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Game Title: **East Front Battles IV**
**WINTERSTORM: The German Offensive to Relieve Stalingrad, Dec 1942**

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These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play. Check for E-rules updates to this game @ www.worldatwarmagazine.com.

Errata for Terrain Effects Chart (on map).
Hilltop: ignore the reference to rule 22.10.
Village: +1 DRM should be 1L (shift left one column on CRT)
Town: +2 DRM should be 2L (shift left two columns on CRT)
Minor River: +1 DRM should be 1L (shift left one column on CRT). ZOC are not blocked in this scenario.
Railroad: rule reference 28.6 should be 8.8.

## 1.0 INTRODUCTION

East Front Battles (EFB) is a series of games, each presenting an operational simulation of a battle fought on World War II's eastern front. The playing pieces represent the actual units that participated in those fights. The maps represent the terrain over which those units fought. There are two players in each game. One player controls the Axis forces (usually Germans); the other controls the Soviets.

Rules 1.0 through 23.0 are the standard rules to be used in all games in the series, subject to modification or limitation by the scenario rules (24.0). Rules 25.0 through 28.0 are optional; they add additional complexity and playing time in return for a more detailed and accurate simulation of east front combat. Players may utilize them or not at their discretion; in this scenario, only rules 25.0 and 27.0 may be used.

## 2.0 COMPONENTS

### *2.1 The Map*

The map shows the battle area. A hexagonal grid ("hexes") has been superimposed over the terrain features on the mapsheet in order to regularize the movement and positioning of the playing pieces.

### *2.2 Charts & Tables*

The Terrain Effects Chart provides information about the effects of terrain on movement and combat.
There are two Combat Results Tables (CRT), Mobile and Assault, used to resolve combat

The Turn Record Track, printed on the mapsheet, indicates the current game turn.
In some scenarios, the map has a Victory Point Index to record current victory point levels.

### *2.3 The Playing Pieces*

The cardboard pieces represent the military units that took part in the original campaigns. The numbers and symbols on the pieces quantify combat strengths and movement capabilities, and also indicate the types of units. The playing pieces are referred to as "units" for military forces, and "markers" for informational pieces.

### *2.4 How to Read Units*

The following are samples of the basic unit types in the game. Not all types, or all types of special factors,

are present in every scenario.

**Ground Units** are the basic unit type in the game. Each ground unit counter has the following information (parenthesized numbers indicate the rule explaining the piece of information).

Artillery units are ground units with additional factors used in range d fire (rule 12.0).

Headquarters (HQ) units are ground units with one additional factor used to control and enhance other units (7.0).

Supply units are ground units with the ability to enhance artillery fire (20.0).

***2.5 Backprinting***

Except for Soviet untried units (see 21.0) and some markers, the counters have values only on their front sides. The reverse sides of most unit counters is either blank or shows their parent organization.

***2.6 Unit Types***

There are two general types of units: maneuver (non-artillery) and artillery. Maneuver units are those with three factors along the bottom of the counter: attack-defense-movement. Artillery units are those with three additional factors at the top of the counter: barrage-FPF-range. Any unit with the oval armor symbol, by itself or overlaid on another unit-type symbol, is an armored unit.

***2.7 Unit Sizes***

Unit size indicates the relative number of men and/or heavy weapons (including vehicles) in a unit. It has no effect on play unless specified by the scenario instructions.

***I2.8 Unit IDs***

Almost all units have their historical designation to the right of the unit type box; in most cases this has no effect on play. Most units also belong to a larger organization, indicated to the left of the unit type box. This larger organization is important for purposes of command and control (7.0).

***2.9 Unit Colors***

Several colors are used to differentiate each side, and certain different formations within each side. The colors are specified in the scenario rules.

***2.10 Air Units***

Air units have no strengths printed on them. They are each worth one point for combat (or transport if allowed in the scenario), depending on how they are used.

***2.11 Markers***

The following markers are used to track the status of the game or of individual units. The parenthesized number indicates the rule explaining the marker's use.

***2.12 Game Scales***

The scale of each game is given in the scenario rules.

***2.13 Parts Inventory***

A complete game includes: a 34x22” mapsheet, a rules folder and a set of die-cut unit-counters. Players must provide a six-sided die.

3.0 SETTING UP

***3.1 Getting Started***

Determine who will play each side. Set the map between the players with the Soviet player on the north side and the German player on the south. If the game hasn’t been played before, cut or punch the counters from the countersheet.

### *3.2 Deploying Units*
The players consult their initial deployment instructions in the scenario special rules sections. These state which units are deployed on the map at the start of play. Units may be assigned specific set up hexes, or the players may be instructed to choose set up hexes for their units within certain areas of the map. After all units in the initial deployment have been set up, remaining units should be placed aside and brought into play according to the reinforcement schedule.

### *3.3 First Player and Game Length*
The scenario rules indicate which player is the first player, that is, who moves first each game turn. The scenario victory conditions also tell how the game is won. Play proceeds according to the sequence of play (see section 4.0) for the number of game turns specified by the scenario rules or until one player capitulates, whichever comes first.

## 4.0 SEQUENCE OF PLAY

### *4.1 Game Turns*
The game is played in successive game turns, each composed of alternating player turns. During each game turn the players maneuver their units and resolve combat in sequence, according to the following outline and within the limits provided by the rules that follow. At the conclusion of the last game turn, the victory conditions are consulted and the winner determined.

### *4.2 Player Turns*
Game Turns are divided into a “First Player Turn” and a “Second Player Turn.” Each player turn is divided into a series of phases. The outline of the phases is displayed int eh box.

The player whose turn is currently in progress is the phasing player, the other player is the non-phasing player. The scenario rules designate who is the first player and who is the second player.

## 5.0 EVENTS

During each events phase, players must check for random events. One player (it does not matter which one) rolls a die and cross indexes the result with the Events Table (24.9). Do not roll for events on the first turn of the scenario. Start with Game Turn 2, and all subsequent turns. An event may occur more than once per scenario, or it may be a one-time event, per the explanations.

## 6.0 REINFORCEMENTS & REPLACEMENTS

### *6.1 Additional Units*
Reinforcements are units arriving arriving after the game begins. The scenario instructions indicate if, when, and where reinforcements arrive (6.2-6.7). Replacements are units brought back into play after being eliminated. The scenario instructions indicate how many units each player may replace (6.8-6.13).

### *6.2 Placement*
Reinforcements and replacements arrive during the owning player’s Reinforcement & Replacement Phase of the turn indicated in the scenario instructions. They usually arrive on a friendly map edge (but see scenario instructions). Placing units does not cost any movement points; just place them on the appropriate map edge hex.

### *6.3 Entry*
Reinforcements and replacements must be entered in accordance with normal stacking restrictions. They may not be placed in a hex containing enemy units, though they may be placed in enemy zones of control. Once on the map, reinforcements operate normally.

### *6.4 Entry on Roads*
In certain cases, units can enter via road. In this case, the first unit would be placed on the map, and each other unit would be lined up on the road off map, within stacking restrictions. They would pay whatever additional movement points it would require to get them onto the first map edge hex. If not all units can make

it in a single turn, they would be received on the following turn. Off map units have no effect on play. They may not attack or be attacked, etc.

***6.5 Entry Restrictions***
If, and only if, all scheduled entry hexes are blocked by the occupation of enemy units, blocked reinforcements may enter via the unblocked map edge hex nearest to the scheduled hex. A player may not deliberately delay or withhold ground reinforcements.

***6.6 Air Reinforcements***
Scenario instructions will give the number of air units a player receives each turn, if any. Each player places all air units he may have available in an opaque container, called the Air Pool. When air units are called for, pick that number at random and place them in the Air Available Box. They may be used at any time during the ensuing player turn. In some cases, they may be used in the ensuing friendly FPF phase (in the enemy player turn). After an air unit is used for combat, place it back in the pool. Also, all air units that have not been used at the start of the ensuing friendly Reinforcement Phase are returned to the pool. (see section 17.0).

