To transport the oil back to Germany, the Axis player must be able to trace an unblocked path of rail hexes, traced along the rail line, from the oil well(s) to the west board edge. If the oil is transported back to Germany during a second impulse, it is applied to the next turn that the German player receives armor RPs.

21.23 Russian oil wells under Axis control never increase in output. They remain at the level of output they were captured at.

Example: The German player captures the oil well at 5711 in the January/February 1942 turn. The oil well output is 1 armor replacement factor at the time of capture. The output is not available to the German player until the May/June turn. On the May/June turn of 1942, increase the German armor replacement factors from 9 to 10.

21.24 Russian oil wells that are re-captured receive their future increases, but start those from the oil well production level at the time of Axis capture. All increases scheduled while in Axis control are lost. The re-captured oil wells resume production on every turn beginning the second turn after they are re-captured.

21.3 Ploesti Oil Fields

All Axis armor replacement points stop when the Russian player captures Ploesti.

21.31 The Axis player may spend points he has remaining on his Axis Accumulated Replacement Points track freely.

21.32 Should the Axis player recapture Ploesti, he may receive armor replacement points on the next available turn where armor points are allocated.

21.33 If the Russians capture Ploesti, 2 factors of oil output are added to the Russian turn total on the second turn after the oil field was captured and every turn thereafter.

Example: The Ploesti Oil field is captured in a July/August

1944 turn. Two (2) oil points for the oil field will become available in the Russian November/December 1944 turn.

21.34 Beginning September 1944, the Axis player experiences fuel shortages if he does not control Ploesti. The effect of fuel shortages is that all Axis armor, mechanized, and panzergrenadier units lose 2 MPs during their 1st Impulse and 1 MP during their 2nd Impulse. A unit may never be reduced to less than 1 MP during an impulse by fuel shortages.

21.4 Special Russian Armor Consolidation

This rule only comes into effect when the Russian Oil Well capacity is reduced below 12 oil points per turn, beginning on the January / February 1943 turn.

21.41 The Russian player may at any time remove armor type units on the board and return them to the Replacement Pool, taking their combat factors and adding them to the total oil points they have available for the turn. They may then take the increased oil points and build a larger unit with the available totals.

Example: The Russian player has 8 Oil points due to loss of oil fields. He wishes to build the 3rd Guards tank army that has been destroyed but does not have enough oil production points. He can remove a 4-6 mechanized unit from the board, by rail or by moving the 4-6 mechanized off the east edge of the board, and spend 8 Oil points to replace the 12-7 3rd Guards tank army. This army may then use free rail onto the board as per the replacement rules or start from a WEC.

22.0 Russian Shock Armies

The Russian player may build Shock Armies when they become available. See the Soviet OB card.

22.01 To build a Shock Army, the Russian player does one of the following:

a) During the first impulse, rebuild any full strength infantry unit and any armor or mechanized unit of any size from the Replacement Pool. Spend the additional Oil points required as listed on the bottom of the Russian OB card and choose the correct strength level Shock Army (both oil expenditure and Shock Army's strength level is based on the year of game). This Shock Army can then be placed on board as any other replacement would be. This Shock Army may move normally this impulse.

b) During the first impulse, remove any full strength infantry unit and any full strength mechanized unit once they are in the same hex. Spend the additional Oil points required as listed on the bottom of the Russian OB card and choose the correct strength level Shock Army (both

oil expenditure and Shock Army's strength level is based on the year of game). Then place the Shock Army unit in that hex. If either component of this build method moved, the Shock Army may not move this impulse.

A Shock Army which becomes available during the 2nd Impulse of a turn (December) can be built during the 2nd impulse only by the conditions of method b) above, but all the oil point expenditures must be spent during the 1st Impulse. These Oil points are lost if the Shock Army is not built for any reason.

22.02 The component parts that were used to build the Shock Army unit are placed in the components portions of the Shock Army section on the Russian OB card.

22.03 If a Shock Army is eliminated, return the Shock Army unit to the OB card and eliminate the component parts.

22.04 A Shock Army unit is never surrendered due to combat. It is returned to the OB card and the component units that made up the Shock Army are surrendered to the German player.

22.05 The Russian player must use Oil Points when rebuilding reduced strength on-board Shock Armies.

22.06 A 6-6 Shock Army on the map may be upgraded to an 8-7 Shock Army on or after July 1943 by expending 2 Oil Points. The Shock Army must be in General Supply and cannot be in an Axis ZOC. Place the 6-6 Shock Army in the Unit Breakdown Management Box on the Russian OB Card. Similarly, a 6-6 or 8-7 Shock Army may be upgraded to a 10-7 Shock Army on or after January 1944 by expending Oil Points equal to the difference in the combat factors (either 2 or 4).

22.07 Once built, Russian Shock Armies cannot be voluntarily disbanded. Note: Upgrading a Shock Army per 22.06 is not considered to be disbanding a Shock Army.

23.0 Game Start/Initial Setup

23.01 Unfold the map board and place it between the players. The Axis player positions himself at the west edge of the map and the Russian player at the east edge.

