

Leningrad '41: What if Manstein had Attacked?

Terrain Effects Chart Errata: Urban and Objective hexes are separate terrain types. Their effects are not cumulative.

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1.0 Introduction

1.1 Leningrad '41: What If Manstein had Attacked?

(L'41), is a two-player wargame of intermediate complexity that simulates a hypothetical German attempt to seize the city of Leningrad in late July through August 1941. To control complexity and present an overall-force-commander's-view of the battle, the game uses a tactically scaled map and units of maneuver coupled with an operationally scaled turn length. The German player is generally on the offensive, trying to clear the Soviet defending force from the city prior to the end of the game.

1.2 Scale

Each game turn of L'41 equals three days. Each hexagon on the map represents 0.3 miles (0.5

km) from side to opposite side. The units of maneuver in the game for the Germans are mainly battalions, while those for the Soviets range from battalions to regiments and brigades. Thus each unit may represent anywhere from 100 to 5,000 men and their equipment.

2.0 Components

2.1

The components to a complete game of L'41 include these rules, the 34x22" mapsheet, and one sheet of 228 die-cut unit-counters. Players will need to provide themselves with a regular (six-sided) die to use in resolving combat and other probabilistic events throughout the game.

2.2

The game map illustrates the militarily significant terrain found in and around Leningrad in 1941 when viewed at this scale. A hexagonal ("hex") grid is printed over the map to regulate the placement and movement of units across it, much as in Chess and Checkers. A unit is considered to be in only one hex at any one time.

Each hex contains terrain that can affect the movement of units and combat between units. The various terrain and water features on the map have had their exact real-world configurations altered slightly in order to make them coincide with the hex-grid, but the relationships among the terrains and water bodies from hex to hex are accurate to the degree necessary to present players with the same space/time dilemmas that would've been faced by their historic counterparts had this battle actually been fought.

Also note every hex on the map has a unique four-digit identification number printed within it. They're provided to help find exact locations more quickly and to allow for the recording of unit positions if a match has to be taken down before it can be completed.

2.3 Seating

The Soviet player should sit off the map's east edge, facing west; the German player should sit off the map's west edge, facing east.

2.4 Counters

There are 228 unit-counters in the game, most of which represent combat formations. Others are provided as informational markers and memory aids. After reading these rules at least once, carefully punch out the counters. Trimming off the "dog ears" from their corners with a fingernail clipper will facilitate easier handling and stacking during play and also enhances their appearance.

2.5 Sample Combat Unit

Each combat unit-counter displays several pieces of information: nationality and organizational affiliation by color scheme (and therefore also the "side" it's on), specific unit identification, unit-type and size, special combat characteristics (if any; see 2.12), fire factor and range allowance.

2.6 Nationality, Sides & Organizational Affiliations

Each unit's nationality, and therefore the side for which it fights, is shown by its color scheme. Each of those organizations represents a separate "sub-command."

German Sub-Commands

3rd Motorized Infantry Division: white on olive

8th Panzer Division: black on gray

269th Infantry Division: black on dark green

SS Polizei Infantry Division: black on med. green

SS Totenkopf Motorized Infantry Division: white on black
7th Flieger (Airborne) Division (a regiment-sized battlegroup): black on sky blue
56th Panzer Corps Luftwaffe (air unit markers): black on white

Soviet Sub-Commands

42nd Army: white on red

Leningrad Front Reserve: black on orange

2.7 Unit Identifications

All units are given their specific identifications by numbers and/or abbreviations above their unit-type boxes. The abbreviations are as follows.

German

F: Flieger (Airborne)

M: Motorized

Lower-Case p: panzergrenadier

Upper-Case P: Polizei

T: Totenkopf

St: Sturm (Assault)

Soviet

Aurora: naval guns taken from the cruiser Aurora

DNO: Militia Division

GDNO: Guards Militia Division

Kir: Kirov

LG: Leningrad

LFR: Leningrad Front Reserve

NKVD: Military Police

RB: Red Banner

RBF: Baltic Red Banner Fleet

2.8 Unit Organizational Sizes

are shown by the following symbols: X - brigade; III - regiment; II - battalion; I - company, or battery for artillery. Air support units represent numbers of individual aircraft sorties sufficient to affect ground battles at this scale.

2.9 Mobility Category

Unlike most wargames, the movement allowances of the various units aren't printed on the counters themselves.

German units generally have a movement allowance of 16, while Soviet units generally have a movement allowance of 12. In that regard, see 2.10 below and 8.7.

2.10 Unit Types

Every combat unit in the game is identified on the basis of its predominant type of weapon. Those types have significant effects in combat (see sections 9.0, 10.0 and 11.0). Units are also divided into two general target categories, armored and unarmored. For details concerning the importance of that distinction, see 10.15.

2.11 Motorized

Any unit with a motorized symbol • —• ^[L]_[SEP] two wheels at the bottom of the unit box • —• is motorized. That categorization applies only to movement; they are otherwise considered unarmored. Note, though, that all armored units are also considered motorized for

movement.

2.12 Special Combat Characteristics

Certain units have special combat characteristics, which are shown as follows. A parenthesized fire factor means that unit is close-assault capable (see 10.11 & 10.15). A “U” for a range allowance means the unit has an unlimited range (see 10.6). An “A” after the fire factor means that unit has anti-armor capability (see 10.12). A plus-sign (+) after the fire factor means that unit is indirect-fire capable (see section 11.0).

2.13

Other counters are provided as markers and memory aids. Details of their uses are given in the sections and particular rules noted below.

Game Turn Marker (see 5.2)
Bridge Demolished Marker (see 10.17)
Rubble Marker (see 10.18)
Air Strike Markers (see section 12.0)
Naval Bombardment

3.0 Set Up

3.1 Preparing to Play

Players should first decide who will command which side. Place the Game Turn Marker in the Game Turn 1 box of the Turn Record Track printed on the mapsheet. Temporarily place off to the side, but within easy reach, all the other counters shown above in 2.13.