***6.7 Contingency Reinforcements***
A scenario may state that a unit may arrive as a “contingency reinforcement.” Contingency reinforcements are units that either cost the player victory points to bring into play on the map, or that appear as the result of some triggering game event.

***6.8 Replacements***
A player receives replacement points (RP) only if the scenario instructions dictate. One RP may be used to attempt (see 6.9) to bring back one eliminated unit. Only eligible units (see 6.9) may be replaced.

***6.9 Replacement Procedure***

1. Designate the unit to be replaced.

2. Roll one die.

3. If the result is “5-6,” it is permanently eliminated and may never be returned to play.

4. If the result is “1-4,” it comes back to play that number of turns later.

***6.10 Replacement Types***
Scenarios may differentiate between replacement points used for armored and non-armored units. Otherwise, RP may be used for any type of unit.

***6.12 Replacements & Command***
To be eligible for replacement, a unit must be in command (see 7.0) when it was eliminated. Otherwise, it is permanently destroyed when eliminated.

***6.13 Accumulating Replacements***
A scenario may give RP as a renewable resource that can be used each turn. In that case, unused RP may not be accumulated. A scenario may alternatively give RP for one-time use. In that case, they are expended by being used.

7.0 COMMAND CONTROL

***7.1 Command Radius***
Each headquarters (HQ) unit has a command radius. The player determines which radius is the number of hexes from the HQ that command is projected. A unit is “in command” if it is within that number of hexes. If not, it is “out of command” (OOC). Use the OOC markers to indicate that if necessary.

***7.2 Command Radius***
Command radius is traced as hexes, not movement points (8.0). It may be through any type of terrain, and

through enemy units and ZOC.

***7.3 Command Structure***
Each scenario has a “Command Structure” section for each side. This will delineate which HQ can provide command for which units.

***7.4 Multiple HQ in a Command***
In some cases, a particular command might have more than one HQ. In that case, each of those HQ could control all units of that command:

***7.5 Units Without HQ***
In certain cases, a unit may have no HQ assigned to it, which means that unit is always OOC.

***7.6 When Command is Determined***

Reinforcement Phase. All reinforcement units are in command when placed on the map, and for the first movement phase in which they enter play.

Movement Phase. Command status is determined at the start of the movement phase, prior to any unit moving.

Combat (Final Protective Fire Phase, First Wave Combat phase,Second Wave Combat phase). Command status is determined at the instant a combat is initiated (in either phase).

Recovery Phase. Command status is determined at the start of the recovery phase, prior to any unit checking for recovery.

***7.7 Command Effects***
A unit in command functions normally. A unit out of command (OOC) is limited as follows.

1. Its movement allowance is halved.

2. It cannot provide any bonus for any offensive shift (combined arms, engineers, offensive anti-tank, etc.). Defensive shifts are not affected (including anti-tank defensive shifts).

3. It may not engage in second wave attacks.

4. If artillery, it cannot make any kind of ranged fire (12.0) but can make adjacent attacks.

5. It cannot receive close air support (7.10).

***7.8 Duration of OOC***
In or out of command status lasts only for the particular phase or action for which command status was checked. A unit in command can move to an OOC position and not be affected. Similarly, an OOC unit that moves to an in command position is not restored to in command that phase (but would be in command during a subsequent combat phase).

***7.9 Command of HQ Units***
HQ units are always in command and do not have to be within the command radius of other HQ units to function normally.

***7.10 Command of Air Units***
Air units are always in command; however, an air unit may not provide close support to an OOC ground unit.

8.0 MOVEMENT

***8.1 Movement Generally***
During each player’s movement phase, the phasing player may move as many or as few of his units as he

desires (and as battlefield circumstances permit). Units may be moved in any direction or combination of directions within the overall pattern of the hex-field overprinted across the map.

***8.2 Movement Procedure***
Units are moved one at a time, tracing a path of contiguous hexes across the hex grid. As each unit enters a hex, it pays one or more movement points (MP) from its movement factor (MF).

***8.3 Movement Restrictions & Prohibitions***
Movement may never take place out of sequence. A player's units may generally be moved only during his own movement phase. Advances and retreats after combat are not considered part of regular movement and therefore don't consume MP. A unit may never expend more MP during a given movement phase than it has available. (Though note that road movement may effectively triple a unit's MF).

A unit may expend all, some, or none of its movement points in any one player turn, but unused movement points may not be accumulated from turn to turn or phase to phase, nor may they be transferred, loaned or given from one unit to another. Once a unit has been moved and the player's hand taken from the piece, it may not be moved again during that phase unless the opposing player graciously permits it.

***8.4 Minimum Movement Guarantee***
All units may generally move a minimum of one hex per movement phase by expending all their MF to do so, no matter the exact number of MP that would otherwise be required to make that move. Exceptions: units may never move directly from one enemy zone of control to another, nor may they enter an enemy occupied hex, nor may they enter terrain forbidden to them.

***8.5 Movement & Zones of Control***
Enemy zones of control affect movement; see rules section 10.0 for details.

***8.6 Terrain Effects on Movement***
A unit must expend one movement point to enter a clear terrain hex. To enter some other types of hexes, a unit must expend more than one movement point. There are different costs for armored and non-armored units. When the TEC calls for a movement point expenditure to cross a hexside terrain or water barrier, that cost is in addition to the terrain cost for entering the hex.

***8.7 Road Movement***
A unit that moves from a road hex directly into an adjacent road hex via a hexside crossed by that road expends only one third movement point (0.33) regardless of other terrain. To use road movement, the unit:

1. Must start on a road hex, and enter only road hexes for that movement phase;

2. May not enter a road hex such that it is overstacked

3. May enter enemy ZOCs per normal movement, subject to normal ZOC rules.

***8.8 Railroad Movement***
A unit moving along a railroad (as an ersatz road) pays only one movement point per hex regardless of other terrain. All restrictions of 8.7 apply. Some scenarios will allow for special movement using railroads.

Railroad embankments, if present, are hexside features. They provide no movement enhancement, and require extra movement points to cross.

***8.9 Trail Movement***
A unit that moves along trail hexes pays only one movement point per hex regardless of the other terrain in the hex. All of the restrictions under 8.7 apply.

***8.10 Bridge Movement***
Moving across a river hexside using a bridge never costs any additional movement points. A unit moving across a bridge via a road, railroad, or trail is subject to the restrictions of 8.7.

### *8.11 Exiting the Map*
Players may exit their units from the map only if a scenario calls for it. To do so, the unit must be on a designated map edge hex and then move off as if entering an imaginary hex adjacent to the map edge. The terrain in that off-map hex is presumed to be the same as that in the hex from which the unit exited. A unit may start in or move to a map edge hex and then move off as long as it has sufficient movement points. A unit may not exit if it is in an enemy ZOC. (For example: if exiting via a road, the unit would pay only one-third movement point; if exiting via woods, it would cost two movement points.) Units may exit the map only during the owning player's movement phase. They may not do so as a result of advance or retreat after combat. Units forced to retreat off map are eliminated instead. Once a unit exits the map it may not return. Exited units are not considered eliminated. Note that in some cases exited units will give the owning player VP.

### *8.12 Halving of Movement*
A unit's movement may be halved by several game functions (see Disengagement, Weather). If more than one thing would halve a unit's movement, it is reduced to 25 percent. A unit's movement may not be reduced to less than 25 percent of its printed movement allowance by any further combination of things. Remainders are retained. A unit's movement however may never be reduced to less than "1."

