HITLER ✠ TURNS EAST

RULES of PLAY

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READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.51, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

The game includes: 1 17" x 22" map, 1 set of 144 counters, and 1 page Player's Aid Charts (PAC) on the back of this rulebook. If any of the supplied parts are missing or damaged, write to:

Against the Odds Magazine
PO Box 165
Southeastern, PA 19399-0165 USA
Attn: *Hitler Turns East*

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

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *Hitler Turns East* discussion folders at www.consimworld.com.

1.0 INTRODUCTION

Hitler Turns East looks at what was probably the decisive campaign of the Second World War through the lens of Command. On both sides powerful dictators issued sometimes very detailed instructions to not-always enthusiastic commanders, who in turn were often more interested in their own career advancement (or in the Soviet case, personal survival) than the overall strategic picture. Initially faulty command decisions almost cost Stalin the war, but in the end a lack of strategic focus brought about the first major defeat of the German Army in WWII.

2.0 THE COMPONENTS

2.1 The Map

The game map represents the area of over which the battle was fought. The map is divided into hexagons, used to regulate movement and unit positioning. Each hex is approximately 50 miles across. The terrain symbols are explained in the Terrain Effects Chart. In addition, the Map sheet contains a number of Tracks used to facilitate play. They include:

• *Turn Record Track*
The map contains the Turn Record Track (TRT) used to track the current game turn. Each turn represents one month of time.
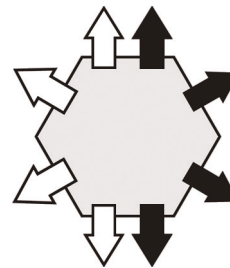
• *German Victory Point Track*
Used to track current German Victory Points.

• *Orders Boxes*
Used to record current Orders issued to the listed German Army Groups or Soviet Fronts.

• *Advance and Retreat Compasses*
Used to determine Advance and Retreat directions for each side.

2.2 The Counters

2.2.1 Combat Units
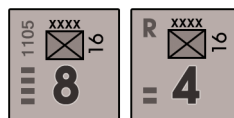
These units represent ground forces of the campaign. Axis Armies are 4-step units (an at-start counter with full strength and second step back and then a replacement counter, noted by the "R" in the upper left, with the third and fourth steps). Axis Garrison units are 1-step units. All other Axis Combat units are 2-step units, with the stronger side on the front and the weaker, reduced 1-step side on the back. The number of steps remaining for a unit is indicated by the number of bars in the lower left of the counter. All Soviet Combat units have a single step. Oversized Soviet Armies are 1-step armies that begin with a combat strength of 3 or more. Once eliminated they always return as normal 2 Combat Factor single-step armies (this is noted by an "e" above the Step marking). Besides unit type, size, and historical ID, Combat units have a single Combat Factor used in both Attack and Defense. *(Exception: German Garrisons, Soviet Partisans and Independent Coastal units may only defend and have their combat factor noted in brackets.)*

Unit Counter Diagrams

*Setup Hex **or** Entry Turn & Front** — *ID* — *Reduced* — *Unit Size*** — *Unit Type*

REGULAR INFANTRY
FRONT — BACK

REDUCED INFANTRY
FRONT — BACK

GARRISON
FRONT

 # Steps (4-3-2-1)

Combat Factor (CF)

Leader attached

Defense-only CF

GERMAN ARMOR
FRONT — BACK

(RED FACTORS)