23.02 If not done already, punch out the unit counters. Place the counters on the appropriate sections of their respective Order of Battle (OB) Cards utilizing the set up letter, hex numbers/city, or reinforcement turn on each counter as an easy reference.

23.03 The Russian player is first to set up referencing his OB chart to place all of the units that are designated for specific cities or hexes on the board first. The Russian

player may set up units that are designated for specific cities within one hex of their city.

Exceptions: WECs and Stalin. Then he sets up the units for the Military Districts (MDs) anywhere within their respective MDs, observing stacking restrictions. The 15th Mechanized Corps (Kiev MD Reserve) sets up within 2 hexes east of the dotted green Kiev MD boundary between hex rows 21xx and 25xx, inclusive.

23.04. Next, the Axis player places his "At Start" units on the mapboard observing stacking restrictions. The Axis player must place his units west of the border and not adjacent to the border. Some restrictions apply to the Axis setup:

- Rumanian forces, and the three German infantry corps (marked with a small "R" in the upper left corner), must start in Rumania between hex rows 26XX to 34XX, inclusive.
- Finnish units must start in Finland.
- Stuka Air units and their airbases are placed as follows.
Konigsberg (AGN): Stukas 1 and 2
Warsaw (AGC): Stukas 3, 4, 5, and 6
Kracow (AGS): Stukas 7 and 8
Bucharest (AGR): Stuka 9
- No Axis unit may set up in Hungary.

All other Axis at start units are deployed within the additional following north/south setup boundaries:

- Army Group North (small "N" in the upper left corner) units must set up inclusive of hex rows 08XX to 10XX.
- Army Group Center (small "C" in the upper left corner) must set up inclusive of hex rows 11XX to 16XX.
- Army Group South (small "S" in the upper left corner) must set up inclusive of hex rows 17XX to 26XX.

A maximum of three units from Army Group South may set up in Rumania. Units from Army Group South that set up in Rumania must be placed in hex 2632. No more than one of these units may be Panzer.

Once set up, the Axis player may begin his May / June 1941 turn.

24.0 First Turn Special Rules

24.1 Axis First Impulse Restrictions

During the First Impulse of the May / June 1941 turn the Axis Player's attacks, including Stukas, are limited as follows:

- Army Group North and AGN Stukas may only attack Russian units in the Baltic Military District (Russian units marked “B”) and/or units in/adjacent to Riga.
- Army Group Center and AGC Stukas may only attack Russian units in the Western Military District (Russian units marked “W”) and/or units in/adjacent to Minsk.
- Army Group South and AGS Stukas may only attack units in the Kiev Military District (Russian units marked with a “K”) and/or units in/adjacent to Kiev.
- Army Group Rumania and the AGR Stuka can attack any enemy units in reach. Note: Units from Army Group South setting up in Rumania must abide by the Army Group South restriction above.

Note: Units in any Army Group may move through any Military District provided they do not participate in combat against units from military districts they are not allowed to attack in the First Impulse. They must, however, set up within the specified areas at the start of the game. Units from one army group may end up adjacent to enemy units they are not allowed to attack only if that enemy unit is being legally attacked by units of the appropriate army group, or there is a river hexside between the units.

24.11 Rumania

A maximum of one German Mountain or Infantry corps may rail into Rumania and no units may rail out of Rumania. A maximum of one Stuka (from AGS only) may stage into Rumania.

24.12 Hungary

A maximum of one German Mountain or Infantry corps may rail into Hungary. No Stukas may stage into Hungary. A maximum of one Stuka may fly over Hungarian hexes to stage into Rumania.

No Russian unit may retreat into Hungary nor trace General Supply through Hungary. Axis units may only retreat into Hungary if no other legal retreat is available.

24.13 Finland

Finland is neutral. Finnish units may not move across the Russian border nor attack Russian units. They may move adjacent to Russian units without having to attack. Russian ZOCs do not extend across the Russo-Finnish border.

A maximum of one German Mountain or Infantry corps may be sea transported into Finland during all of Turn 1. A maximum of one Stuka (from AGN only) may stage into Finland during the first Impulse.

Note: All of the Axis First Impulse Restrictions are lifted at the beginning of the Second Impulse. Exception: A German unit may not be sea transported to Finland if one was sea transported there during First Impulse. Finland enters the war during the Second Impulse; Hungary remains neutral until July 1941.

24.2 Shock of War

The Russians were unprepared for the start of war. This means that special conditions are in effect for the May / June 1941 turn.

24.21 During the First Impulse of the May/June 1941 turn, rivers do not double defending Russian units. Rivers impart normal doubling starting with the second impulse of the May/June 1941 turn. Exception: Russian units are not doubled on defense behind rivers when attacked by Finnish units during the second impulse of May/June 1941.

24.22 All Axis attacks in both impulses of the May/June 1941 turn receive a +1 DRM.

24.23 The Axis player may ignore retreat Priorities 3, 4, and 5 when retreating Russian units during the Axis May / June 1941 player turn.