3.2 Soviet Set Up


The Soviet players sets up first. To facilitate that process, the German player should turn away from the mapsheet until his opponent announces he’s completed the Soviet set up.


3.3 Soviet Initial 42nd Army Deployment

The Soviet player should first locate and place the following 42nd Army (back-printed “42”) units face-up in the following hexes.

Leader Zhdnov: in the Smolny Institute hex (2807).

LG42 Gunboat unit:  any all-sea or major river hex.

51/42 & 704/42 indirect fire artillery units:  on any hex(es) on the map.

Aurora/42 railroad artillery unit:  on any railroad hex.

RBF Naval gunfire unit: any convenient location off to the side of the map.

3.4 Soviet Initial Leningrad Front Reserve Deployment

Place the two LFR air strike markers (strengths “10” and “5”) face-up in any convenient location off to the side of the map. Also place the Zhukov leader counter off to the side of the map.

3.5 Soviet Pools

The Soviet player should then place all the remaining units for both his sub-commands in its own opaque container, both of which are called “force pools” or simply “pools.” That will create two pools: 42nd Army (all units back-printed “42”) and *Leningrad Front Reserve* (LFR). When the Soviet player is instructed by the rules to pick units for initial deployment or reinforcements, he picks the units at random • —• that is, without first looking at their

'business' sides • —• and places them on the map reverse-side face-up. See 6.6 for more details.

3.6 Further 42nd Army Deployment

The Soviet player should next pick at random 36 units from this army's pool and place them in any land hexes anywhere across the entire map other than those in the 50xx and 51xx hexrows. He must take into account the stacking rules when doing so (see 6.3), and he should also note the Soviet "fog of war" rule (see 6.6.). All these units are placed face down, with neither player knowing their strengths or identities. Also note Soviet units may potentially move and attack into the 50xx and 51xx hex rows once play has begun; they just may not start set up in them.

3.7 No Further Leningrad Front Reserve Deployment

Other than as described above in 3.4, no other LFR units are initially deployed. They will later be drawn at random as reinforcements from the LFR pool (see section 7.0 & 19.3).

3.8 German Preparation for Play

No German units begin play on the map. While the Soviet player is completing his set up, the German player should sort his own side's units into separate piles: one for each of his sub-commands, as follows.

3rd Motorized Division

8th Panzer Division

269th Infantry Division

SS Polizei Division

SS Totenkopf Division

7th Flieger Division (a regimental-sized battlegroup)

56th Panzer Corps (non-divisional higher-echelon units)

Luftwaffe (air strike markers)

3.9 German Map Entry

When the Soviet player has announced he's finished his set up, the German player then uses his reinforcement procedure (see 19.1) to begin entering his units into play.

Note that's done via a random process; so each match will have a different German order of appearance.

4.0 How To Win

4.1

The German player is generally on the offensive all across the map, attempting to seize as much of Leningrad as possible. Hence, German victory is based on control (ownership) of various key hexes. The Soviet player is attempting to stop the Germans and hold on to as much of the city as possible.

4.2 Hex Control

A player "controls" a hex by having his units either physically occupy it, or by having been the last to have one or more of his units pass through it. At the start of the game all hexes on the map are Soviet controlled. Hex control may change as hexes are captured and recaptured. In situations in which the general lay of the front doesn't make it clear, use the control markers provided in the counter-mix to indicate which side controls a hex.

4.3 German Victory Determination

If at the end of Game Turn 10, the German player controls 22 or more objective hexes, he wins the game. Note that “rubbled” objective hexes (see 8.11) still do count for victory determination.

4.4 Soviet Victory Determination

If, at the end of Game Turn 10, the German player hasn’t achieved his victory condition, the Soviet player wins.

4.5 Sudden Death Victory

If, at the end of any complete game turn, German units control all objective hexes on the map, the game comes to an immediate end in a German victory. If, at the end of any complete game turn, there are no German ground units on the map, the game comes to an immediate end in a Soviet victory.

4.6 Draws

There are no drawn games.

5.0 Sequence of Play

5.1

Each game turn of L’41 is divided into two player turns of sequenced steps called “phases.” Every action taken by a player must be carried out in the appropriate phase as described below. Once a player has finished a particular phase, or an action within a phase, he may not go back to perform some forgotten action or redo a poorly executed one unless his opponent graciously permits it.

5.2

The Turn Sequence Outline is given below. Note the German Player Turn is the first player turn during each game turn. At the end of each game turn, move the Game Turn Marker forward one box on the Turn Record Track printed on the mapsheet.

I. German Player Turn

- A. German Replacement & Reinforcement Phase
- B. German Air Strike Phase
- C. German Movement & Soviet Defensive Phase
- D. German Offensive Fire Phase

II. Soviet Player Turn

- A. Soviet Reinforcement Phase (skip on Game Turn 1)
- B. Soviet Movement & German Defensive Fire Phase
- C. Soviet Offensive Fire Phase

5.3 Sequence Peculiarities

Note the German player has a unique Air Strike phase in his player turn. Also note Soviet defensive fire (rule 9.0) takes place during what is otherwise the German Movement Phase, and German defensive fire takes place during what it otherwise the Soviet Movement Phase.

5.4 Ending Play

Play continues until the end of the Game Turn 10, when the winner is reckoned according to rule 4.3. Alternatively, play may stop at the end of any complete game turn according to the

provisions of rules 4.3 or 4.4. Play may also end at any time due to the capitulation of either player, if one of them becomes convinced his situation has become hopeless.