## 9.0 STACKING

### *9.1 Stacking Generally*
Stacking is the term used to describe having more than one unit in the same hex at the same time. The stacking limit is the maximum number of units you may have in a hex at the end of any phase. Friendly units may move through hexes occupied by other friendly units at no extra movement point cost (but see 8.7 #2). Units may not end any phase over-stacked. If for any reason the stacking limit is violated in any hex(es) at the end of any phase, the player owning the violating units must eliminate the excess (which do count for victory points).

### *9.2 German Stacking*
German stacking is always three units per hex.

### *9.3 Axis Allies Stacking*
Stacking for the Axis-Allied units is always two units per hex.

### *9.4 Soviet Stacking*
Soviet stacking varies by scenario. In the 1941 & 1942 (to October) scenarios, the Soviets are limited to one unit per hex (in other words, no stacking). In November 1942 through 1944 Scenarios, the Soviets may stack two units per hex.

### *9.5 Stacking with Air Units & Markers*
Stacking limits apply to all ground units, including armored, non-armored, HQ and supply. Stacking limits do not apply to air units and game markers.

### *9.6 Stacking & Enemy Units*
Friendly ground units may never enter hexes containing an enemy ground unit(s).

## 10.0 ZONES OF CONTROL

### *10.1 Zones of Control Generally*
The six hexes immediately surrounding a unit's hex constitute that unit's zone of control (ZOC). Units must cease movement for that phase when they first enter an enemy ZOC, and are then obliged to attack during the subsequent combat phase.

### *10.2 Extent of ZOC*
All combat effective land units exert a ZOC at all times, regardless of the phase, player turn or game turn being played. The projection of ZOC is never negated by other units, enemy or friendly. Air units and suppressed units don't exert ZOC.

### *10.3 Terrain & ZOC*
In general, ZOC extend into and out of all types of terrain and across all types of hexsides. The exception is that ZOC do not extend across major river hexsides, even if bridged. Other exceptions may be noted in scenarios.

### *10.4 Multiple ZOC*
Both friendly and enemy units may simultaneously project ZOC into the same hex. There is no additional effect if more than one unit projects a ZOC into the same hex at the same time.

### *10.5 ZOC Effect on Movement*
Units must halt their movement for that phase when first entering any enemy ZOC; otherwise, there is no additional MP cost that need be paid in order to enter an enemy ZOC.

### *10.6 ZOC Effects on Combat*
You must attack all enemy units that exert ZOC on your units during the first wave combat phase of each of your player turns (you may attack, but do not have to, in the second wave combat phase). All friendly units in enemy ZOC must attack some enemy unit in the first wave combat phase, but not the second.

### *10.7 ZOC & Retreating After Combat*
Units that retreat after combat into an enemy ZOC are eliminated (see 13.4).

### *10.8 ZOC & Advance After Combat*
Units may advance after combat into and/or through ZOC. Enemy ZOC never affect advances after combat (see 13.5).

### *10.9 Exiting Enemy ZOC*
Units may move out of enemy ZOC only if they:

1. Make a retreat or advance after combat; or

2. If they disengage (10.10).

### *10.10 Disengagement*
All units may employ disengagement to move out of an enemy ZOC. To disengage, a unit starts its movement in an enemy ZOC and moves normally, with the following prohibitions:

1. The disengaging unit's movement allowance is cut in half that phase; and

2. Disengaging units may not move directly from one enemy ZOC to another; and

3. A disengaging unit may not enter another enemy ZOC in the same movement phase (it may do so in later phases).

## 11.0 ADJACENT COMBAT

### *11.1 Types of Combat*
There are two types of combat in EFB, adjacent and ranged. In both types of combat, the phasing player is termed the "attacker"; the non-phasing player is the "defender," regardless of the general situation across the map.

Adjacent combat occurs between opposing units in adjacent hexes and is (usually) mandatory in the first wave combat phase, and optional in the second wave phase. Adjacent combat is explained in the rest of this section.

Ranged combat occurs when artillery units attack units that aren't directly adjacent to them, and such ranged combat is always conducted at the attacker's option. Also, note air attacks are considered a form of ranged combat though the airstrike marker itself is placed in the hex to be attacked. Ranged combat is explained in section 12.0.

***11.2 Adjacent Combat Procedure***
For each attack conduct the following steps.

1. The phasing player states the number and strength of his attacking ground units.

2. The phasing player allocates any barrage strength from artillery units and/or airstrike markers.

3. The phasing player chooses the CRT on which the combat will be resolved, either Assault or Mobile.

4. Players calculate the "combat differential," the total attacking strength (adjacent units plus close support artillery and air), minus the total defending strength. That result is the combat differential, expressed as either a positive (+) or negative number (-) or zero (0).

5. Consult the previously chosen CRT under the appropriate differential column. Make any adjustments for terrain (11.15), suppression (15.0), anti-tank fire16.0), combined arms (22.2), and/or engineers (22.3).

6. The attacker rolls a die and cross-indexes that result within the appropriate differential column. The indicated combat result is immediately applied.

7. Conduct any retreats.

8. Conduct any advances.

***11.3 Restrictions & Requirements***
The attacker may resolve his combats in any order he desires. During the First wave combat phase, all phasing units in an enemy ZOC must attack. See section 14.0 for second wave combat.

Generally, all non-phasing units in the ZOC of one or more phasing units must be attacked. The phasing player may choose which attacking units will attack which defending units, as long as this stricture is observed.

A defending unit may be attacked from as many as six adjacent hexes, with possible artillery support and airstrikes added in. No unit may attack or be attacked more than once per combat phase.

The phasing player should declare which of his units adjacent to enemy units will be attacking which defending units at the beginning of each combat to ensure all adjacent units are in fact being attacked. Close support ranged fire should also be declared at the start of each attack.

Suppressed units have no ZOC, so they do not have to be attacked, though they may be (15.0).

***11.4 Zero Combat Factor Units***
Units with an attack factor of zero attack normally, using a strength of zero.

**Example:** A unit with an attack factor of "0" attacks a unit which has a defense factor of "3." The combat differential would be "-3." This rule doesn't apply to artillery and air units, which attack adjacent units with their barrage strength.

***11.5 Multi-Unit & Multi-Hex Combat***
If a phasing unit is in the ZOC of more than one enemy unit, it must attack all those enemy units that aren't engaged by some other attacking unit.

Units in two or more different hexes may combine their combat strengths and attack a single hex, provided all the attacking units are adjacent to all the defending units. Attacks may potentially involve any number of attacking or defending units. For an attack to be resolved as a single combat, however, all the attacking units must be adjacent to all the defending units, with the possible further addition of ranged barraging artillery.

***11.6 Diversionary Attacks***
In making a series of attacks, a player may allocate his attacking units so some attacks are made at poor differentials while other attacks are made at more advantageous differentials.

***11.7 Reducing the Combat Differential***
The phasing player may never choose to reduce the differential of any given attack. That is, he may never make an attack at a lower differential than determined in 11.2.

***11.8 Bombardment & Adjacent Attacks***
A bombardment (ranged fire) counts as an attack; see section 12.0. A player may bombard an enemy unit that's adjacent to other friendly units in order to free those friendly units from the obligation of attacking the bombarded enemy unit, providing those freed friendly units then do attack at least one other adjacent enemy unit.

***11.9 Combat Strength Unity***
A given unit's attack and defense strength is always unitary. No single unit's strength may be divided among different combats, either on attack or defense.

***11.10 Combat Stacking***
Attacking units in the same hex may be combined in a single adjacent attack, or they may attack separately into different adjacent enemy occupied hexes.
Defending units defending the same hex must be attacked as a single combined total; they may not be attacked separately.

***11.11 CRT Choices***
There are two CRT for use in adjacent ground combat, Mobile and Assault. In general, the attacker chooses which CRT will be used in each battle, announcing that choice at the start of each individual attack resolution. Units defending in fortification or urban hexes may never be attacked using the Mobile CRT; units in entrenchment markers (26.0) may be attacked using the Mobile CRT.