24.24 The Russian Rail capacity is reduced to 3 units during the May / June 1941 turn.

24.3 First Turn Sea Invasions

Neither player may conduct a sea invasion during the May / June 1941 turn.

24.4 First Turn Weather

The weather for the first turn of the game is CLEAR/CLEAR.

24.5 First Turn River Costs

The Axis do not have to pay the +1 MP to cross any rivers they move across during the first turn.

24.6 First Turn Terrain Benefits

The Russian Player receives no terrain DRM benefits versus any Axis attacks during the first turn. Also, Russian retreats (whether attacking or defending) are not negated by Forest or Major City hexes during the first turn. Russian AR (when attacking) or DR (when defending) results are not converted to a BR result.

Note: The Axis armor bonus is still negated when attacking Russian units defending in forest, mountain, swamp, or major city hexes and the German player still cannot make Blitzkrieg attacks against Russian Units defending in these four types of terrain.

25.0 Special Axis Minor Ally Restrictions

The following restrictions apply during the game:

25.1 Hungarian and Rumanian Units

- They may not voluntarily stack together. If Hungarian and Rumanian units are forced to stack, they must un-stack during their next impulse.
- Hungarian units may not be voluntarily moved into Rumania nor attack Rumanian hexes.
- Rumanian units may not be voluntarily moved into Hungary nor attack Hungarian hexes.

If either of their units are forced to retreat into the other country, they must immediately move out of the country during their next impulse.

25.2 Finnish units

- They may not voluntarily be moved south of hex row 08xx.

If Finnish units are forced south of hex row 08xx, they must immediately move back to hex row 08xx during their next impulse. If Leningrad is captured by the Germans, the 10xx hex row becomes the hex row for the above restrictions.

- Finnish units may not use sea movement.
- Finnish units may not attack a Russian city defended by a Russian armor, mechanized, shock, infantry, or cavalry corps or army size unit, flipped or not. If Finnish units find themselves in a position where they are required to attack a Russian city defended as above, they must immediately retreat one hex.

25.3 Rumanian, Hungarian, and Italian units may not be voluntarily moved into Finland nor attack Finnish hexes. If any of their units are forced into Finland, they must immediately move out of Finland during their next impulse.

25.4 Rumanian, Hungarian, and Finnish units always have the option to retreat back towards their capital or into their home country, as long as it is not through an un-occupied hex in an enemy ZOC. This rule supersedes the retreat priorities of rule 10.76.

26.0 Surrender of Axis Minor Allies

26.1 Finland

26.11 Finland surrenders if a Russian unit occupies Helsinki at the end of the Axis turn. When Finland surrenders, all Finnish units are permanently removed from the game.

26.12 If the Axis player does not control Leningrad at the beginning of the September/October 1944 turn, Finland immediately surrenders.

26.13 If Leningrad is Axis-controlled at the beginning of the September/October 1944 turn, Finland remains in the war until the Russians recapture Leningrad.

26.14 Following the recapture of Leningrad, permanently remove all Finnish units from the game at the end of the Russian turn.

26.15 If there are other Axis units in Finland when Finland surrenders, immediately remove those units from the board. These units re-enter the game as reinforcements on the following turn. Axis units may not re-enter Finland for the remainder of the game.

26.2 Hungary

26.21 Hungary immediately surrenders at the end of the Russian player turn when a Russian unit occupies Budapest.

26.22 All Hungarian units not stacked with German units are immediately picked off the map and placed anywhere in Hungary by the Russian player. They may not be placed in a German ZOC. These units are treated as Russian minor Allies and move as if they were Russian units. These units may no longer leave Hungary and remain Russian allies until the game is over. Hungarian units may be used to attack German units only within Hungary.

26.23 Hungarian units stacked with German units at the time of the fall of Budapest surrender and are permanently eliminated from the game.

26.3 Italy

26.31 Italy surrenders at the beginning of the September 1943 impulse. All Italian units are removed from the map and are permanently eliminated from the game.

26.4 Rumania

26.41 Rumania immediately surrenders at the end of the

Russian player turn when a Russian unit occupies Bucharest.

26.42 All Rumanian units not stacked with German units are immediately picked off the map and placed anywhere in Rumania by the Russian player. They may not be placed in a German ZOC. These units are treated as Russian minor Allies and move as if they were Russian units. These units may no longer leave Rumania and remain Russian allies until the game is over. Rumanian units may be used to attack German units only within Rumania.

26.43 Rumanian units stacked with German units at the time of the fall of Bucharest surrender and are permanently eliminated from the game.

26.5 Axis Recapture of Minor Ally Capital

If the Axis player recaptures Bucharest, all Rumanian units are immediately removed from the board and are permanently eliminated. If the Axis player recaptures Budapest, all Hungarian units are immediately removed from the board and are permanently eliminated.

27.0 Victory Conditions

Only one side can win the Campaign Game; there are no draws. When any one condition listed below is met, the game is over.

