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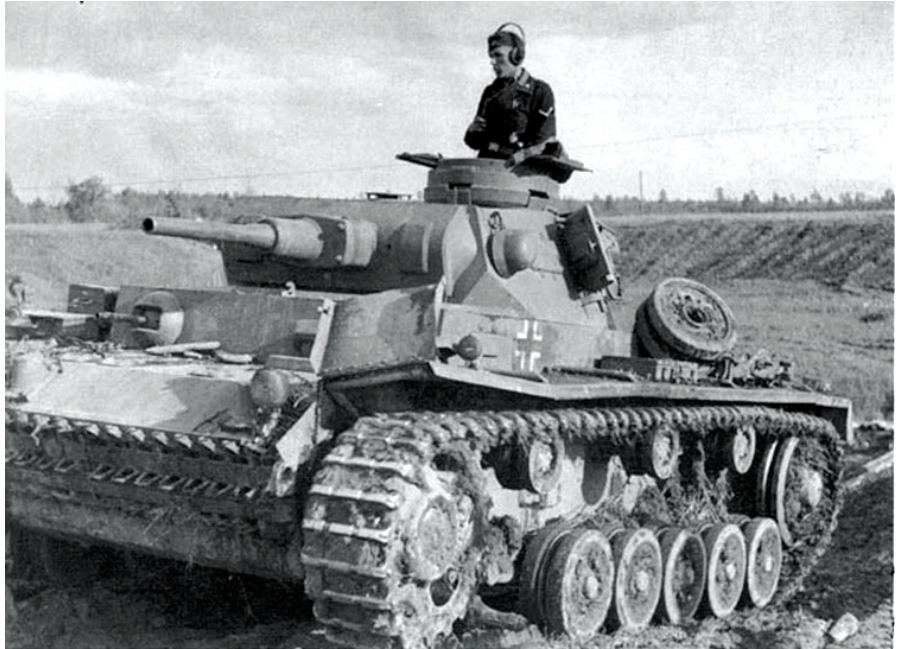
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DUEL IN THE NORTH: THE BATTLE FOR LENINGRAD, 1941



NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.

These rules use the following color system: **Red** for critical points such as errata and exceptions, **Blue** for examples of play.

1.0 QUICK SUMMARY GAME CONCEPT

Duel in the North: The Leningrad Campaign, Jun-Sep, 1941 simulates fighting between Soviet and German forces in the Leningrad region from 22 June to 27 Sep, 1941.

Note: This game uses the same rules system as **Sedan: The Decisive Battle for France, May 1940** (*WaW #24*); **Tobruk: Operation Crusader, Nov-Dec, 1941** (*S&T #278*); and **Duel on the Steppe** (*S&T #285*). Albeit with some occasional modifications appropriate to the scale and theater portrayed. Errata and clarifications from the previous games in the series have been incorporated here, and thus this rules set supersedes all previous games' rules set except where specific to a particular game.

2.0 GAME COMPONENTS

This game is complete if it includes one counter sheet (228 counters) and one map of the Baltic Region of the Soviet Union (which includes all relevant charts and

tables necessary for game play). Players will need to provide *two* 6-sided dice.

Note: Players should initially sort and divide the various game pieces by nationality and then by each command color (where appropriate). Separate out the Activation Chits from the units and set aside the Information markers, Close Air Support, and Fighter Cover chits; these game pieces are only played as they are needed to indicate applicable effects and modifiers during combat.

This counter set includes one errata counter (the blue 4-6-6 mechanized division) for the game **Red Tide West** (*Modern War #15*).

2.1 Maps

Each hexagon is about 12.5 miles (~20 kilometers). The map area portrays the Leningrad region of the Soviet Union, encompassing about 600 miles (~965 kilometers) from east to west. The compass rose printed on the map defines the top of the map as north. The hex grid printed on the map is used to facilitate the movement of units and delineate the various terrain features. The effects on play of the various terrain features can be found on the Terrain Effects Chart.

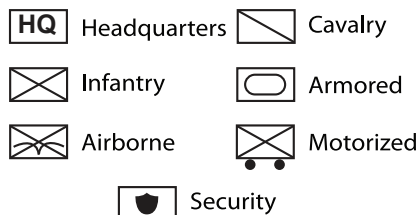
2.2 Charts & Tables

The map includes all of the charts and tables necessary for play: the Combat Results Table (CRT), the Terrain Effects Chart (TEC), and the Terrain Key.

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2.3 Combat Units

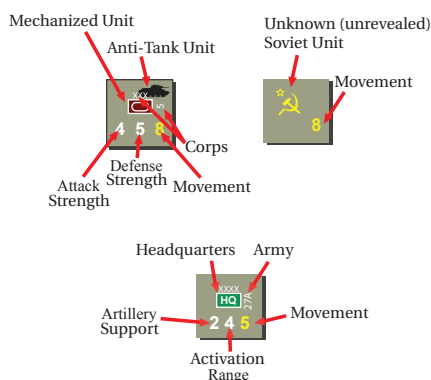
The various game pieces represent the historic combat units as well as all necessary chits to facilitate game play. The Soviet combat units are primarily divisions (XX); whereas the German combat units are divisions (XX) and *Kampfgruppen* (KG) and are color-coded by nationality and command affiliation (see below). Combat units may represent from 2,000 to 14,000 men, and 50-400 armored vehicles.



Gray = German Army
Blue = Finnish
Brown = Soviet Regular Army

Note: The term "German" throughout the rules also refers to Finnish (Finn.) units.

Note: The German units are color-coded (within their unit type symbol) according to higher command; the Soviet combat units are not color-coded because many of the Soviet units in the game changed higher echelon formations more than once during the course of the campaign.



The numerical ratings and symbols printed on each combat unit are indicated as follows.

The front side of all combat units is always considered to be their full-strength side whereas the back side is always considered to be their reduced-strength side. Whenever a full-strength combat unit suffers losses, it is flipped to its back side which is typically

printed with lower numeral ratings. Whenever a reduced-strength combat unit suffers losses, it is eliminated and removed from play.

Exception: All Soviet formation units are not printed with a reduced-strength side (only their movement allowance is shown on their back side). As such, they are eliminated whenever they suffer losses (i.e., are reduced).

Headquarters units are not considered combat units; if any HQ unit suffers losses, it is eliminated immediately. The back side of any HQ unit is a flag depiction representing the typical headquarters flag of its nationality.

2.4 Headquarters Units

Headquarters units (HQs) function to both activate combat units (see 6.0) and provide Artillery Support (see 10.1). Each HQ unit symbol is color-coded to correspond to a specific Activation Chit, indicating which HQ units are eligibly activated by the identically colored Activation Chit (see 2.6).

Note: HQ units are always ignored when determining stacking limits.

HQ units have no combat ratings *per se* and thus may not participate in combat like a combat unit, although any lone HQ unit that is attacked is assumed to have a combat rating equal to its Artillery Support number. If an HQ unit is eliminated, it is placed on the Turn Track in the following game turn box and may return to play at that time. See 3.1 Reinforcement Phase.

The Artillery Support number printed on an HQ unit (from 1 to 4) represents batteries of artillery guns not featured as actual game pieces. The number indicates the quantity of Artillery Support Markers that each HQ unit is eligible to employ (per Activation) during any combat that involves combat units of the same nationality.

2.5 Air Units

There are two types of air units for both players: Fighter Cover units and Close Air Support units. Air units are assigned by the scenarios per the following maximum denominations.

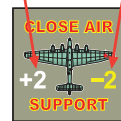
SOVIET

4 x Fighter Cover units
2 x Close Air Support unit

GERMAN

6 x Fighter Cover units
10 x Close Air Support units

Attack Die Roll Modifier
Defense Die Roll Modifier



The scenario instructions list the number of air units available to each player at during each scenario (see 16.1 and 16.3). Moreover, the reinforcement schedule of each turn lists any additional air units that become available to each side in that turn.

Note: The number of air units allotted to each player in a turn is determined by taking the number of air units that start the scenario (if any), and then adding any reinforcing air unit received during the scenario, and finally subtracting the number of air units that have been permanently eliminated. Any air units that had been aborted during a previous turn are to be included during each subsequent turn's allotment normally.

Air units are not based upon the map itself, but are withheld off-map until specifically employed during the course of the scenario.