The German player may always choose the Mobile CRT if at least one armored type unit or fusilier (infantry recon) is involved in an attack. Otherwise, the attack must be the Assault CRT.

If only Axis Allies are involved in the attack, it must be made on the Assault CRT, unless otherwise specified in the scenario rules.

The Soviet player may choose only the Assault CRT for any scenario prior to November 1942. For scenarios starting November 1942 to the end of the war, the Soviet player may choose the Mobile CRT if at least one armored type unit is involved in the attack. Otherwise, the attack must be the Assault CRT.

***11.12 Differential Column Shifts***
Once the CRT differential column has been determined, players make "shifts" owing to the factors listed below. Add the total number of attacker's shifts (to the right); subtract the total number of defender's shifts (to the left). That produces the final shift.

**Example:** If attacking units with a total strength of 16 are attacking defending units with a total strength of 10. That produces a differential of "+6." The attacker receives one shift for combined arms; the defender receives two shifts for anti-tank versus attacking tanks, and one for terrain. Total attacking shifts = "+1"; total defending shifts = "-3." The final shift is "-2." That reduces the differential to the "+2,3" column.

***11.13 Attacker's Differential Column Shifts***
In addition to the terms of 11.12, the attacker shifts the CRT differential column to the right for:

1. One (1) column for combined arms (22.2);

2. One (1) column Engineers versus certain types of terrain (22.3);

3. One (1) column for bracketed (anti-armor) attack strength versus a defending force with armor (16.0);

4. Two (2) columns if there is at least one suppressed unit in the defending force (15.0)

***11.14 Defender's Differential Column Shifts***
The defender shifts the CRT differential column to the left for:

1. Two (2) columns for bracketed (anti-armor) defense strength versus an attacking force with armor (16.0);

2. Two (2) columns if there is at least one suppressed unit in the attacking force (15.0);

3. A varying number of columns for terrain (11.15, 11.16)

**Errata Note.** The DRM references on the TEC should be leftward column shifts.

***11.15 Terrain Effects***
Defending units benefit from the terrain in the hex they occupy and/or the sides of that hex. Terrain in hexes occupied by the attacker has no effect on combat. The effect of terrain on combat is reflected by shifting the combat differential to be used to resolve each battle.

Terrain shifts for combat are not cumulative. A defending unit benefits from the single most advantageous terrain shift available to it. When two or more defending units are being attacked in a single combat and they are on two different types of terrain, each having a different combat shift, the entire attack is modified by the terrain in the hex that gives the single most favorable benefit to the defender.

***11.16 Hexsides***
A unit may receive a shift for defending behind a hexside only if all attacking units are attacking across such a hexside, and the stricture given above limiting terrain shifts to the single best available to the defenders still applies here. That is, the defender doesn't get one best in-hex terrain shift and one best hexside terrain shift, he gets one or the other, whichever is best.

12.0 RANGED COMBAT

***12.1 Ranged Combat Generally***
Artillery units may participate in combat from both adjacent and non-adjacent hexes. Artillery units have no printed attack factors. They use their barrage strength when attacking adjacent enemy units. When defending, they use their defense strength. Each artillery unit may fire once per player turn. That is, each may fire once during the friendly player turn for bombardment or close support, and once in the enemy player turn for final protective fire.

***12.2 Types of Ranged Combat***
Artillery units may employ their strength in three ways:

1. "Bombardment" takes place when an artillery unit attacks an enemy hex not in conjunction with friendly maneuver units. Bombardment uses the firing artillery unit's "barrage strength."

2. "Close Support" takes place when an artillery unit adds its barrage strength to the attack strength of friendly maneuver units making an adjacent attack.

3. "Final Protective Fire" (FPF) takes place when an artillery unit bombards an enemy unit attacking a friendly unit. This uses the unit's "FPF strength."

***12.3 Range***
Range is counted in numbers of hexes. Range from a firing artillery unit to a targeted hex is counted by including that target hex but not the firing artillery unit's hex. A unit with a range "U" has unlimited range and may hit any hex on the map.

***12.4 Line of Sight***
Artillery units are not subject to "line of sight" requirements; they may fire into and/or over any types of

terrain, as well as into and through hexes containing friendly or enemy units.

***12.5 Spotting***
There needn't be a friendly unit adjacent to an enemy unit being targeted by a ranged artillery barrage. Scenarios may provide exceptions.

***12.6 Which Artillery Units May Attack***
Artillery units are not required to attack simply because an enemy unit is within their range. Each artillery unit may only attack a single enemy occupied hex when conducting a bombardment.

Bombardment attacks count for purposes of determining which enemy units are attacked in a single combat phase. (So you can use artillery bombardment as "diversionary attacks" against enemy units.) Note, too, you can fire bombardments against enemy units that are adjacent to friendly units without those adjacent friendly units being involved.

The number of artillery units that can fire in a single combat is determined by 22.5.

Artillery may be combined with all types of airstrikes, and vice versa; see section 17.0.

***12.7 Bombardments Conducted Separately***
Bombardment takes place when artillery and/or air points attack non-adjacent enemy units and there are no other friendly involved units adjacent to the enemy occupied hex involved in that combat. There may be friendly units adjacent to the enemy, they just can't be involved in the bombardment. Bombardment only takes place in friendly combat phases.

***12.8 Bombardment Procedure***
The procedure for resolving bombardments is similar to that for ground combat.

1. Designate the bombarding artillery units and their target hex, which must be within the ranges of all the involved artillery units.

2. Total the number of bombarding strength points.

3. Subtract from that the defense strength of the unit(s) being attacked.

4. Make any one normal shift for terrain (if any apply).

5. Resolve the bombardment on the Ranged CRT. Apply the modified results given in 13.2.

***12.9 Bombardment of Stacks***
When bombarding a hex containing more than one defending unit, resolve the attack individually for each unit.

**Example:** If a bombarding artillery unit is attacking two units defending in clear terrain, the attacker would resolve the combat as two separate bombardments, one against each defending unit using the full bombardment strength against both, computing the combat differential for each unit and rolling one die separately for each unit being attacked.

***12.10 Close Support***
Artillery units may attack in concert with friendly units making adjacent attacks against enemy units. To do so, simply add the barrage strength(s) of the artillery to the attack. Close support may take place only in the friendly combat phase. When friendly units are attacking adjacent enemy units in more than one hex, the supporting artillery units need to be within range of only one of the defending hexes in order to be able to add their barrage strength to the attack. An artillery unit must be in command to provide close support.

***12.11 Adjacent Attacks***
When an artillery unit is directly adjacent to one or more enemy units, it must participate in an attack against at least one of those adjacent enemy units; it may not use ranged fire. In making that attack the artillery unit

uses its barrage strength as its attack factor.

***12.12 Final Protective Fire (FPF)***
FPF is fired during the Final Protective Fire phase. Use the unit's FPF strength, but otherwise treat it like bombardment (use the Ranged CRT). This is not added to the strength of friendly defending units. It is instead fired by itself. Note the main effect will be suppression of attacking units, thereby disrupting the attacker's plans. FPF may be fired into adjacent hexes.

***Designer's Note:*** *This is a change to the various "Modern Battles" system games and more accurately reflects the effects of firepower.*

***12.13 FPF Prerequisites***
An artillery unit must be in command to provide FPF.

FPF may be fired only against enemy occupied hexes adjacent to friendly occupied hexes — it cannot

bombard a hex that's not adjacent to a friendly unit.
***12.14 FPF Restrictions***
An artillery unit may not fire FPF if: 1) it's adjacent to an enemy unit; and/or 2) it has been subjected to a combat result that caused it to retreat or be suppressed earlier in that same combat phase (or if it were eliminated).