27.1 German Victory Conditions

The German Player wins if one of the following conditions is met:

- Capture Moscow while Stalin has been eliminated.
- Capture Leningrad, Moscow, and Stalingrad, and hold them for one additional complete turn.
- Capture Baku, Astrakhan, Stalingrad, and Voronezh, and hold them for one additional complete turn.
- The German player can also win by not losing to the Russian player. Games concluded by the end of the Russian May/June 1945 turn without a Russian victory are considered to be a German victory.

27.2 Russian Victory Conditions

The Russian Player wins if one of the following conditions is met:

- Capture Berlin while Hitler has been eliminated by the end of the May/June 1945 turn.

• If Hitler is out of Germany and is eliminated any time during a 1944 or 1945 turn, the Germans sue for peace and the game is over.

• The game ends IMMEDIATELY if the Russian player prevents the German player from controlling the following minimum number of Major Cities at the end of the Russian player turn.

Immediate Russian Victory Chart (Sudden Death)	
Check at the end of each November/December turn	
End of Year	Minimum Number of Major Cities Required by German Player
1942	17
1943	10
1944	5

28.0 Credits



Russia Besieged



★ DELUXE EDITION ★

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Clarification from rule 17.03

How to read the Order of Battle Cards entry label

Turn of Entry **Month and Year of Entry**

These 3 Counters enter from the EAST edge

These 2 Counters enter from a specific place

In Turn 2, July impulse of 1941, the 16th, 19th and 28th Infantry Armies enter from the East Edge of the board, either by foot, or free rail.

The next two units, the 44th and 45th Infantry have City names underneath. They are placed in Maikop and Batumi, as shown on the OB card. Red letters indicate a special restriction, see the OB card for explanation.

Units listed to come in, August 1941 the Second Impulse of the turn

Enter in Moscow and Kalinin with no special restrictions.

Enter from East edge

Enter in: Kursk, Leningrad, Sevastopol with no special restrictions.

Enter in: Tbilisi, Krasnodor with Special Restrictions

Special Restriction: Read Rule 14.25

Third Edition Developer Notes:

Rob Beyma

March 31, 2018

INTRODUCTION

If one is going to do a 3rd edition, one should strive to make improvements to the game. Three of my goals in this Project were to simplify the rules, improve the historical accuracy, and to improve play balance. I also wanted to add the three short Tournament scenarios and a 1942 Fall Blau scenario.

MAP

The map work began with adding the Moscow-Stalingrad rail line (it did not go through Saratov). We added the main rail line running into Kharkov from the east. It always bothered me that the Russians could not rail into Kharkov when the Germans captured Kursk and Dnepropetrovsk. The Russians used this rail line to build up for their spring 1942 offensive near Kharkov. While we were at it, we took another look at rail lines in several other places. The minor Russian cities of Yaroslavl, Tambov, and Kazan were also added. Significantly, the Moskva and Klyazma rivers near Moscow were redrawn to better correspond with the geography of the region.

Art wanted to extend the map a little farther to the west. While pursuing this, it became obvious that a little more work was needed on the terrain west of the Axis-Soviet border. The Elbe River, and the cities of Dresden, Brno, Stettin, and Kracow were added. The rail lines in Rumania and Bulgaria were also redrawn. The setup areas were tweaked and the graphics were improved to make them much more visible. Kracow was a particularly useful addition since the AGS Stukas could now set up there.

ORDER OF BATTLE

The Kiev MD had more Mechanized Corps and more of the modern T-34 and KV tanks than the Western MD. Yet Russia Besieged, and TRC before that, did not reflect this. I added a fourth Mechanized Corps to the Kiev MD. The 15th Mechanized Corps was a particularly strong Mechanized Corps and was initially deployed in reserve behind the front line armies. While I was at it, all of the Mechanized corps IDs, strengths, and locations were revisited. The 21st Mechanized Corps was greatly understrength and was in the rear. The 5th Mechanized Corps had recently arrived from the Far East and was at near full strength and in reserve.

In the review of the Axis OB, several areas for improvement were noted. Some of the Movement Factors of the Axis infantry were overrated; most of them were on par with the Russian infantry. Two of the Hungarian regular Infantry Corps arriving in 1942 were underrated. One of the low grade Hungarian Infantry corps that arrived in early 1943 was actually a regular corps that was on the Don in 1942. The Hungarian Mechanized corps lost its Armor DRM since it did not have any tanks. It had only around 15-20 light scout tanks which did not rise to the criteria for an armor bonus. Some of the SS infantry type

reinforcements in 1943 and 1944 were overrated and the Bucharest "Garrison" was generous. Paring back on these units is not only realistic, but it also helps play balance late in the war.

More than one Russian player has felt the pain of having to lose a 7-6 flipped Tank Army unit to satisfy a 1 step loss. To give the Guards Tank Armies more staying power, it was decided to make them 3 step units along with the large 1st Guard Infantry Army. This played very well in the playtest games. While we were at it, we decided to also make the large (8 or more factors) Panzer Corps 3 step units too.