2.6 Activation Chits

Each player is allotted an assortment of Activation Chits. The turn track indicates precisely how many Activation Chits are to be placed into a cup for both sides at the beginning of each turn. Inasmuch as there are more Activation Chits than the game turns allot, the player may choose which of his own side's Activation Chits that he places into the draw cup (which should correspond to HQ units that are on the map or to HQ units that will arrive as a reinforcement that turn). The Activation Chits that are chosen to be placed into the draw cup determine which HQs will be activated that turn (in no particular order; see below).

Note: The absence of an Activation Chit in the draw cup is not meant to imply that its corresponding HQ chit is removed from the map. Rather, that HQ cannot be activated that turn if no Activation Chit is drawn. Reinforcing HQs that are due to arrive on the map receive an Activation Chit automatically.

Aside from the Activation Chits that are allotted by the current game turn, Activation Chits for any reinforcements scheduled

to enter the game that turn are placed into the draw cup automatically, and are drawn normally. Each subsequent game turn thereafter, their Activation Chit is only placed into the draw cup by choice (not automatically) by the owning player.

Activation Chits are then drawn randomly, one at a time, by either player (it doesn't matter which player draws from the cup) to regulate the sequence of HQ units that are Activated to officiate movement and combat. Each Activation Chit, when drawn, allows the player of the same nationality to activate the named HQ units during that same turn.

Exception: Multiple HQs with the same color can activate the same units when their own Activation Chit is drawn.

Note: Activation Chits are printed with "Move" on the front side and "Combat" on the back side to aid players in distinguishing the current mode of an HQ unit's activation.

2.7 Information Markers

In addition to the Turn Track marker, the following information markers are provided to aid game play.

ARTILLERY SUPPORT MARKERS

Used to remind players which combat engagements benefit from a die roll modifier bonus (see 10.1).

FORTIFICATION MARKERS

Used to indicate that the hex contains Soviet fortifications (see 13.0).

BLOWN BRIDGE MARKERS

Used to indicate map-printed bridges that have been destroyed (see 12.0).

SUPPLY MARKERS

Used to designate units that are Low Supply or Out of Supply (see 5.2).

3.0 SEQUENCE OF PLAY

Each game turn is divided into the following phases, that are played in the order listed.

Reinforcement (Phase #1)

Air Allotment (Phase #2)

Activation (Phase #3)

End of Turn (Phase #4)

3.1 Reinforcement Phase

Both players determine what reinforcements they receive in accordance with the scenario (see 16.2 and 16.4).

HQs that are received as reinforcements must have their corresponding Activation Chits placed in the draw cup at that time (even if there are more Activation Chits than can be drawn during that game turn).

At this time, the Soviet player may place any Fortification markers he receives for the turn in any friendly controlled hex on the map, but only if that hex is not currently in an enemy ZOC.

3.2 Air Allotment Phase

Both players receive their allotted air units for the current turn in accordance with the scenario, but adjusted for losses incurred during Dogfights from previous game turns (see 11.1).

3.3 Activation Phase

Both players place their available allotted Activation Chits into a cup (per the Turn Track), and then thoroughly mix that cup to assure a random drawing.

Also, place any HQs that had been eliminated during the previous turn back onto the map per 4.1 (unless that HQ's formation had been eliminated from the map). The quantity of Activation Chits (as allotted by the Turn Track) is the total available to be drawn during that game turn.

During the Activation Phase, one player (it doesn't matter who) blindly draws one Activation Chit from the cup. The chit drawn indicates which side is the activated player and which of that player's HQ unit is activated at that time (until the next Activation Chit is drawn).

The player of the activated side then nominates the same HQ identified by that Activation Chit to be presently activated. That nominated HQ unit is then eligible to activate any number of friendly units of the same color-coded formation (except other HQ units) within its own printed Activation Range (see 6.0). Though any Soviet HQ can activate any Soviet unit, provided that it is within that Soviet HQ's activation range. In either case, only combat units within the activated HQ's Activation Range may move and then attack (or vice versa).

After the active player has completed the "Move" and "Combat" modes of his activation, a player then draws another Activation Chit, and so forth. Once the maximum quantity of Activation Chits have been drawn from the cup for that turn (as indicated on the Turn Track) for that side, the Activation Phase ends.

3.4 End of Turn Phase

Air units, Artillery Support markers, and Activation Chits are removed from the map.

Players can remove eligible bridge blown markers from the map (see 12.1) at this time.

Move the Turn marker from the current turn box to the next turn box on the Turn Track.

Note: There is no Weather Phase in *Duel in the North* because the historic weather was generally clear and dry during the summer of 1941.

4.0 REINFORCEMENTS

Reinforcements are HQs and combat units that are scheduled to arrive during specific game turns (during the "Move" mode of its own HQ's activation) onto the map via specific map sides (and occasionally specific map-edge hexes); see 16.2 and 16.4. As each reinforcement unit enters the map, it is assumed to have expended no movement points before it enters the first hex on the map.

Note: Inasmuch as reinforcements are not on the map before their entry, they are not required to be within any HQ's activation range during their first entry turn (only). They must arrive when that HQ's Activation Chit is drawn from the pool, however.

If any particular entry hex is occupied by any enemy unit, a scheduled reinforcement may arrive in an unoccupied map-edge hex that is closest to that entry hex.

4.1 Returning HQ Units

HQ units that had been eliminated during a preceding turn are now placed onto the map at the beginning of the Activation Phase (in any hex in or adjacent to a combat unit of the same nationality, or in the case of the German side, the same colored-coded formation). If there are no remaining German combat units of the same colored-coded formation, the eliminated HQ is therefore removed from play permanently (as

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is its Activation Chit if no other units can be activated by it). This does not apply to Soviet units which are eligible to be activated by any Soviet HQ (if within that HQ's activation range).

4.2 Railed Reinforcements

Both players are permitted to place some units directly into any friendly-controlled town or city hexes at the end of the movement mode, instead of moving them onto the map via a map-edge.

The quantity of units that each player may place directly (i.e., rail to) a town or city hex is based on a die roll; the rail player must roll one 6-sided die in the Reinforcement Phase, and the die roll number is the maximum amount of units that he may place directly into any friendly-controlled town or city hexes during that game turn.

To be an eligible placement town or city, that hex must be friendly-controlled (although not necessarily friendly-occupied), and must have a contiguous path of friendly-controlled rail hexes from that town or city hex to any friendly map-edge hex (a Soviet red star hex, or a German iron cross hex). Moreover, each such hex of that path must not be within the ZOC of any enemy unit, or cross over any unbridged river hex.

4.3 Soviet Militia Units

All Soviet Militia (LDNO) units (as well as several other units) are considered to have been newly constituted (or built) in specific hex locations on the map. On their turn of entry, these reinforcing units are placed directly into the hex location listed in the reinforcement schedules (see 16.2 and 16.4). Unlike other reinforcements, they may not move or attack during the turn that they arrive on the map, however. They may move and attack normally thereafter.

4.4 Finnish Entry Hexes

All the Finnish units enter the game as reinforcements through any of the ten entry squares located on the north map edge, although no more than three Finnish units may ever enter the map via the hexes east of Lake Ladoga (6501, 6601, 6701, 6801). Only Finnish units can occupy any of these entry hexes, and only Finnish units in them can move onto the map and/or attack Soviet units in the adjacent land map hexes.

Additionally, Finnish units may retreat off the map into an entry hex, but are not considered to be eliminated in doing so. Soviet units cannot ever move or attack into any Finnish entry hexes, whether occupied or not.

5.0 SUPPLY

Both players must audit the supply status of all units during the End of Turn Phase of each turn.

5.1 Supply Determination

To be considered in supply, every unit must have an uninterrupted contiguous path of



hexes from the unit's hex to a supply source. A supply source is any red star symbol on an eastern and/or southern map-edge hex (for the Soviets) or any iron cross symbol on a western map-edge hex (for the Germans) that is not occupied by any enemy unit.

Exception: Finnish units can only trace a supply path to any Finnish entry hex (see 4.4).

A supply path may be of any length (including across rivers that are not bridged), although no supply path may pass through the following hexes.

Any hex presently occupied by any enemy unit.

Any hex presently within any enemy unit's ZOC, unless that hex is also occupied by any friendly unit (but not merely a friendly unit's ZOC).