The fact that an artillery unit has been the target of a bombardment doesn't negate its ability to use FPF — it has to have received a combat result to negate its FPF ability.

***12.15 Defending Artillery Units***
When an artillery unit is attacked, it uses its defense strength, not its FPF.

***12.16 Terrain Effects on Bombardment***
Defending units receive defensive terrain benefits when being attacked by enemy bombardment if they occupy certain types of terrain; see the TEC. Artillery fire doesn't negate the effects of hexside terrain when applied as FPF; however, hexside shifts don't apply when a defending unit is being attacked by bombardment alone. Note that terrain shifts are always given in terms of combat differential columns.

**Example:** If five factors are attacking two factors defending in a town ("+2,3" column) it is shifted to the "+1" column.

***12.17 Combat Results & Artillery***
Artillery involved in making and/or supporting any kind of non-adjacent attacks are not affected by adverse combat results. Artillery attacking enemy units from adjacent hexes are treated as normal maneuver units in such combats and are affected by adverse combat results. Use their barrage strength as their attack factor and for computing EX or AX results. Use their defense strength when defending and for computing EX or AX results. They retreat normally, but artillery may never advance after combat.

***12.18 Fire Coordination***
Generally, there is a limit on the number of artillery units and/or airstrikes that may be used against a particular hex (see 22.5 and 17.9 respectively).

***12.19 Impact Markers***
Artillery impact markers (if present in the scenario) are memory aids to make it easier to recall which artillery units were allocated to which battles. They have no other effect on play.

13.0 COMBAT RESULTS

***13.1 Adjacent Combat Results***

**A1, A2 =** All involved attacking units retreat the indicated number of hexes. The attacking player retreats his

units in accordance with the retreat rules. The defender may advance after combat along the retreat path.

**AA =** Attacker shot up. The attacker must first eliminate one unit. Any remaining attacking units are then retreated two hexes. The attacker retreats his units in accordance with the retreat rules. The defender may choose to advance after combat along the retreat path.

**AE =** Attacker Eliminated. Eliminate all attacking units. The defender may advance into the attacker's hex(es).

**AX =** Attacker Exchange. All involved defending units are retreated one hex, then one attacking unit is eliminated. Surviving attackers may advance (13.7).

**BR =** Both attacker and defender retreat one hex. The defender retreats first, followed by the attacker. There is no advance after combat. A BR retreat is otherwise treated as a normal retreat result. Note that if a defending unit is surrounded by enemy units or ZOC, it is eliminated, even if the surrounding units then retreat due to the same result. BR conversion: the defender may, at his option, instead declare "Stand fast" when a BR result occurs and the defender is located in a fortification, urban, town, village, hilltop or (optional rules) entrenchment or rubble hex, or if all adjacent attacking units are across minor and/or major river hexsides. In that case, treat the outcome as an EX. The defender must declare this prior to the die roll.

**D1, D2, D3, D4 =** Defender retreats the indicated number of hexes. The defender retreats his units in accordance with the retreat rules. The attacker may advance after combat along the retreat path.

**DA =** Defender Shot Up. The defender must first eliminate one unit. Any remaining defending units are then retreated two hexes. The defender retreats his units in accordance with the retreat rules. The attacker may choose to advance after combat along the retreat path.

**DE =** Defender Eliminated. Eliminate all involved defending units. The attacker may advance into the defender's hex.

**EX =** Exchange. The defender eliminates one unit. Then the attacker eliminates one unit. If all defending units are eliminated, the attacker may advance after combat into the defender's hex. The converse is not

true — the defenders may never advance even if they are the only surviving units.

### *13.2 Ranged Combat Results Explanations*

**D1 =** targeted unit retreats one hex.

**DE =** targeted unit is eliminated.

**DS =** targeted unit is suppressed. An already suppressed unit is not further affected.

**DT =** targeted unit is suppressed. If the targeted unit was already suppressed, then it is eliminated instead.

**— =** no effect.

### *13.3 Eliminating Units*

If there is a choice between units which can be eliminated, then the owning player always chooses which ones are to be lost. Artillery making non-adjacent attacks and airstrikes are not affected, nor are their strengths added to the total to be lost, nor do they count for the computation of "exchange" type results.

### *13.4 Retreat After Combat*

When the combat results require a player's unit(s) be retreated, the owning player must immediately move

those units the indicated number of hexes away from their position. Retreat after combat is not normal movement; retreating units don't pay any movement point costs from their MF in order to make retreats.

***13.5 Retreat Strictures***
Retreat is subject to the following restrictions, and if a unit is unable to retreat within these restrictions it's eliminated in place. If a unit is forced to retreat into an enemy ZOC or enemy occupied hex, it is eliminated in that hex. Units may, however, retreat into hexes containing enemy air point markers. Units may not retreat off the map, nor may retreating units cross prohibited hexsides (see the TEC).

A unit that attempts to retreat across a major or minor river (not stream) hexside must roll one die, and on a 1-3 it is eliminated; otherwise it retreats normally. Bridges (printed and engineer) negate the need to make this die roll.

Whenever possible, retreating units must retreat into and through vacant hexes. If no other route is available, retreating units may move through friendly occupied hexes. If the final hex in the retreat path is occupied to the level that the retreating unit's arrival would cause it to be over-stacked, the retreating unit retreats an additional hex(es) until it reaches a hex in which it can stack within given limits. Within those strictures it's not necessary for a player to favor any given compass direction over any other when making his retreats after combat.

In all cases, retreating units must end their retreat the indicated number of hexes away from their former combat position (or further if the last hex would be over-stacked). No given hex may be entered more than once during any given retreat after combat. Retreats should be conducted in as straight a line of hexes as possible. If more than one retreat path is available that seemingly equally satisfy the strictures given above, then the player who owns the retreating units may choose between/among them.

If a retreating unit can't retreat the called for number of hexes, and can retreat only a portion of the number of the called for hexes, it is eliminated in the last hex into which it was able to retreat. In such cases, the retreat path terminates in the hex in which a unit was eliminated.

Units may retreat into and through friendly units in excess of the stacking limit; however, a unit may not end its retreat in excess of the stacking limit. If that happens, the retreating unit is eliminated in the last hex into which it could retreat.

***13.6 Zero Movement Factor Units***
Units with a movement factor of zero (0) may never retreat or advance after combat. They are eliminated in place if forced to retreat owing to an adjacent attack. They never retreat due to bombardment results — they instead receive a DS result; otherwise, there is no effect.

***13.7 Advance After Combat***
All maneuver units may advance after combat if called for by the combat result. Note this may be either the attacker or the defender. (Artillery units may never advance after combat, regardless if making an adjacent or ranged attack.) Whenever an enemy unit is forced to retreat as a result of combat it will usually leave a path of vacant hexes behind it called the "retreat path".

A unit may not advance across a major river hexside unless there is a bridge (printed or engineer).

***13.8 Advancing Along the Retreat Path***
Any or all friendly victorious units that participated in the combat and were adjacent to the retreated unit are allowed to advance along the enemy retreat path. If a unit is eliminated in a hex, the victorious units may advance into the hex it formerly occupied (within stacking limits). Artillery units may never advance. Also, air points are removed the instant their battle is resolved; so they don't advance.

As with retreat, advance after combat is in terms of hexes, not movement points.

If a unit is eliminated while retreating, the hex it last occupied is the termination point for its retreat path.

Advancing victorious units may cease advancing in any hex along the retreat path. They may not violate stacking restrictions at the end of their advance. Advancing victorious units may ignore enemy zones of control.

If a unit retreats into a hex containing a friendly unit, then the retreat path terminates in the last hex the retreating unit entered prior to entering the hex with that unit. In relation to this, also note the second paragraph of rule 9.1 above.