LEADER MARKERS
GERMAN — SOVIET

Setup Hex

Orders Roll Range

Entry Turn

SOVIET MECHANIZED
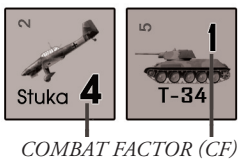
Special Restriction***
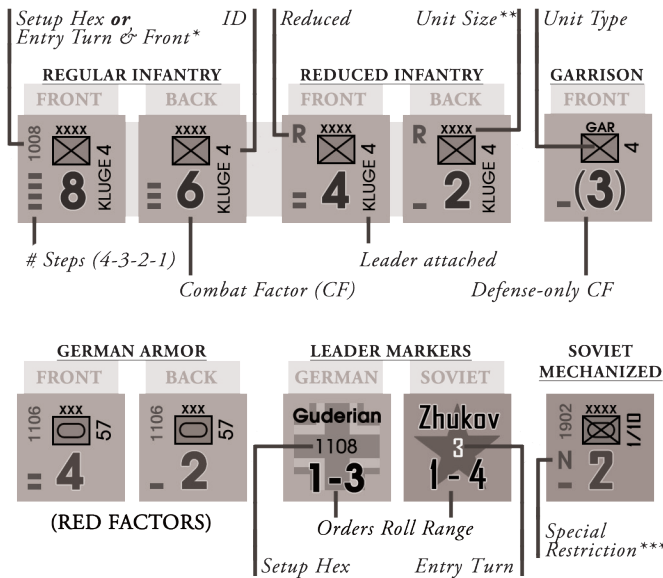
*Unit Reinforcement Codes:
NW**- Northwest Front
W- West Front
SW- Southwest Front
S- South Front
C- Army Group Center

****Unit Size:
XXXX**- Army
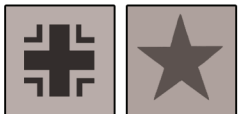**XXX**- Corps
GAR- Garrison

*****Restrictions Codes:
N**- Never can be rebuilt
E- Only rebuilt at reduced (backside) strength.

2.2.2 Combat Support Markers

German Luftwaffe and the Soviet T-34 Marker add their Combat Factor to their side on Attack or Defense. They may not attack on their own and suffer no effects from Combat.

COMBAT FACTOR (CF)

2.2.3 Order Markers

These Markers are purchased and then next turn randomly drawn from the Orders Cup to determine the order that units on the board perform Action Rounds. Order Markers, when drawn, are placed on the Orders Boxes on the map of the Army Group or Fronts chosen to be activated. This also determines the Movement Factors of the activated units, and the limits under which they operate.

2.2.4 Game Markers

Game markers are used to keep track of various game events and functions. The Game Turn Marker keeps track of the current game turn. The Victory Point Marker records current Axis Victory Points.

2.3 The Player's Aid Charts (PAC)

Contains the Terrain Effects Chart, Combat Results Table, Counter-attack Table, Command Points Table, and Orders Summary Listings.

3.0 SET-UP AND VICTORY

3.1 Set-Up

Each player should separate his units (including German Luftwaffe and Soviet T-34 Support markers) into those with a 4-number hex set-up code and those with a one or two digit Turn of Entry Reinforcement code. Place units with a hex number in the appropriate hex on the map (German Army units must be placed at the top of any stack of German units). Place those with a Turn of Entry number on the appropriate space on the Turn Record Track. One German Luftwaffe Support Marker is available for use on Turn 1. Place the Game Turn marker on the Turn 1 space. Place the German Victory Marker on the 0 Space on the Victory Points Track. The German Player places two Blitz OKH Order markers and one Hold/Advance to Contact (Hold/ATC) OKH Order markers in a mug or other opaque container. This is known as the Orders Cup. Since the Germans have Initiative on turn 1, one Blitz Order Marker is placed on one of the Army Group Orders boxes (German Player's choice) on the map as that Group's Turn 1 Orders which will be performed after setup. The Soviet Player places 3 Hold/ATC Stavka Order markers, 1 Withdrawal Marker, and all three Counter Attack (CA) Stavka Order Markers in the cup with the German OKH Order Markers. Place all other markers aside within easy reach.

3.2 Victory Points

VPs are awarded for control of the red-titled or symbol VP locations (towns, cities, or Oil Resource hexes) marked on the map (see terrain key). VPs are only awarded at the end of the game. At the end of the last game turn, the German Player wins if he holds 12 or more VP spaces with a Line of Communication (LOC, Section 9.2) to the west map Edge; otherwise the Soviet Player wins. Draws are not possible. Moscow is worth 3 VPs; Leningrad is worth 2 VPs; Rostov and Sevastopol are worth 2 VPs each. A VP track is located on the map to facilitate a running total of VPs for those who wish to use it.