Soviet units can trace a supply path across any lake hexes; however, German units cannot. No unit may trace supply across sea hexes or hexsides (the Gulf of Riga nor the Gulf of Finland).

Note: The entry arrow symbols on the south map-edge hexes are only considered to be supply sources for the units that entered there (not for any other units on the map), as these sectors represent routes back to their Army's supply hubs.

5.2 Low Supply & Out of Supply Units

Any particular unit that cannot demonstrate a supply path is immediately considered to be Low Supply. Moreover, if any particular

unit cannot demonstrate a supply path during two consecutive turns, it is immediately considered to be Out-of-Supply. If any unit is unable to demonstrate a supply path during three consecutive turns, it immediately suffers a reduction, i.e., flipped, or eliminated if already reduced (which will be the case with all Soviet units in the game).

A unit that is Low Supply or Out-of-Supply suffers the following penalties.

LOW SUPPLY

Attack Strength is halved (rounded up).

OUT-OF-SUPPLY

Attack Strength and Defense Strength is halved (rounded down).

The movement of all mechanized-type and motorized units, as well as motorized HQ units, is halved (rounded up).

Note: Basically, only infantry and cavalry, as well as HQs that are not printed with the two-wheeled motorized symbol are not considered mechanized or motorized.

The artillery support numeral of an HQ unit is reduced to zero.

6.0 ACTIVATION

No combat unit may move or conduct any attack unless it is "Activated" by an eligible HQ unit (any present HQ unit, if within activation range, that is printed with the same color-code if a German HQ, or any Soviet unit within activation range of any Soviet HQ). To "Activate" a combat unit, a player must designate an HQ (only of the same color-code, if German) that is within Activation Range (the second numeral printed on each HQ unit) at the moment the HQ Activation Chit is drawn. An activated unit may move and then conduct an attack, or it may conduct an attack and then move. No unit can ever attack, move and then attack again, however.

Note: Activation Range is defined as a direct line of contiguous hexagons from (but not including) an HQ unit's present hex to any friendly combat units' hexes (including each such unit's hex), but disregarding any terrain, enemy units, or enemy ZOC.

Exception: Inasmuch as Reinforcements are not on the map before their entry, they are not required to be within their HQ's Activation Range during their first entry turn (only).

Once a unit's activation is complete (after it has attacked and/or moved, or vice versa), its activation is completed for that game turn (even if it conducted no action at all).

6.1 Soviet Unit Activation

Each Soviet HQ unit is eligible to "Activate" all of the friendly combat units that are within its Activation Range. However, no Soviet combat unit may ever be activated more than once during the same game turn.

6.2 German Unit Activation

Each German HQ unit is eligible to "Activate" all of the friendly combat units from the same command (units with the same color-code within their unit symbol) that are within its Activation Range. However, no combat unit may ever be activated more than once during the same activation.

Some German formations have two HQs (of the same color code). When a corresponding Activation Chit is drawn, either of those two HQ may be activated (if not already activated), and that HQ may therefore activate all of the units of that same command (even if those units had already been activated

by the other HQ). This represents superior German tactics and doctrine, etc.

Exception: As of Turn 14, all German units may be activated by any German HQ unit, just like Soviet activations.

6.3 Individual Hex Activation

After both players have drawn all of their HQ Activation chits from the draw cup during a game turn, each player (starting with the player who did not draw the last HQ Activation chit) is then permitted to choose any one single hex containing any of his own units, and activate any or all of the units in that hex, if not previously activated during that same game turn, to conduct movement and combat (or vice versa) normally. No HQ is required, but this activation is otherwise a normal activation in every respect, though it is only permitted once per game turn and only after all other HQ Activation chits (from both sides) have been exhausted from the draw cup.

The units chosen to be activated in such a hex must be activated together (though they need not be within range of any HQ), although an individual German hex activation may not activate friendly units of different color-coded formations together under any circumstances (only one color command or the other may be activated). This restriction does not apply to Soviet units.

Note: Scheduled reinforcements, prior to entering the map, are not eligible to be activated as an individual hex activation; they enter when their Corps Activation chit is drawn from the draw cup only (representing any myriad of unforeseen circumstances that may or may not delay their arrival).

7.0 STACKING

Each hexagon on the map is limited to a specified stacking limit regardless of the type of terrain in any hex and the type of units stacked therein. Friendly and enemy units may never be stacked together in the same hex at the same time.

7.1 Stacking Limits

Only combat units (not HQs) are ever subject to stacking limits; each hex can accommodate a maximum of three units (whether full-strength or depleted) regardless of the size of each stacked parent unit or smaller formation.

Stacking limits are only enforced at the end of all units' movement. If a hexagon's stacking limit is exceeded, the owning player must then eliminate enough units in that hex to comply with the stacking limit.



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8.0 ZONES OF CONTROL (ZOC)

All combat units (but not HQs) exert a Zone of Control (ZOC) into each of the six hexagons that surround its present hex. ZOC does not ever extend into major cities or across any sea or lake hexside (unless crossed by a bridge that has not been “blown”).

An enemy ZOC is not negated by a friendly unit except when demonstrating a supply path. A supply path may never enter an unoccupied hex that is within an enemy combat unit’s ZOC.

Movement into an enemy ZOC is restricted as follows.

Any unit that enters an enemy ZOC must halt its current movement immediately.

Note: *It is permitted for a unit to move from within an enemy ZOC to an adjacent enemy ZOC, but must halt its movement normally.*

Any unit that exits an enemy ZOC must expend +1 MP (i.e., in addition to the cost of terrain in the adjacently entered hex).

No retreating unit may move into any enemy unit’s ZOC.

9.0 MOVEMENT

During a “Move” mode of an Activation, the activating player may move any units that have been activated by an eligible HQ (as well as the HQ unit itself). Each unit is allotted a specific movement allowance, which is the rightmost numeral printed on each such unit’s chit.

Each unit’s movement must be completed before a subsequent unit may begin movement, though all units’ movement must be completed before any attacks by those units commence, or all units’ attacks must be completed before any movement by those units is commenced, depending on whether a player chose the Move/Attack mode or Attack/Move mode (see 6.0).

Each unit may move from its present hex to a succession of adjacent hexes, paying a specific Movement Point (MP) cost in each such hex. The MP cost of each type of hex terrain for both types of units (motorized or non-motorized) is tabulated on the Terrain Effects Chart (TEC)

printed on the map. A unit may expend some or all of its MPs, although no unit may move into any hex that requires more MPs than the moving unit has available or remaining.

Unused MPs may not be saved from one game turn to the next, or transferred among different units.

9.1 Movement Restrictions

Whenever moving any unit, the following restrictions apply.

A unit is always permitted to move at least one hex if it lacks sufficient MPs (because of being unsupplied).

The movement of all mechanized-type and motorized units, as well as HQ units, is halved (rounded up) if Out of Supply (see 5.2).

If a unit occupies a hex that is split by a water depiction, that land unit is always assumed to be on the side of that water depiction that it entered that hex from (it may not be considered on the other side of that water depiction, even if sharing the same hex).

9.2 Stacking & Movement

A stack of units may move together (i.e., as a stack) if they began their movement stacked together. Any such stack may not move more than the unit in that stack that is printed with the lowest MP numeral (although any particular unit in a stack may individually end its movement in a preceding hex to permit its stack to continue its movement from there normally).

The movement of all mechanized-type and motorized units (any unit aside from infantry and cavalry), as well as HQ units, is halved (rounded up) if Out of Supply.

9.3 Overrun

Overrun is a special movement as part of the “Combat” mode that may be attempted by any mechanized-type combat unit only (any unit other than an infantry, cavalry, or HQ unit) after it has conducted an attack.

To attempt an overrun, a mechanized-type unit or stack (or multiple coordinating stacks) must *first* conduct a normal attack during the “Combat” mode of an Activation, except that the overrunning mechanized-

type unit may **not** receive Artillery or Fighter Cover or Close Air Support DRMs during its attack, even if that attack involves any other non-mechanized units (however, friendly Fighter Cover units may still participate in any such attack, but only to dogfight with any encroaching enemy air units).

Note: *No overrun attack may be Mechanized-Type Units:*



attempted across any river unless crossed by a bridge that is not “blown” or into any forest, marsh, city or town.