***13.9 Exercising Option to Advance***
The option to advance after combat must be exercised immediately before any other combat's resolution is begun. Units are never forced to advance after combat. Advancing units may neither attack nor be attacked again in that same phase, even if their advance places them next to enemy units whose battles are yet to be resolved or that weren't involved in combat (but see the second wave combat rule below for how these units can attack again).

14.0 SECOND WAVE COMBAT

***14.1 Second Wave Combat Procedure***
During the second wave combat phase, the phasing player may use any and all of his in command units to attack. That includes units that attacked in the First wave combat phase. That is entirely at the player's option. Even if a unit is in an enemy ZOC, it does not have to attack. Per normal combat rules, if a unit conducts a second wave attack, it must attack all adjacent units that exert a ZOC into its hex.

***14.2 Artillery & Second Wave Combat***
Any kind of artillery unit that conducted ranged fire in the first wave combat may not do so again in the second wave. No FPF is conducted during second wave combat.

***14.3 Air Support in the Second Wave***
Air points used in a first wave attack may not attack in the second wave. You may withhold air points from the first wave to attack in the second wave for both adjacent and ranged fire.

15.0 SUPPRESSION

***15.1 Suppression Generally***
Units are in one of two states: "combat effective" or "suppressed." Combat effective units become suppressed due to certain combat results. Suppressed units regain combat effectiveness via "recovery." All units of both sides always start every scenario in combat effective status unless otherwise specified.

***15.2 Causing Suppression***
Certain bombardment results cause suppression; see 13.2. Place a suppression marker on top of affected unit(s). Suppression only occurs in bombardment, not in close support, even if artillery and/or air points are used. (The Assault and Mobile CRTs never cause suppression.)

***15.3 Suppression Effects***
Suppressed units are automatically OOC (see 7.0) and suffer all effects of being OOC (see 7.8) in addition to those effects of being suppressed (below). HQ may not provide them with command.

Suppressed units lose their ZOC while suppressed.

If any units involved in an adjacent attack are suppressed, the CRT column is shifted two to the left.

If any units involved in an adjacent defense are suppressed, the CRT column is shifted two to the right.

Suppressed artillery may not fire ranged combat.

Suppressed units may never advance after combat.

Suppressed HQ may not provide command to other units.

Suppressed units may not provide any shifts for combined arms (22.2), engineer attacks (22.3), or anti-tank fire (16.0).

***15.4 Recovery***
During its side's recovery phase, an in command unit is automatically restored to combat effectiveness. An OOC unit must roll a die: on a "1-3" it remains suppressed; on a "4-6" remove the suppression marker.

HQ recover automatically, but suppression markers are removed from HQ units after all other units have recovered.

16.0 ANTI-TANK FIRE

***16.1 Anti-Tank Capable Units***
Units with bracketed attack and/or defense strengths [#] either had large numbers of anti-tank guns, or had weaponry that was especially effective against enemy armor at longer ranges.

***16.2 AT Units on the Attack***
If any unit in an attacking force has a bracketed attack strength, and the defender has at least one armor class unit, that combat receives an additional one column shift to the right (+1).

***16.3 AT Units on the Defense***

1. If any unit in a defending force has a bracketed defense strength, and the attacker has at least one armor class unit, that combat receives an additional two column shift to the left (-2) -- this shift takes effect even if the armor-class unit has been or will be attacked in the same combat phase.

2. If a unit with a bracketed defense strength is adjacent to any friendly units defending against an attack has at least one armored class unit in it, those units also receive the two column leftward (-2) defensive shift. That is determined at the instant of combat. The adjacent anti-tank unit does not suffer any results of the combat. There is no line of sight consideration for this shift.

***16.4 Accumulation of AT Shifts***
No more than one shift may be taken by the attacker for this. No more than one shift for the defender may be taken for friendly anti-tank fire. This is cumulative with other shifts, including combined arms.

***16.5 AT Restrictions***
An anti-tank unit must be combat effective to provide these shifts. It does not have to be in command (an OOC anti-tank unit provides it as well as an in command unit).

17.0 AIRPOWER

***17.1 Airstrike Markers***
Airpower is represented in the game by airstrike markers. There are two types of air markers: GA (ground attack) and MB (medium bombers).

***17.2 Airstrike Availability***
Airstrikes are kept off of the mapsheet until generated as reinforcements by a scenario. Each air marker may be used for one mission per game turn. Each air marker may potentially be reused each game turn according to the scenario rules.

***17.3 Conducting Airstrikes***
MB are used in the same general manner as artillery within the restrictions given below. Each airpower counter is worth one barrage, close support or FPF point.

MB may generally function only as bombardment.

GA may generally function as bombardment, close support and FPF.

***17.4 Aerial Bombardment***
Air units may attack enemy hexes by themselves in the same manner as artillery bombardment. Use the Ranged CRT.

***17.5 Airstrikes in Close Support***
Add the air points to the ground strength of friendly units as if they were artillery. Note that each air point counts as one combat factor, not as one shift to the combat differential column.

***17.6 Airstrikes as FPF***
Air units may attack enemy hexes by themselves as FPF if otherwise allowed. Use the Ranged CRT. See 17.10.

***17.7 Airstrike Range***
Airstrikes may be used anywhere on the map; they have unlimited range.

***17.8 Combining Airstrikes***
A player may generally combine any number and type of airstrikes against the same hex during the same phase if otherwise allowed by the limits in 17.9. They also may be combined with artillery fire.

***17.9 Airstrike Limits***
A player may utilize the following number of airstrikes per hex:

**Axis:** The German player may use any number of airstrikes per hex. Axis allies may use a maximum of two airstrikes per hex.

**Soviet:** The Soviet capability varies by year: they may use only one airstrike per hex in 1941; two per hex in 1942, three per hex in 1943, and four per hex in 1944 & 1945.

***17.10 FPF Restriction***
Airstrikes may not be used for FPF in 1941-42. They may be so used in 1943-45.

***17.11 No Accumulation of Airstrikes***
Airstrike markers may be reused each turn; however, unused airstrikes may not be accumulated from turn to turn.

**Example:** A scenario might allocate three GA airstrikes per turn. The player could therefore use up to three GA each turn. If he used two in one turn, he couldn't then use four in the next turn; however, he still could reuse all three in the next turn. Each air point may be utilized only once per complete game turn, as either bombardment, close support, or FPF, within the restrictions given above. That is, if you use an airstrike in the friendly player turn, you may not use it again in the enemy player turn as FPF, and vice versa.

***17.12 Airstrikes & Combat Results***
Airstrike markers are never affected by the outcomes of ground combat. A player may not use airstrikes to attack or intercept enemy airstrikes.

***17.13 Airstrikes Are Not Units***
Airstrike markers do not count for stacking, have no zones of control, don't block the movement or retreat of enemy units, and may not advance after combat.

***17.14 Air Defense & Range***
Air units conducting any mission within air defense range of an enemy air defense unit are affected as follows: their strength is cut in half, rounding down any remainder. For example, two airstrikes would equal one combat point; one airstrike would equal zero. Units with the anti-aircraft symbol may fire at airstrikes up to two hexes away (one intervening hex). Any other unit allowed to fire at airstrikes (see scenario rules) may fire only at airstrikes against the unit's hex.

## 18.0 WEATHER

### *18.1 Weather Determination*
The default weather for the scenario will be stated in scenario instructions. Changes to weather for a turn may be determined as a result of the Events Table. Place the Weather marker on the appropriate space on the Weather track as a mnemonic. In some scenarios, more than one weather condition may apply.