SETUP

The Kiev MD setup area was tweaked with hex 2130 being added and hex 2529 being deleted. The river north-east of Lvov has been shortened by two hexsides; so, there is no longer a doubled river just behind the border. But hexes 1828 and 1928 are forest and swamp, respectively. The 15th Mechanized Corps sets up just behind the Kiev MD. The Russian Reserve forces that set up in cities may now set up within one hex of the city. Many of these forces were not actually deployed in the cities. There was not a Mechanized corps near Riga but there was a strong Mechanized Corps (5th) in Reserve that saw action in the center near Smolensk in early July 1941.

Perhaps the most significant change in the setup is that the Historical German Air Deployment optional rule is now a standard rule. If the German Army Groups have setup and 1st impulse restrictions, it seemed reasonable that their supporting Luftflotten should too. Like their Army Groups, the Stukas can attack anywhere within range on the 2nd Impulse. Only one of the three AGS units that can set up in Rumania (hex 2632) may be Panzer.

SEA MOVEMENT

There is no longer any off board sea movement and no Transit Boxes. Units Sea Transport or Evacuate to a port in that Sea Area. Players can no longer circumvent enemy airbases by evacuating off board. If a player wants to sea move a reinforcement or replacement, he first places it in a friendly port that can trace a rail supply line to his edge of the map. If the unit gets an Abort result, it goes back to that port. A few Sea Movement DRMs have been tweaked. Most notably, the DRM for a major naval base (Germans: Konigsberg, Russians: Leningrad and Sevastopol) has been doubled. The Russians can also perform evacuations in the Caspian Sea and German air can affect sea movement there.

COMBAT

Art wanted a beefed up Blitzkrieg Attack Table. We looked at three variations:

- 1) An enhanced 7-1 column
- 2) Adding a 10-1 column
- 3) A special first turn Blitz rule

We decided to add a 10-1 column where the results were more effective than 7-1. In particular, a net die roll of 4 or

more will result in an advance of 3 hexes. In situations where a Blitzkrieg attack is possible, the moving player will have a choice of a 10-1 AV or a 10-1 Blitz attack. Russian defense on turn 1 just got more challenging.

The Russian player is now capable of making a Blitzkrieg Attack in September/October 1943 and November/December 1943 provided that he has a Guards Tank Army and a Shturmovik participating in the attack.

AIR RULES

The Russians now have 6 one column shift Shturmoviks arriving between March / April 1943 and May / June 1944. Not only does this give the Russians more counteroffensive punch in 1943-1945, it simplifies the air rules. The Stukas and Shturmoviks now use the same stacking and combat rules. Air units now fly ground support missions up to 9 hexes from their base. The concept of 16 hexes to a target and then 2 more hexes to a city is more appropriate for a single mission than multiple sorties over a month. The number of air units supporting an attack cannot exceed the number of corps and army units attacking.

SUPPLY

The supply rules are essentially the same. The one notable change is the length of a supply line during Mud has been reduced to 6 hexes. It remains 8 hexes during Light Mud. A minor change impacting rail supply lines is that a player must enter an enemy city to seize control, just placing it in an undisputed ZOC is no longer sufficient.

PARATROOPS

Russian paratroops can now airdrop within 8 hexes of a Russian controlled city that can trace a rail supply line to the east edge. The paratroops must begin the impulse in which they airdrop in that city. Thus, there is no longer a need for the Ready Box. Similarly, German paratroops (an optional rule) can airdrop within 9 hexes of a German airbase. Russian Paratroops can be replaced, with some restrictions, but can only airdrop one time each.

WEATHER TABLE

One small tweak was made to the Weather Table. A '3' roll in March / April was changed from Light Mud / Clear to Light Mud / Light Mud and a '4' roll in March / April was changed from Light Mud / Light Mud to Mud / Light Mud. The net effect is that one impulse of Clear was changed to Mud. The spring thaw really put a damper on operations in the east.

An optional Light Snow rule was added. Art really likes this rule. It gives the Germans a slightly better chance of "favorable" weather in late fall. Light Snow is not as favorable as Light Mud but is better for the Germans than Snow.

REPLACEMENTS

An experienced German player will heavily attrition the Russian army in 1941 and this will continue through a

four to five turn 1942 campaign. An old college friend of mine once commented that any eastern front game can be balanced by adding a few more Russian replacements. The 3rd edition adds a few Russian replacements and tweaks a couple replacement rules. Like the Axis, the Russians can now accumulate replacement points.

The Gorki WEC has been upgraded to 2 infantry RPs. This gives the Russians 15 infantry RPs at the start. A flipped Urals WEC (2 points) arrives in September 1941. This flips to its full strength 6 side in May 1943. The Urals and Eastern areas were producing some replacements before 1943. One out of every 5 Lend Lease RPs can now be armor. Example: The Russians get 7 Lend Lease RPs. They may receive 1 armor and 6 infantry RPs.

The Russians may replace up to two flipped infantry units per turn during 1941. Replacement points are expended for these units as usual. The Russians need several small units in the summer and fall of 1941. Jim Eliason refers to these units as "speed bumps". They will not, of course, stop the Germans but they will help a little. They represent some weak rifle divisions hastily assembled and rushed to the front in 1941.

The German November 1941 replacements have been slightly increased. The Germans can now replace one armor step and two infantry steps.