If the overrun attack successfully eliminates or forcibly retreats all enemy units in the combat hex, the overrunning mechanized-type unit is then eligible to Advance After Combat normally (see 10.4), although it is not required to do so (this does not require the expenditure of any movement points). In either case, place an “Overrun” marker atop that mechanized-type unit. If, however, the overrun attack does not eliminate or forcibly retreat all enemy units in the combat hex, that mechanized-type unit’s turn is concluded normally; no “Overrun” marker is placed.

After the “Combat” mode is complete for a particular HQ’s activations, any mechanized-type unit with an “Overrun” marker is eligible to move a maximum of **two** additional legally-enterable hexes from the hex it currently occupies (whether or not it had advanced after combat), regardless of that mechanized-type unit’s printed movement numeral or type of terrain, but adhering to all normal stacking, ZOC and movement restrictions. No such mechanized-type unit is ever required to move, or may move only one hex instead, but any such mechanized-type unit must complete its “Overrun” movement before the next HQ’s Activation Chit is drawn.

9.4 Soviet Lake / Sea Movement

Per game turn, a maximum of two (2) Soviet infantry units (whether they are stacked or not) are eligible to enter all-lake or all-sea hexes, but only hexes that are adjacent to a land hex. To do so, the infantry unit that will be entering a lake or sea hex must begin its movement adjacent to the lake or sea hex it intends to enter. Place a “Sea/Lake Move” marker atop each such unit while it is in any lake or sea hex.



Design Note: Lake movement is also assumed to represent ski movement in such cases when the lakes would be historically frozen over.

Once in a sea hex, a Soviet unit that is using lake or sea movement may move a maximum distance (in water) of 20 water hexes, although its last hex (the twenty-first hex if moving the maximum of 20 hexes in the water) during that move mode must be a land hex that is not occupied by any enemy land unit, nor within any enemy unit's ZOC (unless that land hex is also occupied by a friendly land unit already).

Exception: The last land hex of a lake or sea movement may never be Finland.

After a unit has completed a lake or sea move, flip its Sea/Lake Move marker to its reverse side, indicating that the unit has completed its lake or sea movement for that game turn. That marker is then removed during the End of Turn Step, but is eligible to be used again as of the next game turn, if the Soviet player desires (assuming he has any eligible units to do so).

9.5 Soviet Unknown Strengths

The Soviet player (only) is permitted to keep all of his land units, except HQs, face down during the course of each turn, concealing their combat strengths from the enemy player (though the Soviet player is always entitled to see and know the combat strength of all of his units). However, as of the moment that any Soviet unit is within any enemy unit's ZOC, it is revealed (flipped to its front side).

Exception: Any Soviet unit that is occupying a Fortification Hex is only revealed to the enemy player when that hex is attacked, but never merely when within any enemy unit's ZOC.

Note that once any Soviet land unit becomes revealed, it remains revealed and the Soviet player may not flip that unit back to its face down side again throughout the game.

9.6 Railroad Movement

Aside from the usage of railroads for placing HQs, a railroad hex may be utilized by moving units just like a road. That is to say, any unit (of any nationality) that is moving from a railroad hex to an adjacent railroad hex (that also shows a railroad symbol connecting the two) expends movement points as per the railroad movement cost printed on the Terrain

Effects Chart (printed on the map). Movement along a railroad negates the terrain cost in the hex(es) entered; only the railroad movement cost is required of a unit that is moving by rail.

However, any unit that is intending to move as a rail movement (per railroad movement costs) must begin its movement in a rail hex. No unit is ever permitted to move via rail movement if it did not begin its movement in a railroad hex (this represents the need to entrain the raiiling formation).

The movement rate of a "major" railroad hex and a "minor" railroad hex is different (see the Terrain Effects Chart printed on the map), and is also different for non-motorized vis-à-vis motorized/mechanized units. There is no restriction moving from a major railroad to a minor railroad (or vice versa) provided that the movement from one to the other is via a connected railroad symbol from hex to hex.

10.0 COMBAT

During the "Combat" mode, all activated combat units are eligible to attack any enemy units, if presently adjacent when the "Combat" mode begins. Each combat unit is eligible to conduct or participate in one attack, although combat is never mandatory. Indeed, some combat units in a particular stack may attack while other units in that same stack might not attack.

Note: A player is not required to declare all of his attacks at the outset of any "Combat" mode; he may decide and resolve each attack, one at a time, as he conducts them (in any order the attacking player prefers).

To be eligible to conduct an attack, a combat unit must be within the Activation Range of its Activating HQ unit (at the time of that attack).

Note: Inasmuch as reinforcements are not on the map before their entry, they are not required to be within any HQ's Activation Range during their first (only) entry turn.

If multiple units, either as a stack or from multiple adjacent hexes, are attacking the same enemy hex, their collective Attack Strength numbers are added together as a sum and then compared to the collective Defense Strength numbers of the enemy unit(s) present

in the combat hex. Multiple enemy units in the same combat hex **must** be attacked as a sum.

10.1 Combat Procedure

Each attack is resolved to completion per the following procedure (in the order listed).

- 1) The attacker designates a particular hex to be the target of an attack by any of his eligible and adjacent combat units.
- 2) The attacker calculates the total attack strength (the first number printed on each combat unit) of **all** participating attacking combat units while the defender calculates the total defense strength (the second number printed on each combat unit) of **all** defending combat units in the adjacent target hex. The attacker's and the defender's total combat strengths are then compared as a ratio (i.e., dividing the attacker's total combat strength by the defender's total combat strength, rounding any fractions down to the next whole number; for example: 1:1).

Note: Calculated ratios greater than 4:1 are to be resolved per the 4:1 column, although the attacker may apply a +1 DRM for each actual gross calculated ratio greater than 4:1 (for example, a calculated gross ratio of 5:1 would grant the attacker a +1 DRM in addition to all other applicable DRMs). If an adjustment (left or right) applies to the ratio in such a way that it brings it below 5:1, no DRM is granted (in other words, applicable ratio adjustments are applied first, and then a +1 DRM is granted for each ratio greater than 4:1 in such cases). However, a calculated and adjusted net ratio of less than 1:3 is always to be resolved as 1:3.

- 3) The attacker adjusts that ratio column to the left if the defending unit(s) occupy a terrain column indicating a 1 (meaning a shift of one column leftward) or a 2 (meaning a shift of two columns leftward), or a 3. Terrain is **not** cumulative. Only one (the highest) leftward column shift applies to any attack in any particular hex.

Note: If attacking across a river, the river terrain penalty applies even if only one unit among many is attacking an enemy unit across a river.

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- 4) The attacker contributes one of his own available air units, if he desires, to that combat, and then the defender contributes one of his own available air units, if he desires, to that combat (in that order). Next, the attacker then contributes another one of his own available air units, if he desires, to that combat, and then the defender contributes another one of his own available air units, if he desires, to that combat, et cetera. Both players alternate contributing one air unit at a time in this order until both players have contributed all of the air units that they desire to that combat. If both players have contributed air units to the same combat, a “Dogfight” is to be resolved immediately (see 11.1) if at least one of the present air units there is a Fighter.
- 5) The attacker then rolls two 6-sided dice, and cross-references the net result of that dice roll under the “Roll” column of the CRT with the adjusted column under the correct ratio.
- 6) The attacker (only) adds any allocated Artillery Support, if any; add a +1 DRM to that attack dice roll per each

attacking Artillery Support added (from no more than one activating HQ).

Note: The artillery support number (the first number printed on an HQ) of an HQ unit (either 1 to 4) indicates the quantity of Artillery Support Markers that each HQ unit is eligible to employ (per Activation) during any combat that involves combat units of the same corps (i.e., the same color-code).

- 7) The attacker adds any allocated air units, if any (that survived any preceding Dogfight occurring there); add a +1 DRM to that attack dice roll per each attacking Fighter unit added, and/or a +2 DRM to that attack dice roll per each attacking Close Air Support unit added.
- 8) The defender adds any allocated air units, if any (that survived any preceding Dogfight occurring there); add a -1 DRM to the attack dice roll per each defending Fighter unit added, and/or a -2 DRM to that attack dice roll per each attacking Close Air Support unit added.

Note: If any particular Fighter unit had participated in a preceding Dogfight in the combat hex, that Fighter unit’s DRM may not be added as Fighter Cover to the dice roll of that attack.