### *18.2 Weather Effects*
The effects of each type of weather are on the Weather Effects Chart on the map. The HQ Radius Effect is measured in the reduction of each HQs radius (measured in hexes). The movement effects reduces all ground unit movement allowances; round fractions up. Both sides are affected for combat strength reductions. Round any fractions up, but if multiple units are involved total all reduced factors and round the total. Reductions of airpower are counted as the number of strikes received; round fractions up.

## 19.0 FOG OF WAR
You may not examine enemy stacks unless one of the following conditions apply:

1. You may always examine the top unit in a stack.

2. At the instant of combat, you may examine enemy stacks that are attacking or defending.

3. You can always examine the type of terrain in a hex.

## 20.0 SUPPLY

### *20.1 Supply & Supply Units*
There are no general supply rules or effects in the game; all units are considered to be fully supplied throughout play.
Supply units are used to provide artillery units (only; non-artillery units are not affected) with increased combat strength. A player may have supply units assigned by scenario.

### *20.2 Procedure*
The supply unit must be within supply radius of the units to be supported. All friendly artillery units then have their attack strength (bombardment) doubled during that combat phase. That is called maximum attack supply.

### *20.3 Supply Radius*
Each supply unit has a supply radius printed on it. The supply radius is traced as movement points from the supply unit to the unit to be supplied. A single supply unit may supply any number of friendly artillery units once. A line of supply may not be traced through hexes containing enemy units or prohibited terrain. It must stop in the first enemy ZOC it enters, which can contain a friendly artillery unit. (That is, you can supply an artillery unit in an enemy ZOC.)

### *20.4 No Replacement*
Each supply unit may be used only once per game. Once a supply unit has provided maximum attack supply, to any number of units, it is expended (removed from the map). It may not be replaced after being expended.

## 21.0 UNTRIED UNITS

### *21.1 Untried Units Generally*
Some scenarios have untried units, identified by a question mark printed on their reverse sides. When initially deployed on the map, they are placed with their reverse sides showing, meaning neither player knows their actual combat strength.

### *21.2 Flipping Untried Units*
Units remain in their untried status until the first time they engage in combat. They are then flipped after all attacking units have been declared and committed to combat. That also applies to untried artillery units engaging in any kind of ranged or adjacent combat, as well as to units being targeted by ranged combat and/or airstrikes.

### *21.3 Untried Strength Hidden Until Flipped*
Neither player may examine the hidden side of units. Once an untried unit has been revealed, it remains face up for the remainder of the game.

### *21.4 Zero Strength Units*
Zero defense factor units are eliminated when revealed. Zero attack factor units remain in play.

## 22.0 SPECIAL UNITS & TACTICS

Designer's Note: Players who desire to get into the game quickly, or newcomers to wargaming, can skip this section.

### *22.1 German Advance After Combat*
German armored units that conduct an advance after combat do not have to follow the retreat path after the first hex. Starting with the second hex of the advance, they may move in any direction up to the number of hexes they would otherwise be allowed to advance. This may be through enemy ZOCs.

### *22.2 Combined Arms*
Certain armies are entitled to a combined arms bonus when attacking. Combined arms gives an additional one column shift to the right when attacking. There is a maximum of one shift, regardless of the number of stacks which qualify.

To qualify for the bonus, an attack must include at least one stack which contains at least one tank, panzer, or assault gun unit, AND one infantry unit of any type. Both/all qualifying units must be in command and combat effective.

Armies qualified for the combined arms bonus:

**Germans:** all scenarios.

**Axis Allies:** if allowed by scenario rules.

**Soviets:** 1944-45.

### *22.3 Engineers*
Engineer units can perform the following special functions:

**Assault Pioneering**. If an engineer unit is involved in an attack against a hex containing urban or fortification terrain, or entrenchment markers, the attack is shifted one column to the right, cumulative with other offensive and defensive shifts.

**Bridging**. An engineer unit can build a pontoon bridge across a stream or river hexside. The engineer must start a movement phase adjacent to this kind of hexside and conduct no movement during the turn. During that turn, friendly units may cross the hexside at no additional cost. The bridge remains in place as long as the engineer unit remains in place. An engineer in an enemy ZOC may not build a bridge, and if an enemy unit moves adjacent to the engineer, the bridge is considered destroyed. An engineer unit may cross the bridge itself if no other unit does in the same turn. The effect of an engineer bridge is to negate the crossing cost of a river hexside. It does not create a road in the hex. Units moving across an engineer bridge may not violate stacking restrictions on either side of the bridge hexside.

**Assault Crossing**. Normally, you cannot advance after combat across a minor or major river hexside. However, if an engineer unit is part of the attack, then any unit in that attack may do so. This applies only

to an attacker, not the defender.

***22.4 Screening***
If the only defending units in a combat are armored recon or motorcycle, the defending player chooses which CRT (Assault or Mobile) will be used instead of the attacker. This applies only to adjacent combat, not bombardment defense.

***22.5 Fire Control***
There is a limit to the number of ranged units that may be involved in a single ranged combat. The limits do not include air units, nor do they apply to situations in which ranged units are firing at adjacent hexes.

**German:** four units.

**Axis Allies:** two units.

**Soviets (1941-October 1942):** one unit.

**Soviets (November 1942-1943):** one unit for FPF and close support, two units for bombardment.

**Soviets (1944-1945):** two units for FPF and close support, three units for bombardment.

23.0 VICTORY CONDITIONS

***23.1 Victory Points***
Each scenario has its own particular victory conditions. In general, players accumulate victory points (VP) for fulfilling certain objectives during the course of the game, and for occupying certain terrain features at the end of the game. The player who has more VP at the end of play wins (usually). Players should keep track of their VP on a separate sheet of paper or by using the VP markers and index.

***23.2 Victory Levels***
At the end of the game, the player whose side has fewer VP subtracts his total from his opponent's total to determine the extent of the victory (if any). In the table below, tactical victories are the least, and strategic victories are the greatest, kind of victory.

***23.3 Occupying Hexes***
Occupation of objective hexes means the player has a unit in the hex at the time called for. Airstrikes and/or other markers don't count for that purpose.

***23.4 Replaced Units***
If a unit is eliminated but later replaced (see 6.8 & 6.9), the elimination still counts for victory points. It is possible for a single unit to be eliminated and replaced more than once (but once it fails a replacement it is out of the game for good). Each elimination counts for VP.

***23.5 Exiting VPs***
Some scenarios award VP for units that exit the map. Units that exit the map count for VP only if they exit via land movement. They do not count if they exit via airborne movement.

***23.6 Line of Communication (LOC)***
If a victory condition requires the tracing of a LOC: the LOC is a path of hexes from the victory hex back to the friendly map edge. It may be of any length. It may not enter enemy units or terrain prohibited to land unit movement. It may not enter an enemy ZOC unless a friendly unit occupies that hex.

24.0 SCENARIO INSTRUCTIONS

***24.1 Historical Notes***
The Soviets launched Operation Uranus in late November 1942 and surrounded the German Sixth Army at Stalingrad. Adolf Hitler ordered Erich von Manstein to relieve the city. Manstein launched Operation Winterstorm (Wintergewitter), led by 57th Panzer Corps. The first Soviet line was overrun quickly, bringing

the Axis to the Aksay River on the night of 12 December. This was about half-way to Stalingrad. Pushing across the river, the Axis fought a fluid battle and succeeded in defeating the Red Army. But STAVKA (the Soviet general staff) was prepared, and committed Second Guards Army to a counterattack as Axis units were preparing to cross the Myshkova. Exhausted by the weeks of constant fighting, 57th Panzer Corps ground to a halt. On the 23rd, Manstein ordered an end to the offensive. The last chance to save Stalingrad was gone.