6.0 Stacking & Fog of War

6.1 Stacking

is the word used to describe the piling of more than one friendly unit into a single hex at the same time. **The German player may stack up to two units in any hexes. The Soviet player may stack up to two units in objective hexes; in all other hexes he may have a maximum of one unit per hex. Every unit in the game is considered "one unit" for stacking purposes, no matter what its particular organizational size or type.**

6.2 German Sub-Commands

The German player may not stack units of different divisional sub-commands in the same hexes at the same time. He may stack units of *56th Panzer Corps* in the same hex as other sub-commands within the limits of 6.1. For example, the German player may stack a unit of *8th Panzer Division* with a unit of *56th Panzer Corps*, but he may not stack together units of *8th Panzer* and *3rd Motorized Divisions*.

6.3 Soviet Sub-Commands

The Soviet player may generally not stack together units of his two sub-commands. The exceptions are leader counters; see section 14.0 for details.

6.4

Stacking Counts for both sides all during every game turn. Thus units may not move into an illegal stacking situation even momentarily. Further, units must always be moved individually, one at a time, never as a stack. If a hex is ever found to be over-stacked, correct the situation in such a way as to satisfy the offended player, either by elimination of the over-stacked unit(s), or by simply allowing the offended player to move them to the nearest legal hex (the offended player always chooses).

6.5 Fog of War

In general, a player may never look beneath the top unit of any enemy stack, nor may he look through the enemy dead pile. He may see all units in an enemy stack whenever he declares fire into a hex containing enemy units.

6.6

When the Soviet player sets up, he initially places most of his units onto the map with their reverse sides showing upward (see 3.3 - 3.6). The German player may not examine face-down Soviet units in a given hex, nor may he look beneath the top unit of any Soviet stack, until one of the following occur in that hex.

- 1) The Soviet player may, during any portions of any of his player turns, flip face-up any of his units.
- 2) If the German player in any way attacks a hex containing Soviet units, those units are flipped face up.
- 3) The Soviet player must flip over a unit to conduct road movement or make any kind of attack with it.

- 4) Once a given Soviet unit is flipped to show its front side, there's no way for it to regain 'hidden' status unless it is eliminated and then later reentered into play via the reinforcement/replacement process (see section 7.0).
- 5) Both sides' face-up units on the map are always available to be examined by the opposing player. In a Soviet stack, if one unit is face-up and the other is still hidden, the face-up unit should be stacked above the hidden unit.

6.7

German units are always deployed face-up on the map.

6.8

A player is always free to move aside any unit or stack on the map in order to examine a hex to see what terrain is in it.

6.9

Both players are always free to examine the informational markers in a hex. When such markers are put in a hex, they should always be kept as the top counter(s) in it.

7.0 Reinforcements & Replacements

7.1

Reinforcements are units that enter play on the map after the game has already begun. Replacements are previously eliminated units that are returned to play. Reinforcements may not enter the map via a hex occupied by enemy units. Once reinforcements enter the map they're treated normally, and the opposing player may make defensive fire at them as they enter their first hex. When off the map, units may not be attacked in any way.

7.2 German Reinforcements

All German units enter the map as reinforcements; see section 19.0 for details. If, for some reason, German units can't enter the map on the turn indicated, they're delayed until a turn they can enter.

7.3 Soviet Reinforcements

The Soviet player starts with certain units deployed on the map; see section 3.0. Throughout the course of play, additional Soviet units will enter the map as reinforcements; see section 19.0 for details. If Soviet units can't enter the map on the turn indicated, they're returned to their pool. Reinforcement units of *42nd Army* are picked randomly and are then also initially placed face-down on the map, though the Soviet player may look at them before placing them in that way. Leningrad Front Reserve reinforcements are picked randomly (without first looking) by that player, but are then placed face-up on the map.

7.4 German Replacements

Starting with the Reinforcement & Replacement Phase of his player turn of Game Turn 2, and at that same time during each of his subsequent player turns, the German player receives replacements from among his eliminated units, according to the following schedule.

Game Turn 1:

no replacements.

Game Turns 2-5:

one unit per game turn.

Game Turns 6-10:
two units per turn.

7.5 German Replacement Strictures

Only sub-commands that have already entered play and that have lost at least one unit may receive replacements. The German player draws at random the unit(s) to be replaced from his chosen sub-command's dead pile. For example: say *8th Panzer Division* entered play on Game Turn 1. On Game Turn 2, the German player could decide to pick one eliminated *8th Panzer* unit as his replacement for that game turn. Since he took a unit from *8th Panzer* as his replacement, he could not then take a replacement for another sub-command that same turn. During Game Turns 6 through 10, the German player may choose both his replacements (if available) from the same or different sub-commands. In the case of *56th Panzer Corps* units, they're eligible for replacement once the first of them has entered play. Note, though, that *Manstein*, if once eliminated, may never be replaced (see rule 14.7). Also note replacement capacity may not be accumulated or in any way saved from turn to turn.

7.6 German Replacement Entry

The German player enters replacement units by placing them atop any unit of its sub-command. Such entries may be over-stacked, but stacking limits must be met before the end of the immediately following movement phase. Replacements immediately have all their normal movement and combat capabilities available for use during their player turn of reentry onto the map. If a sub-command has no units on the map, then replacements for it enters on the south map edge as if they were reinforcements.

7.7 No Soviet Replacements

Eliminated Soviet units, other than the *Zhdnov* and *Zhukhov* leaders units, are returned to their respective pool. They may be picked again and then reentered as if they were first-time reinforcements. Other than that, there are no Soviet "replacements," and a leader, if once eliminated, is out of play for good.