- 9) Implement the final result indicated by the CRT (see 10.2 below).

10.2 Combat Results

The combat result of any attack dice roll indicates the quantity of losses inflicted upon the attacking and/or the defending unit(s), as well as any mandated Retreat.

Each combat result is indicated by a printed slash (/), such that the numbers left of each slash pertain to the attacker, whereas the numbers to the right of each slash pertain to the defender. If no number is listed on one side or the other, then no effect (i.e., no losses) is incurred for that posture (attacker or defender).

Losses are expressed in terms of reductions: A “1/-” combat result, for example, indicates that the attacker must suffer one Reduction, and no effect to the defender. Some combat results indicate an “R” number,

indicating a mandatory retreat, and the number of hexagons that the defending unit must immediately retreat (see 10.3).

A unit that suffers a “1” reduction must be flipped from its front to its back side, whereas a unit that suffers a “2” reduction is eliminated entirely and removed from the map. Any other type of unit that began the game as reduced, was previously reduced, or is not printed with a reduced side is eliminated automatically and removed from the map if suffering a reduction. If a stack of units suffers any reduction, the owning player may choose which combat unit(s) are to be reduced. An HQ unit in a stack cannot be chosen as a reduction unless that HQ is the only chit in that hex after all other reductions, if any, have been fulfilled.

Note: None of the Soviet units are printed with a reduced strength side. As such, they are eliminated whenever they suffer any loss (i.e., are reduced).

Note: Eliminated HQ units are returned to the map per 4.1.

10.3 Retreat

Any combat result indicating an “R” number is a mandated retreat, occasionally in addition to a reduction: an “R2” result indicates that all surviving defending units in a combat hex must retreat two hexes; an “R3” result indicates that all surviving defending units in a combat hex must retreat three hexes.

Note: Multiple units in the same hex that must retreat are not required to retreat as a stack; each unit in that hex may retreat separately and to different eligible hexes, along different eligible paths.

Retreats only ever apply to defending units, but do not require the expenditure of any MPs. However, any defending unit that is required to retreat must move closer to (never equidistant to or farther from) a supply source (i.e., a friendly entry hex) that is not occupied by or within the ZOC of any enemy unit.

Normal stacking limits (see 7.1) and movement restrictions (see 9.1) apply to retreating units. However, no retreating unit may move into any enemy unit’s ZOC. If any unit is unable to complete a mandated retreat, it is eliminated immediately and removed

from the map, unless the defending player opts for a stalwart defense (see 10.5).

10.4 Advances After Combat

After an attack has been resolved against a particular target hex, if all of the defending units have been eliminated or forcibly retreated, any of the attacking units may immediately Advance After Combat into that same hex (within normal stacking limits).

Note: Enemy ZOC is always ignored when conducting an Advance after Combat.

Moreover, mechanized-type units may then move one additional hex thereafter (after entering the initial combat hex as an Advance after Combat), if not in violation of any normal movement restrictions or stacking limits.

Exception: No mechanized-type unit may ever advance after combat across a river (unless crossed by a bridge that is not “blown”).

Advance after Combat is never mandatory. The attacking player may choose to advance any of his units (that participated in the preceding attack) into the combat hex or none at all.

Note: HQ units may never advance after combat even if stacked in the same hex as any attacking units.

10.5 Stalwart Defense

Multi-step units or hexes stacked with multiple steps of units (in any terrain) may voluntarily incur an additional reduction to nullify a retreat mandated by the enemy player’s combat result. In such a case, one of the defending units (of the defending player’s choice) must be nominated to be reduced. If the nominated unit was already reduced or only a one-step unit, that unit is therefore eliminated instead. In either case, however, the retreat is nullified and no Advance After Combat by the enemy units that attacked the hex is permitted (even if all of the defending units were eliminated as a result of the Stalwart Defense).

When a Stalwart Defense occurs, the combat result against the attacker, if any, remains as indicated by that result on the Combat Results Table.

10.6 Stalwart Defense in Forts

Soviet units (only) are always entitled to a Stalwart Defense in any fort hex, but are

never required to nominate a unit to be reduced in that hex. The defense applies whether in a map-printed fort hex or a fortification marker placed on the map.

10.7 Anti-Aircraft

Any land combat result that is “no effect” is an “anti-aircraft” result against the attacker (but never the defender, even if any of his air units are also present in that combat hex) if any of his air units had contributed to that combat as air support. An anti-aircraft result does not apply to any air unit(s) that merely participated in a Dogfight in that combat hex, however (see 11.1).

Note: The attacking player may choose to “abort” any of his own air units (to avoid the possibility of anti-aircraft) by withholding it from contributing as air support in that same combat hex; he may do so after any Dogfight is resolved there, but only before the land combat dice roll is rolled for that attack. An aborted air unit thus suffers no effects from anti-aircraft, but is placed off-map for the remainder of that game turn (it does not contribute to that combat at all in such a case).

Whenever an anti-aircraft result occurs (if any attacking air unit contributed to that combat), the defending player always chooses which enemy air unit is afflicted by anti-aircraft (if there were more than one air unit contributing to that combat), and that particular air unit is therefore eliminated permanently.

11.0 AIR SUPPORT

Both players are provided with an allotment of air units during the Air Allotment Phase of each game turn (see 2.5). Each air unit can be employed to participate in one action per game turn regardless of the current Activation Chit drawn. There are two types of air units for both sides, Fighter Cover and Close Air Support units.

Fighter Cover units may be utilized to Dogfight with enemy air units (see 11.1), or provide Fighter Cover (see 10.1) if it did not participate in the preceding Dogfight, if any.

When an attack is declared by a player, he must decide if he will commit one of his

Attack Die Roll Modifier



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available air units (of either type) to that combat hex or not. After deciding (regardless of his decision), then the enemy player may decide if he will commit one of his air units (of either type) to that same combat hex or not. Both players hence alternate deciding to commit one air unit at a time in this way until both players agree that they will commit no further air units to that combat hex.

Note: *The decision to commit an air unit to a combat hex always precedes the decision to add artillery, if any.*

If a player announces that he has chosen to not commit an air unit, he will be eligible to commit an air unit after the enemy player has committed an air unit, but if both players do not commit an air unit, then no more air units may be committed to that combat hex.

Note: *It is for this reason that players must be careful when choosing to not commit an air unit; if the enemy also chooses to not commit an air unit, he loses his opportunity to commit any air unit thereafter to that combat hex.*

11.1 Dogfights

If both players have allocated any Fighter Cover air units to a particular combat, a Dogfight **must** immediately occur there. To resolve a Dogfight, each player rolls one 6-sided die for each Fighter Cover air unit he has allocated to that combat hex.

Note: *There is no limit to the number of air units that may exist in a hex in any role.*

The player rolling the highest cumulative die roll is the victor of that Dogfight, and the enemy player must eliminate one of his own air units (of his choice, of any type). If, however, the highest rolling player's die roll is at least double the roll of the lowest rolling player, that lowest rolling player must eliminate two of his own air units (of his choice, of any type). If the highest rolling player's die roll is at least triple the roll of the lowest rolling player, that lowest rolling player must eliminate three of his own air units (of his choice, of any type), and so on in this fashion.

Note: *In the event that one player only has Close Air Support air units present during a Dogfight (against enemy Fighter Cover air units), that player must nevertheless roll one*

6-sided die per each of his Close Air Support air units present during that Dogfight (but only if no friendly Fighter Cover air units are present). However, Close Air Support air units do not ever eliminate any enemy air units if rolling highest, but cause an end to the Dogfight without suffering any possible eliminations in that case (although they are aborted automatically, nevertheless).

Regardless of which side is the victor of that Dogfight, any surviving Close Air Support air units may remain (and participate in ground combat normally).