3.3 Automatic Victory

The German Player wins immediately at end of any Game Turn if he controls

• Kiev, Leningrad and Moscow; or

• Kiev and Moscow, and Leningrad must be tracing supply through the Lake Supply hex; or

• Leningrad, Rostov, and either Maikop or Sevastopol.

In all cases the controlled named hexes must have an LOC (Section 9.2) to the west map edge.

4.0 SEQUENCE OF PLAY

Each game turn is divided into Phases, during which players conduct specified actions. Every action taken by a player must be carried out in accordance with the sequence given below. Once a player finishes his activities for a given phase or round, he may not go back to perform some forgotten action unless his opponent permits it. Game actions take place in the following order:

I. Axis Reinforcement/Replacement Phase
Place Reinforcements in any town/city hexes in East Prussia or the General Government. Bring to full strength any eligible reduced Army or Panzer Corps that receive a replacement step. The Germans get 1 Army Replacement Step each non-Snow Turn after Turn 1. The Germans get 1 Panzer Corps Replacement Step each non-Mud and non-Snow Turn after Turn 1. Units must be in full supply to get replacements.

II. Soviet Reinforcement/Replacement Phase

Place Reinforcements in any town/city hexes in the USSR. If a specific Front is listed the unit must be placed in that Front. Units may also be placed anywhere on the Soviet Off Map Zone hexes. Soviet replacements enter as Reinforcements, but free of all Front restrictions. The Soviets get a number of replacement Armies as shown on the Turn Record Track starting on Turn 3.

III. Command Points Phase

On Turn 1 roll for Turn 2, on Turn 2 for Turn 3 etc. (Command Points for Turn 1 are given). Purchase and write down on a paper the Orders purchased for next Turn.

IV. Initiative Phase

Players will determine Initiative; Initiative player chooses first Order Chit (may be either player's). All other Orders purchased for this Turn go into a draw cup, along with eligible CA chits and Zhukov (if available).

V. Action Phase

Perform the first activation as chosen by the Initiative player. Then order chits are randomly picked from the cup. Each non-CA order chit is assigned to an area by the active player. The player completes all unit movement and combat for units in the area. This is completed once for all four fronts on each side. If a CA chit is drawn, perform actions as described in Section 7.3.

VI. End Phase

Determine Attrition (Section 10.2). Roll to see if Hitler takes command (Section 7.5) if it is Turn 6 or later and Hitler has not yet taken Command. If no there is no Automatic Victory, proceed to the next Turn. If it is the last Game Turn, determine victory.

5.0 REINFORCEMENT AND REPLACEMENTS

Reinforcements represent the entry of new combat units or capabilities represented by Game Markers into the game. They are placed as indicated on the counter on the Turn Record Track until their Turn of Entry. Replacements represent the return of previously destroyed combat units (keeping in mind that destroyed generally means "rendered combat ineffective" rather than "killed to the last man") to the game, or the return of previously reduced combat units to full strength. Each player has his own Reinforcement/Replacement Phase, and Reinforcements should be taken before Replacements.

5.1 Axis Reinforcement/Replacements

5.1.1 Place German Combat Reinforcements in any Town or City hexes in East Prussia or the General Government within the stacking limits.

5.1.2 Place Reinforcing Luftwaffe Support Markers aside for use that Turn.

5.1.3 The Germans get 1 Army Replacement Step each non-Snow Turn after Turn 1.

5.1.4 The Germans get 1 Panzer Corps Replacement Step each non-Mud and non-Snow Turn after Turn 1.

5.1.5 Units must be in supply to get replacements, but may be adjacent to Soviet units.

5.1.6 Each replacement Step allows the German Player to bring an eligible Army or Panzer Corps to full strength.

5.1.7 Replacement steps may not be saved, and any that are not spent are lost.

5.1.8 German Replacement Steps may not be used to return eliminated units to the game.

5.2 Soviet Reinforcements/Replacements

5.2.1 Place Soviet Combat reinforcements in any controlled (Section 8.2) Town or City hexes in Russia, within 4 hexes of a friendly unit or an Automatic Victory City that has an LOC (Section 9.2) to the east edge. They must be placed within the stacking limits.