SCENARIOS

The 1st and 2nd editions had only the single Campaign Game. I added the three Tournament Scenarios that have been developed over the years for WBC and PREZCON. Players can choose a shorter scenario from among the 5, 7, and 10 turn scenarios, all starting in May / June 1941. The Fall Blau 1942 campaign has always been a favorite of mine. A long time Russia Besieged aficionado, Charlie Catania, designed the scenario. I developed it a bit for the 3rd edition. Art added a 1943 scenario and a 1944 scenario.

TURKISH VARIANT

Andy Nunez and Art did a Turkish Variant a few years ago. Art decided to add the Turkish variant to the Deluxe Edition. We decided to include the Turkish counters and three additional Russian counters for it. Art doesn't plan to do any more counters for Russia Besieged after this edition. I adjusted some of the movement and combat factors to make them more realistic for the Turkish army in 1942. The Turkish units were comparable to the Russian and Axis-Allied units.

While I didn't develop the rules for the Turkish Variant, I do have one observation on Turkish entry (on the Axis side). This would result in a reaction from the Western Allies in the Near East. Allied airpower would likely interdict Turkish movement and supply (an Allied Air Interdiction counter is included). There were few railroads or major roads in eastern Turkey. The threat of a Western Allied attack would likely pin down a lot of Turkish formations along the coast and in southern Turkey. The Allies would also want to protect their southern Lend Lease route to Russia.

PLAY BALANCE

Russia Besieged has been competitively played for 12 years now. I probably have played over a 100 games myself. The 1st edition favored the Russians. This was partially due to a 40% chance of Light Mud in September. The 2nd edition overshot the mark a bit in helping the Germans. The bids in the Tournament scenario jumped from around 18-19 to 20-21. It can be fairly depressing playing the Russians the first 3 or 4 turns against a good German player.

In both previous editions, the Germans had the advantage in 1943-1945. It was very difficult for the Russians to reach Berlin by the spring of 1945. There were several reasons for this: A continually shortening front, lack of airpower to push the offensive, and a lot of German units. Also, at least in the 2nd edition, the Germans could delay the Russian counteroffensive until late 1943. The Russian player would run out of time before reaching Berlin.

When researching the German OB in 1943-1945, I found some interesting information. Some of the late war German reinforcements were busy performing missions in other places. The Bucharest Garrison was greatly overrated. It has now been changed to the Rumania Surrender Box. The German player receives one weak corps reinforcement following Rumanian surrender. The SS Infantry, Mountain, and Cavalry units were overrated; their combat factors have been reduced a bit.

The tweaks made to the setup rules and Russian replacements in 1941-1942, while not stopping the German onslaught, will give the Russian player a little more play during this time frame. The Russian army should be a little stronger going into 1943 and perhaps can turn the tide earlier in 1943. A few less German units and two additional Shturmoviks should enable the Russian player to push the offensive in 1944 and perhaps close in on Berlin by the spring of 1945.

CLOSING REMARKS

I want to thank Art Lupinacci and Compass Games for giving me the opportunity to develop the 3rd edition. Eastern Front WW2 games are a favorite of mine. I have been playing Russia Besieged since it was originally published and accumulating ideas for improving the game for the past several years. Russia Besieged, especially the 3rd edition, is a rare combination of a historically accurate and a playable game. Special thanks to John Martino for playtesting the 3rd edition changes with me several times over the past few years. Finally, many thanks to Jim Eliason for proofreading the rules and commenting on how the changes will play out.

DESIGNER'S NOTES

To all aficionados of Military History and the war on the Eastern Front, thank you for purchasing Russia Besieged. My hope, in designing Russia Besieged, is that the game provides you with many hours of entertainment and perhaps, sparks an interest in you to read and delve further into the history of the Second World War. For your purchase and your support, I am extremely grateful.

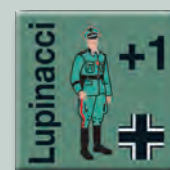
You will notice, my 2009 Designers Notes are still included, this was done on purpose. My thoughts then are the same now, no point in duplicating the effort for this, the 3rd edition printing. This time around, I want to express my gratitude and admiration to the true hero of the deluxe version of the game, and that is Rob Beyma. I cannot tell you how many hundreds, if not thousands of hours Rob has invested in Russia Besieged over the last decade. It is primarily through his efforts that you have in your hands, what I consider to be the finest Corps/Army level game on the war between Germany and Russia ever printed. The game has been heavily tested over the last decade in major face-to-face tournaments and email tournaments as well as local play. Rob has very carefully thought out the rules changes and the historical changes we have made as well. And, all the changes were play tested before they were included.

Both Rob and I went through great pains to try and make the game as historically accurate as possible. We took a very close look at unit histories and made the appropriate changes to get the most accurate representation for a game at this level.