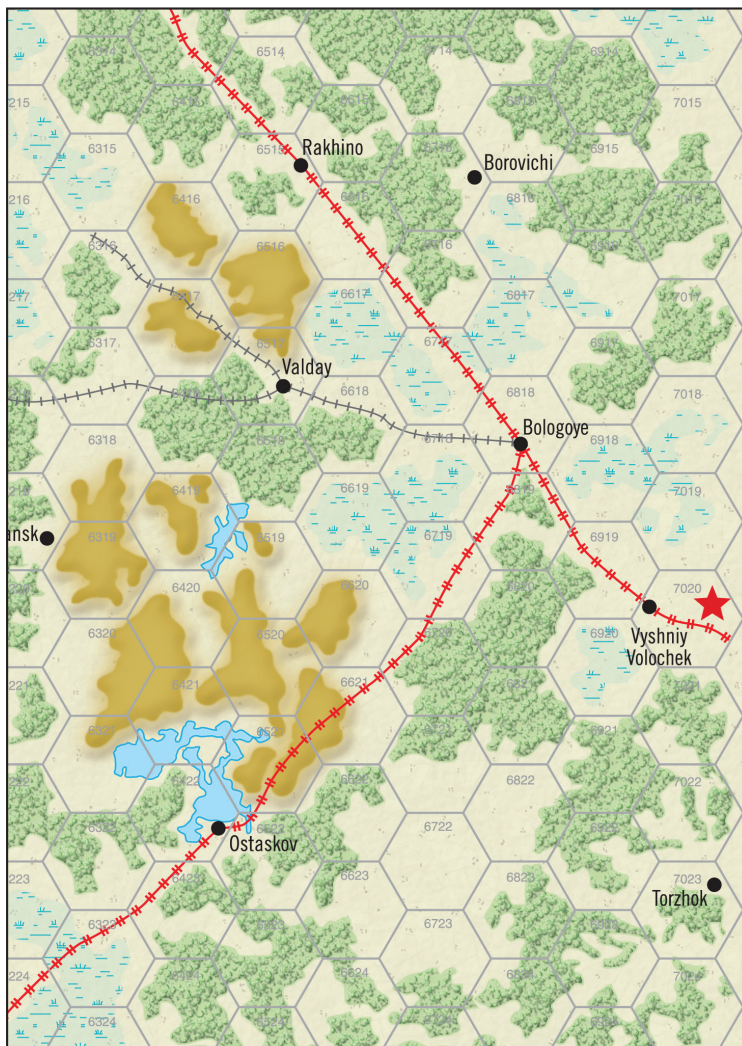
However, if both player's dice roll results are equal, then all of the participating Fighter units must be aborted (removed from the map) for the entirety of that game turn. Nonetheless, any present Close

Air Support air units may remain (and participate in ground combat normally).

If any air unit is aborted or eliminated, it is removed from the map. An aborted air unit is eligible to be reassigned again during the next Air Allotment Phase. However, an eliminated air unit is considered destroyed and may never be returned to play.

After a Dogfight is concluded, no Fighter unit that participated in a Dogfight may contribute Fighter Cover. All of those Fighter units (from both sides) are then removed from the map and flipped as "Flown" (they are eligible to be reassigned to combat during the next Air Allotment Phase normally).

Design Note: *It is possible for a situation to occur when one side's fighters shoot*



down the other side's, after which they are returned to base as "Flown" although there remains an unmolested enemy Air Support unit in that hex. This allowance gives the Red Air Force any chance at all during those rare occasions when they fly, as well as representing the idea that these sorties are occurring over the course of a week, not necessarily all at the same time.

12.0 DEMOLISHING BRIDGES

Either player is also eligible to attempt to demolish any bridge that is adjacent to any friendly combat unit that has been activated. A combat unit must begin its "Move" mode adjacent to that bridge, and must expend all of its movement to do so. An enemy ZOC has no effect upon a unit's eligibility to demolish a bridge. To demolish the bridge a player rolls one 6-sided die per each friendly combat unit adjacent to that bridge, and then implements the results as follows.

Die Roll	Effect
1	No effect
2	Bridge is "Blown"
3	Bridge is "Blown"
4	Bridge is "Blown"
5	Bridge is "Blown"
6	Bridge is "Blown"

Demolishing a bridge is not subject to any modifiers.

A bridge blown marker converts that hexside into a "River" hexside instead.

12.1 Repairing Demolished Bridges

During the End of Turn Phase, a bridge may be repaired if there is at least one friendly (non-HQ) land unit adjacent to that Blown bridge's hexside, and there is no enemy unit or enemy unit's ZOC adjacent to that same hexside. To repair a blown bridge, the eligible player removes that blown bridge marker from the map.

12.2 German Pontoon Bridges

The German player can place a Pontoon Bridge across any river hexside (major or minor) if he controls a hex on either side (or both sides) of the river. Pontoon Bridge markers are placed in the End of Turn Phase.

13.0 FORTIFICATIONS

There are two types of Soviet fortifications in the game, map-printed and marker, although both function in exactly the same way. The marker fortifications are provided to the Soviet player as reinforcements and he may place them (during the Reinforcement Phase) in any hex where he has a Soviet (non-HQ) land unit present, if not within any enemy unit's ZOC, or in accordance with scenario instructions.

Note: Soviet fortifications never have a facing; they are effective equally on all six sides (regardless of the art depicted on the fortification markers, which is rendered to look exactly like the types of Soviet fortifications in the region).

Soviet fortifications provide one additional two-column left (2L) shift bonus to any Soviet (not German) unit undergoing an attack while in that fort's hex (this shift is in addition to the normal terrain bonus for that hex). The fortification itself is never reduced or eliminated, and never retreats as a result of combat ("R" results are ignored).

Fortifications also permit a Stalwart Defense (see 10.6).

Fortifications (whether map or marker) are never destroyed, even if occupied by any enemy land units, though they never benefit German or Finnish units under any circumstances.

14.0 KAMPFGRUPPEN

The German player is provided with a quantity of *Kampfgruppen* (KG) units (each of which is identified with a specific letter infantry). KG units represent certain formations of a division operating independently from their parent division unit. The German player may use them to "break down" his divisions.

The German player may deploy any KG unit(s) during the start of his Movement mode, placing it in the same hex as any Activated Division (XX) unit (only) of the same type (infantry, armor or motorized). In doing so, that German division must be immediately depleted in its present hex and a KG unit of the same type is therefore placed in that same hex. Breaking down a division does not require the expenditure

of MPs, although KG units are counted normally when determining stacking limits.

Conversely, the German player is also permitted to combine an Activated KG unit and any Activated division of the same type, normally. To do so, both units must occupy the same hex as of the end of the German player's current Movement mode (regardless of how many MPs each unit expended beforehand). As of the next game turn, that division is restored to its full-strength side if it had not been eliminated and the KG unit is removed from the map and returned to the pool of available KG units.

The German player is eligible to break down and/or combine an Activated Division once per game turn. However, a division may only ever be broken down into, or combined with, *Kampfgruppen* units (of the same type); two depleted divisions may never be combined to form a full-strength division nor may two *Kampfgruppen* units ever be combined to form a single division. These restrictions do not prohibit normal stacking, however.

15.0 VICTORY CONDITIONS

Victory is assessed as Victory Points (VP) per the specific scenario. Each player is granted VP for the control of specific locations on the map to determine the winner of that game as well as casualties inflicted upon the enemy.

Hex	Town	Victory Points
3319	Riga	1
3807	Tallinn	1
4908	Narva	1
5906	Shlusselberg	2
6306	Volkov	2
5706	Leningrad	3
5606	Leningrad	3
5332	Vitebsk	1
6827	Rzhev	1

Besides victory point locations that begin the scenario controlled by a particular side, the last unit to have occupied (even if only during the course of movement through) a victory point location defines control of that hex for the owning player's side, and therefore awards that

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side the VP (regardless of the specific location) until occupied or last occupied by any enemy unit. As of the end of the last game turn, VP are awarded to the side that had any friendly unit occupying or last occupying each such hex.

Note: *The Soviet side controls all the Victory Point locations at the beginning of the game.*

16.0 SCENARIOS & SET UP

The following abbreviations are used in the set up instruction for both scenarios.

A Army
AC Airborne Corps
HQ Headquarters
LDNO Leningrad Militia
F Finnish
K German Corps
PzK Panzer Corps
Fort Soviet Fort Marker

16.1 Set Up

The players can choose whether they wish to set up the Soviet at start combat unit counters on their front side (showing the unit's attack and defense strengths), or on their back side (the side that only shows

their movement allowance). If the players choose to set up the Soviet at start combat units on their back side then all subsequent Soviet reinforcing combat units should also be entered on to the map on their back sides.