5.2.2 If a specific Front is listed on the reinforcing unit, the unit must be placed in that Front. Front abbreviations are: NW-NorthWest Front, W-West Front, SW-Southwest Front, S-South Front.

5.2.3 Alternatively Combat Units may be placed anywhere on the Soviet Off Map Zone hexes regardless of Front restrictions.

5.2.4 When it enters play the Soviet Zhukov Marker is placed in the Orders Cup.

5.2.5 When available, the Soviet T-34 Support Marker should be placed aside for use during the Turn.

5.2.6 Soviet Mechanized Corps cannot be replaced and this is noted by an "n" above their step marking.

5.2.7 Soviet replacements enter the map the same as Reinforcements but can be assigned to any front. They are first placed into the Front Orders box and then entered onto the board when the front activates.

5.2.8 The Soviets get replacement Armies starting on Turn 3. See the Soviet brown section of the Turn Record Track for the number of Replacement points. These are used to return eliminated Soviet armies to the map only. The number on the Turn Track is the minimum number of armies they receive. When the German player captures a Soviet VP location for the first time, the Soviet player takes one eliminated army and places it on a future Turn's box (filling them from left to right) on the Turn Track. The maximum number of replacement armies that the Soviet player can receive in a Turn is noted in the box as well. So when placing the replacement armies onto the track, the Soviet player must take into account what the minimum number is for that Turn and only add additional armies, so that when the minimum value and the number of armies placed into that box are added together it does not exceed the maximum value listed. Any unused replacement points are lost.

Example
It is Turn 2. The German player captures 3 Soviet-controlled Victory cities. The Soviet player places an eliminated Soviet Army (if available) onto the Turn 3 box for the first and second city as the German captures them. When the third city is captured, since the Turn 3 box has a minimum replacement value of 2, with 2 units in the Turn box already, this sum is 4 (the turn's maximum value listed). So the third army will have to be placed in the Turn 4 box. During the Soviet Reinforcement/Replacement Phase of Turn 3, the Soviet player chooses 2 other eliminated armies (if available), takes the two armies on the Turn 3 box, and places them into the Front boxes of his choice (thus placing up to 4 replacements onto the board).

Note
Soviet Armies that begin with a Combat Factor of 3 or more have only one step, and once eliminated they may only be replaced as normal 2 Combat Factor armies (their flip side). This is noted by the "e" above their front side step bar of their counter.

5.3 Soviet Off Map Zone Hexes

5.3.1 These hexes act as ultimate supply sources for the Soviet player, and may be used to enter Reinforcement/Replacements.

5.3.2 Axis units may never enter, attack into, or trace supply through these hexes.

5.3.3 Soviet units may attack out of these hexes.

6.0 WEATHER

A Turn's Weather is marked on the Turn Record Track. Weather is either Fair, Light Mud, Mud, Frost, or Snow. Weather affects Terrain costs (see Terrain Effects Chart), Command Point die rolls, and movement allowances (Light Mud).

7.0 COMMAND AND ORDERS

Combat units in *Hitler Turns East* do not have inherent Movement Factors. Instead the distance they can move across the map is determined by the current Orders they are operating under. Orders also determine their ability and method of attack, and other restrictions. Each turn both players will roll for Command Points, purchase 4 orders (OKH—German Army High Command or Stavka—Soviet High Command) for next turn. Then the orders purchased last turn for the current turn are placed in the draw cup (with the exception of one Order Marker which is chosen by the Initiative Player) and then turn activations begin.

7.1 Command Points

During the Command Point Phase each player rolls one die and consults the appropriate Command Points Table (Axis or Soviet) on the PAC to determine the number of command points they have to purchase the next turn's orders chits.