I also hope that for the first time, we have published a game that is errata free! Rob and I spent countless hours reviewing the graphics and text in an effort to produce a game with no mistakes. It was a painstaking effort that we both undertook with a vengeance, in order to bring you the best product possible. I would be remiss if I did not mention Compass Games, Bill Thomas and Ken Dingley. I can't say enough about Compass Games, they are a pleasure to work with and produce an exceptional product. Thank you! I am honored you chose to publish Russia Besieged. And finally, I would like to acknowledge the efforts of Jim Eliason. Jim has helped develop, proof and edit the rules since the 1st Edition. Thank you, Jim.

L2 Design Group has an official company page on Facebook to help support this game and others we have published. If you wish to communicate with me directly, please feel free to sign up and I will be happy to help answer any questions you may have.

Looking forward to hearing your comments and reviews.



Art Lupinacci
22 June 2018

DESIGNER'S NOTES (Historical)

Russia Besieged has allowed me to enjoy the single greatest satisfaction one can have in the hobby. Quite simply, the realization of a dream to see one's ideas for a game go to print. Russia Besieged, as a game, had been developing in my head for over 25 years and for any number of reasons, it took this amount of time to get me to put pen to paper and physically design the game.

The design and graphics work that has gone into Russia Besieged was at least three years in the making and I can honestly say it was a labor of love. I immersed myself in every single aspect of the design and in looking back, I am not sure it was the wisest thing to do and most certainly was the cause of some of the delays, but I had to do it and I have no regrets. In the end, I feel I have succeeded in bringing to market a high quality, playable east front game that addresses things players have wanted and have pasted onto other East Front games.

In the initial design stages, one of the more interesting challenges I faced was how to adequately reflect the impact of the Russian economy on the game. Oil was the single biggest Achilles heel of the Russian War economy. Well over 75% of Russian oil came from one region, very vulnerable to attack and destruction. If this area was lost, the consequences would have been felt immediately and if lost early enough in the campaign, may have laid the blue print for disaster at Stalin's feet.

I very badly wanted to reflect this Soviet vulnerability to oil production in Russia Besieged! I also wanted to include in the game all of western Russia that was reachable by the German Army (Most importantly, the Caucasus region). I chose to split Russian manufacturing into two parts: Oil production and "everything else". Oil primarily fuels armor manufacturing in the game. Without oil you cannot drive the tanks you build. The most powerful offensive formations in the games are the tank armies and with the loss of the oil fields, the Russian player has a limited amount of time and resources to gain back the Caucasus region or suffer a slow and steady defeat by attrition.

The factory units in the game reflect a number of aspects of the Russian economy including manufacturing and civilian populations. Reducing the number of factories reduces the ability to rebuild depleted units. Lose enough factories early enough in the game and the Russian player is almost doomed to defeat. Although the German juggernaut is very powerful at the start and it can wreak havoc at will, it is not without its limitations and vulnerabilities and is quite fragile in the first winter of the war.

As the German player penetrates into Russia, a few key factors occur to weaken the onslaught. The density of German units to space decreases as space increases. When the German gets beyond Rostov, a number of factors come into play. By pushing into the Caucasus region, the actual front line and the area the invading forces have to cover more than doubles when you reach Baku. Your forces, if you are lucky, will barely remain the same and most likely will be reduced due to combat. This means the effectiveness of your units to attack across the entire front is virtually taken away. I thought this was a simple enough design feature that required no rules and yet provides a heavy historical feel to the game.

Wargames do not typically reflect the inability of armies to attack everywhere and all the time, as is often depicted in the play of most strategy games. In Russia Besieged, depending on the strategy employed, there can and will be static fronts which remain quiet, while both players simply focus on the critical regions elsewhere. Unfortunately for the German player, time is not his friend, by any stretch of the imagination, in this game.

The Russian player starts off poorly and sees his army disintegrate

before his eyes, but is not a push over. With reinforcements, the Russian player very quickly recovers. The German player, from the start, is under the gun to not only eliminate as many Russian units as possible, but to also focus on deep penetrations into Russia without delay. The German player has a number of choices on strategy to employ and how to attack. I designed a combat system that reflects two objectives in making an attack. The first, reflected by the Combat Results Table, depicts attacks which focus on destroying units and taking the objective head on. The second is the Blitzkrieg Attack Table which was designed to allow an attacking player to hit the enemy and inflict losses, but more importantly, focused on obtaining results which produced advances enabling penetrations behind the enemy lines and thus cutting them off while gaining new territory.

I coupled this with a much more flexible airpower system that can be used in both impulses of the turn. The net result is a much more dangerous attack and threat of encirclement opportunity in the hands of masterful players. This has added a huge degree of excitement and movement to the game for both players, albeit it later in the game for the Russian player.

One of the challenges I faced was how to handle airpower. I very quickly decided I would not add layers and layers of complicated rules in the game to reflect every aspect of air combat. A corps level game does not need this level of sophistication. Ultimately, air comes down to a couple of simple factors, the most important being to reflect the ability for friendly bombers to be able to aid in the elimination of enemy units. I chose to eliminate fighter combat as the war on the eastern front almost followed a well written script. Namely, air superiority starts off with the Germans, thereby giving him the ability to almost strike at will across the map. As time progresses, this ability is eroded as the Russian player brings in better trained pilots, better planes and in greater quantities. Although no match for the better trained and more experienced German pilots, quantity has a certain quality to it and eventually wears down the German war machine. This was easy enough to reflect in the game by reducing bomber power on one side and increasing it on the other.