Design Note: *Some units begin the game on the other's side of the border; this is because the game actually begins on the day after the invasion.*

The following formation abbreviations are used in the set up instructions.

AC Airborne Corps
CD Cavalry Division
LDNO Leningrad Militia Division
Finn Finnish
HQ Headquarters
ID Infantry Division
KOG Kingisepp Regional Guard (Kingiseppskaya Okruzhnaya Gvardiya)
LOG Leningrad Regional Guard (Leningradskaya Okruzhnaya Gvardiya)
(mot) Motorised
MD Motorised Division
NKVD People's Commissariat of Internal Affairs (Narodnyi Kommissariat

Vnutrennikh Del, the Soviet Secret Police)
NOG Novgorod Regional Guard (Novgorodskaya Okruzhnaya Gvardiya)

PD Panzer Division
RD Rifle Division
SD Security Division
SFH Soviet Fortified Hex
TD Tank Division

17.0 HISTORICAL CAMPAIGN SCENARIO

The Historical Campaign Scenario begins on Turn 1 and ends at the completion of Turn 14 unless the German player achieves an automatic victory prior to Turn 14.

17.1 Scenario Activation

On Turn 1 the German player may play all of his Activation chits before the Soviet player can play any of his available Activation chits for the turn.

17.2 Soviet Set Up

The Soviet player must set-up the following units in the hexes listed.

HEX	UNIT
5101	3-1-5 43 RD
5202	3-2-5 123 RD
5504	3-4-5 23 Army HQ
5606	4-3-5 70 RD
5706	5-4-8 21 NKVD MD
5607	5-5-8 21 TD
5707	5-6-8 24 TD, 3-6-8 198 MD
4917	5-5-8 3 TD, 4-4-8 163 MD
3923	4-4-5 5 AC
4424	2-4-5 27 Army HQ
4524	2-3-5 180 RD, 3-1-5 182 RD
3722	3-2-5 181 RD, 3-1-5 183 RD
5327	2-4-5 22 Army HQ, 3-4-5 112 RD
5128	3-4-5 98 RD, 2-3-5 153 RD
5232	2-3-5 170* RD, 2-3-5 186 RD
5332	2-3-5 174 RD
4933	5-5-8 42 TD, 3-6-8 185 MD
4733	5-6-8 46 TD
4830	2-3-5 50 RD
3807	2-3-5 16 RD

2223	2-2-5 67 RD
2925	3-4-5 8 Army HQ
2325	3-6-5 10 RD
2524	5-6-8 23 TD
2924	4-5-8 28 TD
2829	3-4-5 48 RD
2327	3-3-5 90 RD
2627	3-2-8 202 MD
3026	3-1-5 11 RD
2528	3-1-5 125 RD
3128	4-2-8 2 TD
2629	3-3-5 5 RD
3121	3-4-8 22 NKVD MD
3031	3-4-5 11 Army HQ, 4-5-8 84 MD
3532	3-6-5 126 RD
2731	3-6-5 33 RD
3032	4-5-8 5 TD
3430	3-4-5 23 RD
2733	3-3-5 188 RD

*Not to be confused with the late war 170 RD (3-4-5).

Note: There are no Fighter Cover or Close Air Support air units available to the Soviet player at the start of the game.

17.3 Soviet Reinforcements

The Soviet reinforcement schedule indicates the different placement options as follows.

East. These reinforcing units may enter the map in any friendly controlled eastern map-edge hex (and are eligible to become railed reinforcements in their turn of entry).

Leningrad. These reinforcing units may be placed in any of the three Leningrad hexes.

Towns. These reinforcing units are placed in the specific town hex named (if the named town hex is enemy controlled, then the unit is placed in the nearest friendly controlled hex that is not in an enemy ZOC).

Numbered hexes. These reinforcing units may only enter the map through one of the numbered hexes listed.

Lake Ladoga. The reinforcing unit enters the map through any north map-edge Lake Ladoga hex using Lake movement (see 9.4; this movement is in addition to the one unit per turn limit for Lake and Sea movement).

ENTRY HEX	UNIT
Turn 2	
3834 - 4234	3-5-5 179 RD
3834 - 4234	2-4-5 184 RD
3834 - 4234	3-4-5 128 RD
East	3-3-5 235 RD

Turn 3	
East	4-2-5 111 RD
East	3-1-5 113 RD
East	3-1-5 118 RD
East	3-2-5 177 RD
East	3-3-5 191 RD
East	2-3-5 214 RD
East	3-2-5 237 RD
Leningrad	1-1-2 1 LDNO
1 x SFH	

Turn 4	
East	4-1-8 1 TD
Leningrad	1-2-2 2 LDNO
Leningrad	1-3-2 3 LDNO
Leningrad	1-4-2 4 LDNO
Luga(5512)	1-3-5 LOG HQ
2 x SFH	

Turn 5	
East	3-4-8 220 MD
Kingisepp(5108)	1-3-5 KOG HQ
Leningrad(5706)	1-5-2 5 LDNO
Novgorod(5914)	1-3-5 NOG HQ
2 x SFH	

Turn 6	
5606, 5706, 5805	3-5-5 115 RD
5606, 5706, 5805	3-6-5 142 RD
East	4-6-5 34 Army HQ
East	3-2-5 245 RD

East	3-3-5 254 RD
East	3-4-5 256 RD
East	3-5-5 257 RD
East	2-6-5 259 RD
East	2-6-5 262 RD
East	2-1-5 265 RD
East	3-1-5 268 RD
East	4-3-8 25 CD
East	3-2-8 50 CD
East	3-2-8 53 CD
East	3-2-8 54 CD
Leningrad	1-4-2 1G LDNO
1 x SFH	

Turn 7	
East	2-4-5 29 Army HQ
East	2-5-5 272 RD
East	2-4-5 281 RD
East	2-5-5 285 RD
East	4-4-5 305 RD
Leningrad (5706)	1-3-2 2G LDNO
Lake Ladoga	2-6-5 168 RD

Remove the NOG HQ counter and replace it with the 48 2-3-5 Army HQ counter

1 x SFH, 2 x Fighter Cover, 1 x Close Air Support

Turn 8	
East	2-3-5 52 Army HQ
East	2-3-5 54 Army HQ
East	3-2-5 65 RD
East	2-1-5 288 RD
East	3-1-5 292 RD
East	4-2-8 45 CD
1 x SFH	

Turn 9	
East	2-3-5 42 Army HQ
East	2-3-5 55 Army HQ
East	2-3-5 286 RD
East	2-6-5 291 RD
East	4-6-5 294 RD
East	2-5-5 310 RD

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East	2-4-5 311 RD
West	3-4-5 170 RD
1 x Fighter Cover, 1 x Close Air Support	

Turn 10

Leningrad (any)	3-3-5 1 NKVD RD
-----------------	-----------------

Turn 11

Leningrad (any)	2-2-5 377 RD
Leningrad (any)	3-1-5 20 NKVD RD
1 x Fighter Cover	

Turn 12:

Leningrad (any)	1-1-2 6 LDNO
Leningrad (any)	1-4-2 7 LDNO
Leningrad (any)	1-3-2 3G LDNO
Leningrad (any)	1-2-2 4G LDNO

17.4 German Set-up

All German combat units set up on their full strength (front) side of their counter.

HEX	UNIT
2225	7-8-6 291 ID
2126	8-9-6 61 ID
2227	7-8-6 217 ID, 8-9-6 11 ID
2127	8-9-6 58 ID
2128	4-6-6 18 Army HQ, 8-9-6 1 ID
2328	8-9-6 21 ID
2129	4-5-6 207 SD
2229	7-8-6 254 ID
2429	9-7-12 1 PD, 9-7-12 6 PD
2329	2-4-12 41 (mot) Corps HQ, 7-8-12 36 MD
2529	9-7-12 8 PD, 7-8-6 290 ID
2430	2-4-12 56 (mot) Corps HQ, 7-8-12 3 MD, 7-8-6 269 ID
2530	8-9-6 30 ID, 7-8-6 126 ID
2431	4-6-6 16 Army HQ
2631	7-8-6 122 ID, 7-8-6 123 ID
2632	7-8-6 121 ID
2533	8-9-6 12 ID
2634	8-9-6 32 ID
2532	7-8-6 253 ID

1833	4-5-6 285 SD
2032	4-5-6 281 SD
2433	7-8-6 206 ID
2331	8-9-6 251 ID
4 x Fighter Cover units	
8 x Close Air Support units	

17.5 German Reinforcements

The German reinforcement schedule indicates the different placement options as follows:

West = These reinforcing units may enter the map in any friendly controlled western map-edge hex (and are eligible to become railed reinforcements in their turn of entry).