7.8

Air Strike reinforcements are treated differently than ground units. For details on their use and entry, see sections 12.0 and 19.0

8.0 Movement

8.1

Each ground unit moves individually from hex to adjacent hex, expending movement points (MP) from their movement allowance for each hex entered. MP may not be saved from one phase or turn to the next, nor may they in any way be given or loaned from one unit to another. Each unit's movement is completed before the movement of the next is begun. Once you've moved a unit you may not redo its movement that phase or turn unless your opponent permits it. Both players only move their own side's units during their own movement phases; no friendly movement takes place during the opposing player's turns. A player need not move all his units in each of his movement phases. He may choose to move none, some, or all of them, within the strictures given below, in each of his movement phases. Further, a moving unit need not expend all its MP before stopping, and no moving unit may ever exceed its MP during a move.

8.2 Sub-Command Control

You must begin and finish the movement of one of your sub-commands prior to beginning the

movement of the units of another. The order in which you conduct the movement of your sub-commands is up to you, decided by you on a turn-by-turn basis.

8.3

No ground unit may move into a hex unless it has sufficient MP available to pay all the involved costs.

8.4 No Stack Movement

Units are always moved one at a time, never as stacks. The stacking restrictions given in section 6.0 must generally be observed by all ground units at all times during all phases of both player turns in every game turn. Exception: see 19.2.

8.5 In-Hex Terrain Costs

Each clear terrain hex entered costs one movement point (MP) to enter. Each urban hex costs two MP to enter. Each heavy structure hex costs three MP to enter.

8.6 Fortifications

in clear or urban hexes cost two MP to enter. Fortifications in objective hexes cost three MP to enter. The combat effect of fortifications for Soviet defenders is added to that of whatever other terrain effects are in play in that hex.

8.7 Hexside Movement Costs

Certain water obstacles are drawn along hexsides rather than inside hexes: major rivers, minor rivers and bridges. There is an additional movement cost incurred when moving across such hexsides, which is added to the cost for the terrain within the hex being entered. For example, to cross an unbridged minor river hexside while moving into a heavy structure hex would cost three MP for the heavy structure hex and an additional (+1) MP to cross the unbridged minor river hexside, for a total of four MP expended to make that one-hex move. Note there are no distinctions between canal and minor river hexsides.

8.8 Motorized Movement

All armor and motorized units may use "motorized movement," which has the effect of doubling its movement factor. Motorized movement may be used only in clear hexes and/or via contiguous Prospekt and railroad hexes. Additionally, if a unit using motorized movement receives any kind of defensive fire, it must cease movement regardless of the outcome of that fire.

8.9 Bridges

With one exception (see 8.11), movement across major river hexsides is prohibited except via bridges, either those printed on the map or an engineer-built pontoon bridge. Unbridged minor river hexsides may be crossed by paying one extra MP to do so. Bridged minor river hexsides may be crossed without any extra movement cost having to be paid.

8.10 Engineer-Built Pontoon Bridges

The following units have the ability to build pontoon bridges: German engineer units of all sub-types, and all Soviet bridge engineer units. During each of your own movement phases, you may build temporary bridges in the following manner: a bridging-eligible engineer unit must begin that phase already in a hex bordering either kind of river hexside. That done, a pontoon bridge has been established across that hexside. There's no marker for this. It represents not only pontoon bridges, but also assault rafts and various improvised water crossing measures.

If an engineer unit is in a hex bordered by more than one river hexside, the player should orient its unit-type box to face toward the hexside being bridged. No single engineer unit may establish more than one bridge across any one hexside at any one time. All that accomplished, potentially any number of friendly units may move across the selected river hexside as if it were bridged, and they may be subject to normal defensive fire rules in the hex being crossed into (see section 9.0).

A given pontoon bridge is considered to remain in place as long as the engineer that built it remains in place in its hex. If that engineer unit is eliminated or moves away, the bridge at the former location is considered destroyed.

A bridging-eligible engineer unit that facilitates the river crossing of one or more units may not itself move during that same phase. Further, bridging engineers do pay minor river crossing costs when they move (unless another engineer unit has established a bridge for them). A bridging-eligible engineer that starts a friendly movement phase next to an unbridged river hexside may move itself to the other bank, but it may not then facilitate the crossing of any other units that phase. Note that any water hexside that has land on both sides may be bridged.

8.11 Soviet Marine Amphibious Movement

Once in each Soviet Movement Phase, a maximum one Soviet marine unit may make an amphibious move. To conduct such a move, the chosen unit must begin the phase already in a major river or coastal hex that's not immediately adjacent to any German unit(s). That marine unit is then moved along contiguous major river and/or all-sea hexes. There is no limit to the number of such hexes through which the unit may move. It must end its move on a major river or coastal hex. That consumes the entire movement allowance of the unit for that phase. It may not enter any hex containing any German unit(s). The moving marine unit is subject to normal defensive fire.

8.12 Rubble

A hex containing a Rubble marker costs an extra (+1) MP to enter, in addition to all other applicable costs for entering that hex.

8.13 Prohibited Hexes

All-sea hexes and all-sea hexsides are prohibited to ground units except as described above in 8.11, though any unit's fire may always be traced into and through them. Also see 15.2.

8.14 Enemy Occupied Hexes

may never be entered by your ground units. Air strikes may be placed in enemy occupied hexes to conduct attacks; see section 12.0.

9.0 Defensive Fire

Design Note: *If this is your first reading of these rules, you may want to skip this section for now; go on and read the rest of the rules; then come back to this section. We put the defensive fire rules section here because this is where it falls as you go through a game turn, all of which will make sense to you once you've gotten a game turn's play under your belt.*

9.1

Defensive fire is conducted by each player during his opponent's movement phases. The opportunity to conduct defensive fire is triggered anew each time a moving enemy unit enters a hex immediately adjacent to one or more of your defensive-fire-capable units.