I did add a layer of complexity to the use of bombers by adding a matching air base counter. The air base reflects more than just physical airfields. It reflects ground crews, fuel, repair facilities and runway maintenance equipment. Namely, everything you need to run an airfield and equip and maintain your planes and crews. I didn't want a totally abstract method that allowed the player unrealistic methods of deploying his bomber units.

Players can fly long range missions and land in city hexes but cannot fly again on the next impulse until their air base's crew stages to the new location. In other words, the planes can't fly without bombs and fuel. I find this element of the game to be the most elegant. It restricts the use of air without a heavy layer of complex rules and introduces a level of realism in the management of a bomber air fleet.

I added another feature of flexibility to the use of bombers such that they can perform a mission in either impulse of the game. They have the option to conduct combat in an impulse or stage so they can be available to support ground attacks in the 2nd impulse. They can't do both. How they are employed is up to the player and a feature I like the most is that if you use all your airpower in the first impulse, your penetrating units have little punch left in the second impulse. A low complexity system with lots of flexibility and flavor added.

One key feature I insisted on having in the game was step reduction due to combat. Most combat units in the game take two step losses to be eliminated. When stacked together with other units, the defender gains a little staying power. Indirectly, it also lets the game simulate the wearing down of armies much like real combat. The longer your army attacks, the chances are greater that it will be a more brittle army consisting of units with only one step left and not

enough replacement points remaining to rebuild them. Guarding the flanks with brittle units is the recipe for an interesting and fluid game.

A final comment, on the overall design of Russia Besieged, is that I chose to loosely model the game on one of the giant success stories in our hobby, "The Russian Campaign", designed by John Edwards. The Russian Campaign has a number of elegant design features that simply could not be ignored and I hope that my enhancement of some of these features will push the play of corps level games to a new and enjoyable level. The staying power of The Russian Campaign is a tribute to the genius of elegant design, by John Edwards, that allowed a simple game to be complex enough to want to be played over and over again.

I would be remiss if I did not take a moment to acknowledge the work of a number of key individuals who helped shape my ideas into a playable format. Bruno Sinigaglio made major contributions to the Lend Lease system in the game as well as showing me how to play an effective German. Rob Beyma and his playtest group was extremely dedicated and tireless when it came to testing, making rules revisions and passing on notes. I am deeply in their debt and most especially to Rob. His experience, depth of knowledge and insight was a major asset in the project that shaped the game to a higher level which I would not have been able to achieve without his input.

Ken Nied and Aaron Silverman deserve mention for their wonderful work in transforming my rules essay into a document you can read. My only regret is I did not employ them sooner to the task. I also want to acknowledge the work of the Toronto playtesters that include: Alex, Larry, Wally, Doug and Dale. Having the luxury of being close to a large number of veteran gamers was a major asset. I give credit and thanks to all those who contributed in making Russia Besieged. Any errors or omissions that present themselves in this final body of work are of course, mine alone.

Now, after some years, we come to the 2nd edition of the rules. In this time, I have had the pleasure of meeting many gamers who have taken a shine to the game and have, as a result, helped me to develop the main body of rules further. Lembit Tohver is one such individual.

This entire rewrite could not have been possible without his dedication and countless hours of work. Not only did he rewrite the rules, but he also helped me test them by playing a countless number of games as my opponent to make sure the game remained balanced after any significant change. Lembit has been a long time friend and I am grateful for dedication to Russia Besieged and for the countless hours of work he has done editing the rules. I enjoyed every playtest session we had to get to this point. Everyone who loves this game is in his debt!

There are a number of new changes in the second edition. Most notable are the rule changes for the opening turn of the war. These allow the gamer to experience the total unpreparedness of the Russian Army and the complete surprise of the Nazi attack. My favorite rule that was left out of the first edition and has now returned is the capability to rail in each impulse. There are a number of small rule tweaks plus a large number of new optional rules included in the game. All of these add greater depth and flavor to an already exciting and fast paced simulation on the greatest conflict in the history of warfare.

I, once again, wish to thank Robert Beyma for his enthusiasm for the game, his input in creating the tournament weather modifiers, and for helping to tweak the weather rules to make for a more balanced game. Rob is another unsung hero of the game and has also spent many countless hours pouring over the rules to make sure they are perfect and all encompassing. I also wish to acknowledge the mountain of proofreading done by Jim Eliason. The size and scope of the

pages and pages of information contributed by Jim was incredible and extremely beneficial to making the final product an amazing piece of work. Chris Kraska is also a long time friend and at the last minute, contributed a very fine eye to finding small grammatical mistakes, missing commas and a slew of other typos that would have otherwise spoiled this work. I am grateful to all of you and I cannot thank you enough!

All of the new changes in the 2nd edition will help insure continued enjoyment of play for aficionados of Russia Besieged and enthusiasts of the East Front.

Art Lupinacci
July 20, 2009



★ DELUXE EDITION ★

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