Numbered hexes = These reinforcing units may only enter the map through one of the numbered hexes listed.

Numbered entry boxes = All the Finnish units enter the map through any one of the specific numbered entry boxes listed.

ENTRY HEX	UNIT
Turn 1	
West	7-8-12 SST MD
Turn 3	
West	8-9-6 93 ID
Turn 4	
4634 - 4834	2-3-12 57 (mot) Corps HQ
4634 - 4834	8-6-12 19 PD
4634 - 4834	6-7-12 20 MD
4634 - 4834	6-7-12 18 MD
West	6-7-6 SSP ID
Turn 5	
4634 - 5634	7-8-12 14 MD
West	7-8-6 96 ID
Turn 6	
West	2-4-6 56 Corps HQ
4634 - 4834	2-4-6 6 Corps HQ
4634 - 4834	8-9-6 6 ID

4634 - 4834	8-9-6 26 ID
1-3	2-3-5 4 Finn Corps HQ
1-3	5-6-5 4 Finn ID
1-3	5-6-5 8 Finn ID
1-3	5-6-5 12 Finn ID

Turn 8

1-3	4-5-5 15 Finn ID
3-5	1-3-5 2 Finn Corps HQ
3-5	5-6-5 2 Finn ID
3-5	4-5-5 10 Finn ID
3-5	5-6-5 18 Finn ID
2 x Close Air Support, 2 x Fighter Cover	

Turn 9

5234 - 5434	2-3-12 39 (mot) Corps HQ
5234 - 5434	8-6-12 12 PD
5234 - 5434	8-6-12 20 PD

17.6 Finnish Offensive Halt

At the completion of Turn 10 the Finnish Karelian Army Activation chit is withdrawn from play. Historically, the Finns halted their offensive at this time.

17.7 German Panzer Group Withdrawal

At the completion of Turn 13 the German player must remove three Panzer Group Activation chits (41st, 56th, 57th) and their same-numbered Panzer Group HQ units, four Panzer Division combat units of the same color (of the German player's choice), and three Motorized Divisions combat units of the same color (of the German player's choice) from play.

Historical Note: *These units transferred to Army Group Center for Operation Typhoon, the offensive towards Moscow that began on 2 October 1941.*

17.8 German Automatic Victory

The German player wins an automatic victory if all Soviet units (discounting reinforcements that have not arrived) are eliminated or if all seven victory hexes have been captured by the Germans/Finnish.

17.9 Victory by Accumulating VP's

At the end of the game if the German player hasn't achieved an automatic victory he wins if

he has accumulated five (5) more VP's than the Soviet player. If not, the Soviet player wins.

18.0 ALTERNATIVE CAMPAIGN SCENARIO

This scenario allows for a free deployment of German and Soviet units during the set-up. The Alternative Campaign Scenario begins on Turn 1 and ends at the completion of Turn 14, unless, of course, the German player achieves an automatic victory prior to Turn 14.

18.1 Soviet Set Up

The Soviet player may set up all of the starting units per 17.1, but he may set up any of his units in the hexes listed (although they are still placed face down, unknown to the German player).

18.2 Soviet Reinforcements

Soviet reinforcements enter the map per 17.2 during the turn indicated, but the Soviet player may choose which of the listed entry locations that each or any of his reinforcements will enter the map. Indeed, it is even permitted for all of the Soviet reinforcements (for that turn) to enter the map via the same entry location if doing so does not violate the normal stacking and/or movement rules.

18.3 German Set-up

The German player can set up his at-start combat units in any hex west of the German-Soviet border.

18.4 German Reinforcements

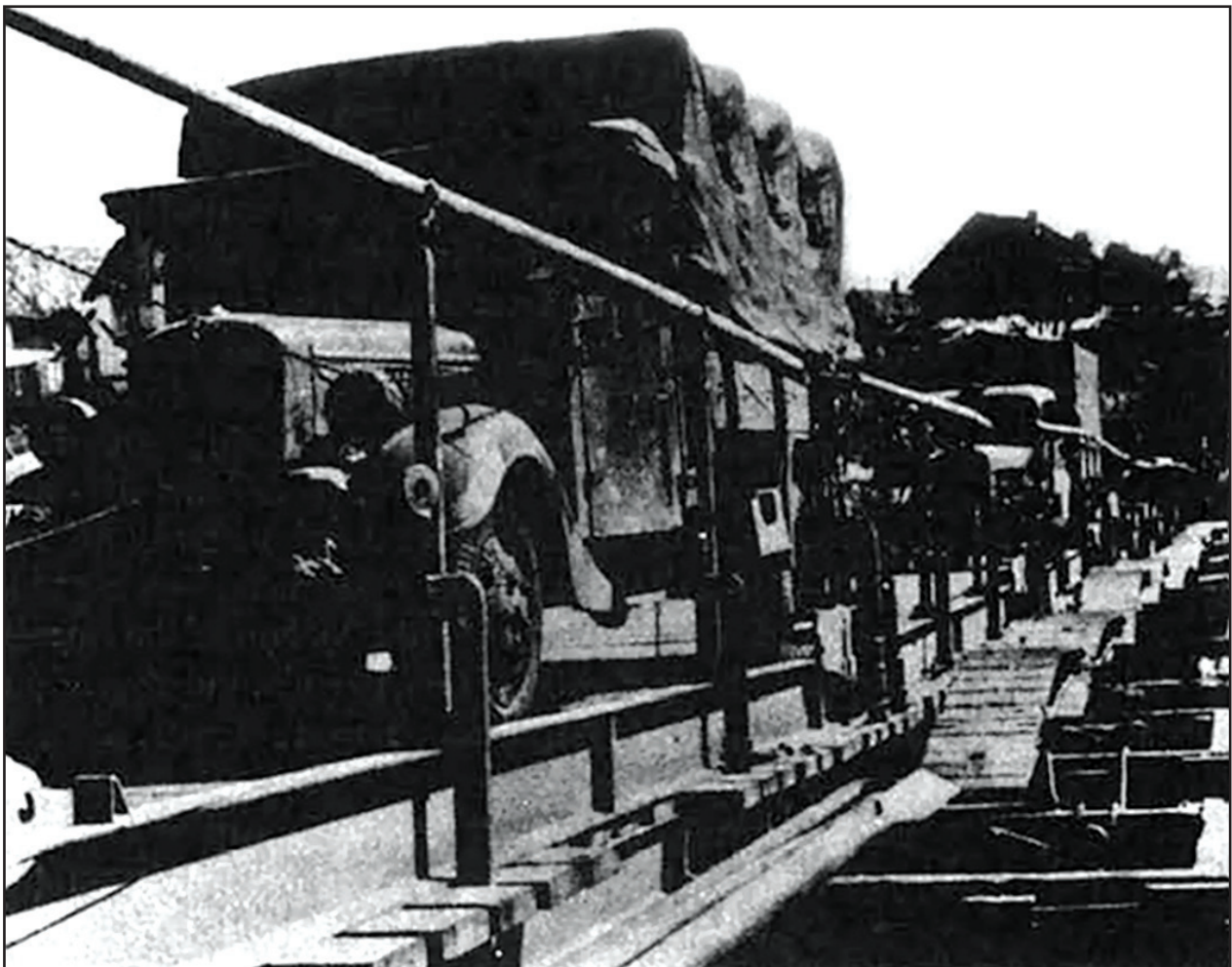
All German reinforcements may only enter the map per 17.5; normally.

18.5 Possible Finnish Offensive Halt

During the Alternative Campaign Scenario, the Finnish Activation chit is not automatically removed from play at the completion of Turn 10. Instead, from the start of Turn 11 (and for every subsequent game turn thereafter) the German player must roll one six-sided die at the start of the Activation Phase to determine if the Finnish Activation chit is withdrawn from play or not, resolved as follows:

1-4 Both of the Finnish Activation chits are withdrawn from the game permanently.

5-6 Both of the Finnish Activation chits are kept in play for that game turn.



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