7.1.1 The die roll may be modified by the weather of the next Game Turn, and for the Axis, whether Hitler has taken Command of the German Army (an event that historically took place in December 1941).

7.1.2 Consult the table using the modified die roll to determine the number of Command Points you have available to purchase Orders for the next Game Turn. (So on Turn 1, you roll for Turn 2 Orders, on Turn 2 for Turn 3 etc. Orders for Turn 1 are handled in the Game Set Up instructions.)

7.1.3 You do not have to use every Command Point available to purchase Orders for the next Game Turn, but any points not spent are lost; they may not be saved.

7.1.4 You must purchase 4 Orders, one for each of your Army Groups or Fronts.

7.1.5 On a piece of paper, write down the Orders you are purchasing for next turn. Do not allow your opponent to see your chosen Orders purchases at this time; you must reveal them the next Turn when you place your purchased Orders Markers in the Orders Cup.

Example
On Turn 1 the German player rolls a 4 on the Axis Command Table. Because the Weather for Turn 2 (the Turn he is rolling for) is Fair, he adds +1 to the die roll, for a modified roll of 5. This gives him 12 Command Points. He might like to purchase four Blitz Order Markers, but it costs 4 Command Points to purchase a Blitz Order Marker and he must purchase Orders for all four of his Army Groups. So he purchases two Blitz Markers, 1 Assault Marker (3 Command Points), and 1 Hold/ATC Marker (1 Command Point) for a total of 12 Command Points. On a piece of scratch paper he secretly writes down "Blitz x2, 1 Assault, 1 Hold/ATC." (Feel free to abbreviate as long as your intent is clear.) Those will be the Orders he has available on Turn 2.

7.1.6 After writing down their Orders purchases for the following Turn, players determine who has the Initiative (see Section 7.7).

7.2 Purchased Orders

There are four Orders Markers that may be purchased. Orders cost different numbers of Command Points to purchase, and have different effects and restrictions.

7.2.1 Hold/Advance to Contact Orders

Costs **1** Command Point. Infantry units have a Movement Factor of 4; Mechanized Units (including the Soviet First Guard Cavalry Corps) have a Movement Factor of 6. Supplied Units in an Army Group or Front under these Orders may only move in a direction allowed by their Advance Compass (black arrows) on the map, unless they end their move in a Town, City, Fort, or Rough hex. They may not Attack. It costs +1 MP to exit a German Army's ZOC. Unsupplied units may move in any direction.

7.2.2 Withdraw

Costs **2** Command Points. Infantry units have a Movement Factor of 5; Mechanized Units (including the Soviet First Guard Cavalry Corps) have a Movement Factor of 7. A unit (supplied or not) under a withdrawal command may only move in the direction of the white arrows on its Advance compass (see map) and must end its move closer to its friendly board edge (east for Soviets and west for Germans) OR at least 1 hex away from its starting hex and either north or south of its movement start position unless it ends its move in a Town, City, Fort, or Rough hex. They may not Attack or enter an enemy ZOC, except that they may move directly from one ZOC hex into another, but must halt then if moving in the allowed directions.

7.2.3 Assault

Costs **3** Command Points. Infantry units have a Movement Factor of 4; Mechanized Units (including the Soviet First Guard Cavalry Corps) have a Movement Factor of 6. There are no movement restrictions. After all movement for that Army Group or Front is completed, units under these orders may Attack.

7.2.4 Blitz/Mobile Defense (Axis Only)

Costs **4** Command Points. Infantry units have a Movement Factor of 4; German Armor Units have a Movement Factor of 8. Apart from that, Blitz Orders are the same as Assault Orders, with the addition that German Panzer Corps may perform Mobile Assaults in Fair, Light Mud, or Frost turns. In a Snow Turn this is a Mobile Defense order rather than Blitz order. Infantry units have a Movement Factor of 4; Armor Units have a Movement Factor of 6. Mobile Defense allows defending Panzer Corps to treat DE as DR results. Otherwise Mobile Defense is the same as Assault.