9.2 Procedures & Strictures

Follow the normal offensive fire procedures (see section 10.0), but with the following changes. The non-moving player may declare “defensive fire” each time a moving enemy unit enters a hex immediately adjacent to one or more of his defensive-fire-capable (DFC) units. When that declaration is made, the moving player must pause his unit’s movement to allow the defensive fire to be resolved against it. Any friendly DFC unit or stack may potentially conduct defensive fire any number of times per enemy movement phase. Each such unit or stack may do so each time a new opportunity, in the form of another moving enemy unit coming adjacent, presents itself.

Defensive fire may be declared only against moving enemy units, and the fire is resolved within the hex the moving enemy unit is entering. If there’s a non-moving enemy unit in the hex receiving defensive fire, that non-moving unit is in no way affected by the defensive fire’s outcome.

A moving unit is subject to new enemy defensive fire each time it enters a hex immediately adjacent to one or more DFC enemy units, even if it’s the same enemy unit(s) conducting the defensive fire each time. For example, if, for some strange reason, you decided to move one of your units into all six hexes immediately around some enemy occupied hex, you would be subject to new defensive fire each time your unit entered a next hex.

When a moving unit enters a hex in which it will be subject to defensive fire, all the DFC enemy units available to make that fire must combine their fire into one effort. That’s true if the DFC enemy units are stacked together in just one hex or if they’re located in several hexes. Defensive fire uses normal terrain die roll modifiers, but command control restrictions (see section 13.0) don’t apply.

9.3 Ineligible Units

Indirect fire units and air strike counters may never conduct defensive fire. Further, air strike markers may never have defensive fires directed against them. Note that DFC units stacked with defensive-fire-ineligible units aren’t thereby made ineligible to make defensive fires.

9.4 No Ranged or Indirect Defensive Fire

In addition to the limits given above, no units (DFC or not), may conduct defensive fire from hexes that aren’t immediately adjacent to the moving enemy unit about to receive that fire. In other words, you can’t ‘call in’ more distant units to aid you in your defensive fires.

9.5 No Rubble, Close Assault or Advance After Combat

Defensive fire never results in the placement of a Rubble marker (see 10.20), no matter the outcome. Defensive fire may not be made as a close assault, nor does it ever result in an advance after combat (see 10.17).

9.6

Defensive Fire only takes place in the enemy movement phase. Consequently, it may not be launched against units that advance after combat or against enemy reinforcements as they’re initially placed on the map.

10.0 Offensive Fire

10.1

During your own side’s Offensive Fire Phases, your units may fire at enemy units within range. Combat is executed by totaling the fire strengths of all firing units, finding that strength within the appropriate column-heading on the Combat Results Table (CRT) printed on the mapsheet, then rolling a die and applying all applicable die roll modifiers (DRM) to get a final

result. Each unit may potentially fire in one or two ways in every game turn: one offensive fire during each friendly offensive fire phase, and any number of defensive fires during each enemy movement phase. A firing unit is considered the “attacker,” and a unit or stack being fired on is considered the “defender,” regardless of the overall strategic posture of a side or if a given combat is offensive or defensive fire.

10.2 Strictures

Each of your units may fire no more than once per friendly offensive fire phase, but no unit is ever forced to fire offensively or defensively. You may choose to fire with some, none, or all of your units during each of your offensive fire phases throughout the game. The attacker need not declare all his fires at the beginning of his offensive fire phase; he announces and executes them one at a time in any order he desires. The resolution of one offensive fire must be completed before that of the next is begun.

If you need a memory aid to help you recall if a given unit has already fired during an offensive fire phase, maintain a common facing among all your units and rotate each one 180 degrees when it fires.

A targeted hex doesn't need to contain enemy unit in order for you to be able to direct fire into that hex. You may want to do so in order to rubble the hex or for bridge demolition (see 10.19, 10.20 & 10.21). No offensive fire may ever have as its target more than a single hex. If two enemy units, rather than just one, are located in a hex attacked with offensive fire, both those units share the same combat result (that's not true for defensive fires; see 9.2).

10.3 Firing Procedures

First designate the firing units and their target hex. Total the number of attacking fire factors, which gives the attacking fire strength. Go to the column on the CRT corresponding to that fire strength. The attacking player rolls a die and applies all applicable DRM. Cross-index the final, modified, die roll result within the previously chosen fire strength column. That gives the combat result, which is applied immediately. Note the defender's fire strength in no way affects this procedure. Units in this game have no “defense factor.”

10.4 Multi-Unit Fires

In general, units may fire by themselves or in groups, as long as the single target hex is within the range of all firing units. If attacking in groups, then use the combined total fire strength and also see section 13.0.

10.5

A given hex may not be attacked more than once in a single offensive fire phase.

10.6 Range

Each unit has a printed range factor (see 2.5), which is expressed as a number of hexes. Units may fire only at hexes within their ranges. Count the target hex but not the firing unit's hex when determining range. For example, a unit in hex 2202 that was firing at hex 2206 would be firing at a range of four hexes. A unit may fire out to, but not beyond, its range.

10.7 Line of Fire (LOF) & Blocking Terrain

A unit may always fire into a hex immediately adjacent to it (a range of “1”). If the range is more than one hex, however, first trace a line of fire (LOF) to the target. LOF are visualized straight lines running from the center of a firing unit's hex to the center of a targeted unit's hex. If such an LOF runs through any hex containing any amount of “blocking terrain,” the firing unit may not fire at that “blocked” target. Terrain in a firing or target hex never blocks LOF. That is, a unit can always fire out of or into a hex; LOF are blocked for purposes of firing

through hexes. If an LOF passes directly along a hexside, and one of those hexes contains blocking terrain and the other doesn't, that LOF isn't blocked.

10.8 In-Hex Blocking Terrain

The following in-hex terrain types block LOF as described above: urban and heavy structures, both of which still block if a rubble marker is present. Units and markers (other than rubble) never block LOF.