***24.2 Players & Sides***
The Soviet player deploys his units first. The Axis player is the First Player.

Axis units are divided into five groups, all with black type or icons:

57th Panzer Corps -- feldgrau (gray-green)

6th Panzer Division -- blue

17th Panzer Division -- green

23rd Panzer Division -- violet
Luftwaffe -- light blue

Soviet units are divided into four groups, all with white type or icons:

Fifty-first Army -- red

Second Guards Army -- orange

Shock Army, Supply Units, & Red Air Force -- gold

***24.3 Game Scale***
Each hex represents approximately two kilometers (1.25 miles) from side to opposite side. Each turn represents two days of operations.

***24.4 Game Length***
There are six game turns, running from 12-13 December to 22-23 December.

***24.5 Victory Conditions***

***Soviet Victory Points***
For each Axis armored unit eliminated: 3 VP

For each other type of Axis unit eliminated: 1 VP

***Axis Victory Points***
10 VP for each Objective hex occupied at end of game. The Objective Hexes are 2838, 4216, 4220, and 4231. Each hex must have an LOC to the south map edge to gain the VP.

***24.6 Axis Deployment***
Friendly map edge: South.

***Initial Deployment***
Except as noted below, the following units are placed south of the Aksay River, west of Zutov:

1) 6th Panzer Division: all 17 units. One HQ and up to four units may be placed on or within two hexes of Saliyevski north of the Aksay River.

2) 23rd Panzer Division: all 16 units.

3) 57th Panzer Corps: HQ, ARKO artillery, engineer regiment, two supply units.

***Reinforcements***
Reinforcements appear on the friendly map edge.

Turn 2: 17th Panzer Division: one HQ plus any four other units of the Axis player's choice.

Turn 3: All eleven 17th Panzer Division units which not appearing on turn 2, plus 1 supply unit.

Turn 3: 203 Assault Gun, A/503 Heavy Tank, Abt/7 Flak. Roll one die for each of these units: on a 1-3 it appears this turn; on a 4-6 it does not appear (and do NOT roll again—you have only one shot!).

***Replacements***
The Axis receives 2 replacements per turn. On the first Axis reinforcement phase in which a Axis unit occupies each town and/or objective hex north of the Aksay River and can trace an LOC from each, receive 1 additional RP per town/objective hex. Only 1 RP may be received per town/objective hex per game. Replaced units appear on the friendly map edge. They may not be accumulated if unused.

***Airpower***
At the beginning of the game, place 4 Ground Attack and 2 Bomber counters in the Axis Air Utilized box. On each Axis reinforcement phase, the Axis player rolls one die and picks that number of air units at random and places them in the Axis Air Available box.

***Command Structure***

1) 57th Panzer Korps HQ: can command all Axis units.

2) Each of the three divisions (6th, 17th, 23rd) has three battlegroup HQs: each HQ can command all units from that division, plus one unit from the 57th Panzer Corps.

3) Any Axis HQ can command supply units.

4) Axis air units are always in command.

***Special Unit***
The A/503 heavy tank company does not count against stacking limits.

***Abbreviations:***
Abt: Abteilung
ARKO: Artillery Command
KGH: Kampfgruppe Hunnersdorff
PzK: Panzerkorps

***24.7 Soviet Deployment***
This scenario is treated as a 1943 scenario for Soviet stacking, command control, and fire control. Friendly map edge: north edge.

***Initial Deployment***
All initially deployed units belong to 51st Army.

1) South of the Aksay River within three hexes of Aksay:

126th Rifle Division (all 5 units).

2) North of the Aksay River and south of the Myshkova; no unit may be placed within four hexes of Saliyevski:

51st Army HQ

15th Rifle Corps HQ
13th Mechanized Corps (all 8 units)
61st Cavalry Division (all 3 units)
81st Cavalry Division (all 3 units)
302nd Rifle Division (all 5 units)
1/Ski, 2 Ski

3) North of the Myshkova River:

4th Mechanized Corps (8 units)

***Reinforcements***
Appear on friendly map edges.

1) Fifty-First Army: During the first Soviet reinforcement phase that at least four Axis units are north of the Myshkova River, receive the following units:

38th Guards Rifle Division (all 5 units);
98th Rifle Division (all 5 units).

2) Second Guards Army: During each Soviet reinforcement phase, roll one die. If the result is less than the turn number, then receive all 35 units of Second Guards Army, plus the Shock HQ and one supply unit. Continue rolling each turn until the units arrive.

***Designer's Note:*** *The historic arrival of Second Guards Army was 18 December. Players may dispense with die rolls and have Second Guards appear on 18-19 December, if they prefer.*

***Replacements***
The Soviets receive 1 RP per Turn. They may not be accumulated if unused. Replace units arrive on the north map edge.

***Airpower***
At the beginning of the game, place 2 Ground Attack and 1 Bomber counters in the Soviet Air Utilized Box. Roll one die in each Soviet reinforcement phase. On a 1, 2 or 3, pick that number of air units and place them in the Soviet Air Available box. On a 4-6 do not pick any air units.

***Command Structure***

1) 51st Army HQ commands all 51st Army units.

**Counter errata:** The 51st Army HQ counter is missing its command radius. It should be (3).

2) 15th Rifle Corps HQ commands all 51st Army rifle division units.

3) 2nd Guards Army HQ commands all 2nd Guards Army units.

4) Shock Group HQ can command all tank and mechanized corps units, and cavalry division units, regardless of original command.

5) Each Tank and Mechanized corps HQ can command all units of its own corps.

6) Cavalry and ski units are always in command; they never need an HQ.

7) The supply unit can be commanded by any HQ.

8) Soviet air units are always in command.

***Abbreviations:***

GD: Guards
GDA: Guards Army
GDRC: Guards Rifle Corps
Gp: Group (ad hoc collection of smaller units)
MC: Mechanized Corps
RC: Rifle Corps
TC: Tank Corps

***24.8 Weather***

The weather is always Clear on Turn 1. Thereafter it may change due to an event, but always reverts to clear at the end of each Game Turn. Starting in the Events Phase of Turn 2, determine via the Events Chart.

***Designer's Note:*** *The ground actually was frozen over, but this is accounted for by various other rules. The rivers were frozen, but the steep banks still made crossing difficult, hence the normal river crossing rules apply.*

***24.9 Events***

Skip the Events phase on Turn 1. Roll normally for events starting on Turn 2.

OPTIONAL RULES

Only 25.0 and 27.0 may be used in this scenario.

25.0 GERMAN LONG-RANGE ANTI-TANK FIRE

***25.1 Long-Range AT Units***

German units with a bracketed attack factor (just the A/503 Heavy Tank in this scenario) have long-range anti-tank guns. In addition to the normal effects of bracketing, they can also conduct long-range anti-tank fire. That allows them to engage hexes containing enemy armored-class units using a modified form of ranged fire.

***25.2 Long-Range AT fire***

Long-Range AT fire is conducted in the same manner as ranged fire for both attack and defense.

1) The long-range armor unit must be in command and combat effective. It may not be located in an EZOC.

2) The target hex must contain at least one enemy armored-class unit. A unit conducting this kind of fire doesn't provide any shift for combined arms or for being bracketed per se, though adjacent units may do so.

***25.3 Range & Line of Sight (LOS)***

The maximum range for this fire is two hexes. Terrain and enemy units don't block LOS.

27.0 RUBBLE

***27.1 Rubble Placement***

"Rubble" is the generic term for the various kinds of devastation of terrain and the generation of columns of smoke and dust that result from mass use of firepower. Whenever a ranged fire attack has a result of DT or DE, place a Rubble marker in that hex.

***27.2 Effects***

A rubble marker has the following effects: 1) add +1 to the movement cost to enter the hex; 2) any road in the hex is eliminated; 3) any bridges on all of the hexsides of the hex are eliminated; and 4) if the hex contains urban terrain, the defender receives an additional one-column shift to the left.

***27.3 Duration***

Once placed, a Rubble marker remains in the hex for the rest of the game.