10.9 Prospekts & Railroads

A unit may trace a line of fire through otherwise blocking terrain if the entire line of sight is traced directly along Prospekt and/or railroad hexes via the hexsides traversed by them as shown on the map.

10.10 DRM

The attacker modifies his fire die rolls due to certain conditions, all of which are cumulative; use all that apply. Note the final DRM is added to the outcome of the die roll; it isn't added to the strength of the firing unit. For example, a unit with a fire strength of eight receives a DRM of plus-two (+2). It still fires on the "£ 9" column on the CRT. If the die roll is a two, that fire's final, modified, die roll result is four. Final DRM may be positive, negative or zero. Positive DRM work in favor of the defender; negative DRM work in favor of the attacker. All DRM are listed beneath the CRT on the mapsheet.

10.11 Close Assault DRM

If units are making a close assault (see 10.15), they thereby gain a -1 DRM. Note that simply being adjacent to the enemy is not sufficient to gain the close assault DRM, the attack must be declared a close assault.

10.12 Anti-Armor Units

If a target hex contains any armored units (see 2.10), the attacker must add a plus-two +2 DRM, unless one or more of his involved firing units have anti-armor capability (see 2.11). If one or more involved firing units have anti-armor capability, don't add that DRM.

10.13 Stack Defense

If there are more than one defending units in a hex receiving offensive fire, roll individually on the CRT for each one. Use the full attack strength for both attacks. If some DRM would apply to one of the units in the targeted hex but not to the other, use only those for the unit being attacked. For example, Soviet units with a total strength of 25 fire on a clear terrain hex containing a German armor unit and a German infantry unit. Roll twice on the 20-29 column, applying the armor DRM for the attack on the armored unit but no DRM for the attack on the infantry unit.

10.14 Combat Results

There are only two combat results: Elimination ("E") and No Effect ("-"). Eliminated units are simply put into the dead pile. Units receiving a no effect result aren't affected in any way.

10.15 Close Assault & Advance After Combat

The participation of one or more "close assault capable" (CAC) units (those with parenthesized fire factors; see 2.11) in a hex immediately adjacent to an enemy unit or stack receiving offensive fire allows those CAC units to advance after combat into the defender's vacated hex. Close assault is entirely at the player's option. Resolve offensive fire normally, except if the combat result is "E," those CAC units involved in that close assault may enter the

vacated hex. That's called "advance after combat." Advance after combat is never mandatory, but it must be decided on prior to beginning the resolution of the next combat. Also note such advances don't in any way use up normal movement phase movement allowances. Advance after combat doesn't trigger enemy defensive fire.

10.16 Rivers & Bridges

Close assault and advance after combat may not take place across major river hexsides except via a printed bridge or engineer-established pontoon bridge. The fires still incur a DRM. Close assaults across unbridged minor river hexsides or bridges also incur a DRM.

10.17 Bridge Demolition Attacks

are a special kind of offensive fire that either player may choose to conduct against the bridges printed on the mapsheet starting with Game Turn 3. If the result is "E," place a bridge demolished marker over that bridge on the map. Bridge demolition attacks are conducted just as regular offensive fires, except only the DRM listed specifically for them beneath the CRT are ever applied to such efforts. A printed bridge, once demolished, is out of play for the rest of the game (though an engineer could establish a pontoon bridge there).

10.18 Rubble Creation & Effects

Whenever offensive fire into an urban or objective hex gets an "E" result, the attacking player should immediately roll the die again. If that die roll is a six, place a rubble marker in the just-vacated hex. No DRM are ever applied to rubble rolls. A rubble marker doesn't prevent advance after combat. A rubble marker once placed remains in its hex for the rest of the game. Rubble works to increase the movement cost and defensive value of urban and objective hexes. No hex may ever receive more than one rubble marker, no matter how much and what kinds of combat take place in it over the course of a game.

10.19 Structure Demolition Attacks

are a special kind of offensive fire that both players may choose to conduct against urban or objective hexes that are empty of all units of both sides at that time. If the result is "E," place a rubble marker in the hex. Structure demolition attacks are conducted as regular offensive fires, except only the cumulative DRM list specifically for them beneath the CRT are applied.

10.20 Engineer Attacks

are a special kind of offensive fire that may be conducted by engineer units (excluding bridging engineers) into urban, heavy structure or fortified hexes. If at least one unit conducting a close assault against an urban, heavy or fortified hex is an eligible engineer type, the defensive terrain DRM for the hex is negated. This does not negate the effects of rubble.

11.0 Indirect Fire

11.1

Units carrying the indirect-fire-capable (IFC) symbol ("+") may conduct such fire, which allows them to fire ignoring normal LOF restrictions concerning blocking terrain.

11.2

Indirect fire is conducted in the same manner as offensive fire, but such units' LOF aren't affected by blocking terrain of any kinds. Indirect fire may be combined with direct fire in the same offensive fire combat. Indirect-fire-capable German units may conduct such fire anywhere on the map within their range. Soviet IFC units may conduct indirect fire only if a

friendly unit of the same sub-command can trace a normal LOF to the target hex (that's called "spotting"). The spotting unit's LOF may be of any length up to and including its own range allowance. The spotting unit doesn't have to fire at the spotted hex; it may fire at the same or another hex, or it might simply not fire at all.

11.3

Indirect Fire may not be used for defensive fire.

12.0 Air Support

12.1

Each air strike marker has a fire factor printed on it that's used in the same manner as indirect fire, with the following special modifications. Note that both sides have different procedures for using airpower.

12.2 German Air Strikes

The German player starts the game with a number of air strike markers determined by his reinforcement schedule (section 19.0). He may use available air strike markers once each, once per game turn.

12.3 German Air Strike Phase

All German air strike markers attack during the German Air Strike Phase. Note that's prior to German movement. No German air strikes are used during the German Offensive Fire Phase.

12.4 Soviet Air Strikes

Soviet air markers are part of the Leningrad Front Reserve. When picked as reinforcements, the Soviet player places them off to the side of the map. He may make use of those available markers during any Soviet player turn. After each use, the Soviet player returns the used air unit to the Leningrad Front Reserve pool.

12.5 Soviet Air Strikes

All Soviet air units attack, as indirect fire units (spotting required), during the Soviet Offensive Fire Phase. Note there is no separate Soviet Air Strike Phase.

12.6 Characteristics

Each such unit may be used only once per appropriate phase each game turn. Air strikes may never be used for defensive fire. Air markers are indestructible, have infinite range across the map, and should be placed atop the enemy hex they're attacking. Enemy aircraft may not attack or otherwise intercept each other.

12.7 German Limits

The German player may combine up to three air units into an attack against a single hex. He may not in any way combine an air strike with the fire of any ground unit.

12.8 Rudel

This unit represents the Stuka ace Hans Rudel. Any attack in which Rudel is involved has an additional -1 DRM.

12.9 Soviet Limits

Soviet air strikes are subject to normal Soviet command control restrictions (13.4). Further,

though the Soviet player may potentially combine both his air markers in the same attack, but he may not combine his air strike fire with that of any ground unit.

12.10 Anti-Aircraft Fire

Note the anti-aircraft DRM listed beneath the CRT on the mapsheet. It will reduce the chance of success of an air strike, but will never eliminate the air unit itself.

12.10 Rubble

Whenever an air strike into an urban or objective hex gets an “E” result, the attacking player should immediately roll the die again. If that die roll is a five or six (always unmodified), place a rubble marker in the just-vacated hex.

13.0 Command Control

13.1

Generally, units that fire together in groups must belong to the same sub-command.

13.2 German Sub-Commands

Each German division is one sub-command. German units that fire in groups must belong to the same division. The fire of more than one division's units may not be combined in a single fire. The 56th Panzer Corps forms another sub-command; however, the German player may combine the fire of up to three 56th Panzer Corps units with that of each and every division. Within that stricture, there is potentially no limit on the number of units each non-SS German division and corps may combine into any single fire.

13.3 SS Divisions

The German player may combine the fire of no more than four units within each SS division against a single hex in a single offensive or defensive fire. He may add 56th Panzer Corps units to SS divisional fires, but they count against the four units per single fire restriction.

13.4 Soviet Sub-Commands

The Soviet 42nd Army and Leningrad Front Reserve units each form a separate sub-command. The units of one may not combine fire with that of the other. The Soviet player may never combine the fire of more than three units within each of his sub-commands against a single hex in a single offensive or defensive fire.

13.5

Within the above restrictions, a player may fire any number of units within each of his sub-commands at the appropriate times. Also see section 14.0.

14.0 Leaders

14.1

The three leader units in the game, though they're printed in the colors of specific sub-commands don't functionally belong to any sub-commands. They may apply their abilities to all units on their side.

14.2 Fire Effect

Each leader has a command radius printed on his counter. A player may combine the fire of any number of friendly units within a leader's command radius. Moreover, units of different commands may be combined in such leader-directed fires, regardless of other considerations.

14.3 Command Radius

is measured in hexes from the leader counting outward. For example, a leader with a command radius of "2" would be able to command all units in its own hex, in all adjacent hexes and two hexes away. Command radius may be through any kinds of terrain and any number of enemy units.

14.4

There's no additional effect if both Soviet leaders exert a command radius into the same hex.

14.5 Stacking

Leaders stack for free, and they may stack with any units on their side.

14.6

Leaders are never affected by indirect fire, nor by fire directed at their hex from more than one hex range nor by air strikes. If they're in a hex being targeted by such fire, other units in the hex could be affected normally, but not the leaders. Leaders may be eliminated only by an E result from a close assault.

14.7 No Leader Replacement

Leaders may not be replaced if eliminated.

15.0 Soviet Special Units

15.1 Aurora RR Artillery

This unit may move only on contiguous railroad hexes (no matter if German or Soviet controlled). It may move an unlimited number of railroad hexes in each Soviet Movement Phase, though it is subject to normal defensive fire. It may not be replaced if eliminated.

15.2 Gunboat

The gunboat unit may move only on major river, coastal and all-sea hexes; otherwise treat it as an armored unit. It may not be replaced if eliminated.

15.3 Naval Bombardment

This Red Banner Fleet unit is deployed off map and is used similarly to Soviet air strikes. Place it on the map only when it fires. After each use, the Soviet player removes the unit from the map and rolls a die. Place it on the turn record chart that number of turns later; it returns to play on that turn. It has an unlimited range, but its fire may not be combined with that of any other unit. The German may not attack it in any way.

15.4 Marines

See rule 8.11.

15.5 Komsomol

units may attempt to utilize the Leningrad Metro (subway) tunnels. Komsomol units that begin their move on an objective hex may declare a "Metro move." The Soviet player rolls a die. On a one through three, the move succeeds; on a four through five, the unit remains in its start hex; on a six it's eliminated. If a Metro move succeeds, the Soviet player may immediately place the moving Komsomol unit on any other non-rubbed objective hex. That consumes the unit's entire movement allowance for that phase. Metro moves may be any distance, and may be through enemy units. A unit may not attempt a Metro move if the starting or ending

hex is rubble, or if the ending hex is German occupied. Metro moves may be made into German controlled objective hexes as long as such hexes aren't actually German occupied at that time. Metro moves are subject to defensive fire in the final hex of the move. Within these strictures, the Soviet player may attempt any number of Metro moves in each of his movement phases throughout the game (but no more than one attempt per Komsomol unit per phase).

16.0 Leningrad Defensive States (Optional)

16.1

As the German spearheads approached Leningrad, its defenders frantically prepared its defenses. Those efforts initially consisted of setting up fortified lines outside the city, but then expanded to the construction of numerous barricades, tank traps and other defensive strongpoints within Leningrad itself. What this rule allows for is a somewhat later start by the Germans, thereby allowing more time for increasing Leningrad's defenses, but at the same time giving the Germans more time to move up their support system.

16.2

Prior to initial set up, the Soviet player openly rolls a die. On a result of one through three, there are no changes to the rules. On a result of four through six, Manstein is considered to have hesitated at Luga long enough to allow the city to be better barricaded and organized for the defense. That delay has the following effects.

- 1) Neither player may use motorized movement on Prospekt or railroad hexes, though such hexes may still be used normally for tracing LOS.
- 2) The Soviet player may stack two units in all hexes on the map.
- 3) Starting on Game Turn 2, the German player receives one additional replacement unit per game turn ("additional" as compared to the schedule given in rule 7.4).
- 4) Use the Soviet Enhanced Defense marker as a mnemonic by placing it prominently on the map.

17.0 Fanaticism (Optional)

16.1 National Socialist Ardor

If a German close assault has at least 50 percent of its fire strength made up of SS Totenkopf Division Units that are adjacent to the target hex, that player may declare "National Socialist Ardor." That generates an additional -1 DRM.

17.2 Proletarian Revolutionary Fervor

If a Soviet close assault has at least 50 percent of its fire strength made up of Komsomol and/or NKVD units that are adjacent to the target hex, that player may declare "Proletarian Revolutionary Fervor." This generates an additional -1 DRM.

17.3

In both of the situations above, the player declaring the special attack must eliminate one of the close assaulting units. That elimination comes immediately after the die roll for that combat, regardless of that outcome.

18.0 German Airborne Assault (Optional)

18.1

German airborne reinforcements may enter the map via airborne assault instead of marching on. That may only be done on the turn of their arrival as reinforcements. Airborne replacements may not make an airborne assault.

18.2

Airborne units may land only in clear terrain hexes up to normal stacking limits. Designate the landing hex(es). Roll a die for each such unit and consult the Airborne Assault Table printed on the mapsheet.

18.3

Airborne units may not land in hexes containing enemy units or fortifications. Units that make an airborne landing may make no other move that turn. Soviet units may initiate defensive fire against them as they land. An airborne unit that enters in this way may not use motorized movement for the rest of the game.

19.0 Reinforcement Schedules

19.1 German

All German units enter the map as reinforcements. They move onto the map from the south map edge (or via optional airborne assault). When a German division is triggered to enter, all units of it move onto the map during the same movement phase; *56th Panzer Corps* units and air strike markers are entered as individual units.

If a division that's already entered play is triggered again, there's no further effect. Units of *56th Panzer Corps* and air strike markers are picked at random. If all those units and/or markers have been picked, no more are received. If a sub-command or unit is scheduled to enter after the last turn of the game, it's not received. German units always enter the map face up.

Game Turn 1

- 1) Von Manstein leader: automatically.
- 2) Air Strikes: Randomly pick six air strike markers.
- 3) *56th Panzer Corps*: Roll a die and halve that result, rounding up any remainder. Randomly pick that number of units. (That is, you will receive from one to three *56th Panzer Corps* units on Game Turn 1.)
- 4) Roll a die. The following sub-command appears:
1-3: *3rd Motorized Division*
4-6: *8th Panzer Division*

Game Turn 2

- 1) The German player receives the division that wasn't picked in step four of Game Turn 1. (That is, by Game Turn 2, both the *3rd Motorized* and *8th Panzer Divisions* will be on the map.)
- 2) *56th Panzer Corps*: Roll a die and halve that result, rounding up any remainder. Randomly pick that number of units.

Game Turn 3

- 1) Roll a die. The following sub-command appears:
1-3: *269th Infantry Division*
4-5: *SS Totenkopf Division*

- 6: SS Polizei Division
- 2) 56th Panzer Corps: Roll a die and halve that result, rounding up any remainder. Randomly pick that number of units.

Game Turn 4 & After

Roll a die to determine which reinforcements will enter play this turn.

1-3: one division of the two that wasn't selected on Game Turn 3 is received. If there are two divisions left, pick one by rolling another die for each, and the higher result is the reinforcement (re-roll ties). If there is only one division left, then that division is received. Additionally, one unit from 56th Panzer Corps enters on each of these turns.

4: two units from the 56th Panzer Corps enter this turn.

5: three units from 56th Panzer Corps enter this turn.

6: One new air strike marker enters this turn. Also, 7th Airborne Battlegroup enters next turn.

19.2 Soviet 42nd Army

Starting with Game Turn 2's Soviet Reinforcement Phase, the 42nd Army receives reinforcements as follows: total the number of non-rubbed objective hexes that are Soviet controlled. Divide that total by six and round down any remainder. That's the number of 42nd Army units the Soviet player picks at random from that pool. The Soviet player enters 42nd Army reinforcements on friendly controlled objective hexes. Those hexes may not be rubbed, nor may they be adjacent to German units. No more than one reinforcement unit may be placed per objective hex per turn. They may be placed over-stacked if Soviet units are already in the hex, but the stacking situation must be restored by the end of the immediately following Soviet Movement Phase or the arriving unit is eliminated. All 42nd Army reinforcements may be entered face down on the map, as per fog of war rules.

19.3 Leningrad Front Reserve

Starting with the Game Turn 2's Soviet Reinforcement Phase, the Soviet player rolls a second die and picks at random that number of Leningrad Front units. These units move onto the map from the north map edge, and/or the east map edge north of hex 4501, inclusive. Leningrad Front Reserve reinforcements are picked randomly, but they are then entered face up on the map.