7.3 Soviet Counterattack

7.3.1 Soviet Counterattack Orders are never purchased; instead they are placed into the Orders Cup on the Game Turns they are in play.

7.3.2 Three Counterattack Markers go into the Cup on Turns 1 and 2. 2 go into the Cup on Turn 3, and 1 goes into the Cup on Turn 4. (The counters have the turns they are available noted on them) There are no Soviet Counterattack Markers after Turn 4.

7.3.3 A Counterattack Marker is assigned to a Soviet Front randomly, based on a die roll. On a roll of 1 the Northwest Front Counterattacks; on a roll of 2-3 the West Front Counterattacks; on a roll of 4-5 the Southwest Front Counterattacks; and on a roll of 6 the South Front Counterattacks.

Note that the presence of an Order in the Command Box for that Front has no effect, nor does it matter if that Front Counter attacked previously this turn. Once used don't place a Counterattack Marker on an Orders Box; instead place it on the Turn Track for the following Turn (if it will be available that Turn) or remove it from play if it will not.

7.3.4 When a Soviet Counterattack is allocated to a Front, units that are not in contact will move to contact the nearest Axis units in their front. They have a Movement Factor of 4 for Infantry and 6 for Mechanized.

7.3.5 Once this movement is complete, add up the total number of Soviet Combat Factors, with an LOC to an Off Map Zone hex, adjacent to German Combat Factors on the chosen Front and treat it as a single Soviet Attack (see below), ignoring Terrain, Supply, and Weather, and roll for the Combat Result on the Counterattack Table (see PAC).

7.3.6 The result will be either the loss of a Soviet unit (A1) or the loss of a Soviet unit and an Axis step loss (B1). The owning player chooses the unit/step lost, but it must come from a supplied unit adjacent to a supplied enemy unit, on that Army Group/Front if possible.

7.4 Zhukov

After Zhukov enters the game, the marker is placed in the Command Pool. (Exception: if the Soviet Player has the Initiative he may chose Zhukov as the first activation for the Action Phase.) Zhukov is considered an Order Marker.

7.4.1 When Zhukov is first drawn, he can either be placed in the Orders Box of any Front that currently has no Order Marker, or be placed back into the draw cup and another chit drawn.

7.4.2 When Zhukov is drawn the second time he must be placed into an Orders box that has no command chit. Zhukov allows the Soviet player to issue an Assault Order at no Command Point cost.

7.4.3 If Zhukov comes out of the Orders Cup after all Soviet Fronts have been activated he has no effect.

7.4.4 If the Zhukov chit is drawn earlier and used to give orders to a Front, the Soviet player can ignore one of the later Soviet Order chit draws and redraw a new chit from the cup.

7.5 Hitler Takes Command
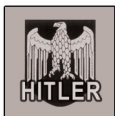
7.5.1 Starting at the End Phase of Turn 6, the Axis player will roll a die to see if the Fuhrer takes over direct command of the German Army.

7.5.2 Modify the die roll by the amounts shown if the Soviets control the following: +2 Moscow, +1 Leningrad, +1 Sevastopol, +1 Rostov. These modifiers are cumulative.

7.5.3 If the modified die roll is 7 or greater, Hitler Takes Command.

7.5.4 Place the Hitler Marker on the Turn Record Track to indicate this.

7.5.5 Once Hitler takes command

• He remains in command for the rest of the game and no more rolls are required

• The Guderian counter is removed from the game

• The Axis have a -1 die roll modifier (DRM) from all future Command Point die rolls.

7.5.6 Until then, the Axis player will make this roll at the End Phase of each successive turn.

7.6 Army Group/Fronts

German Army Group and Soviet Front Boundaries are marked on the map. Units may move, attack (but not Mobile Assault) or retreat across an Army Group/Front Boundary, but may only end their Movement/ Combat Advance across such a boundary if the Army Group/Front they are entering has already been activated this turn. LOC and Supply lines are restricted for units due to the Army Group/Front boundaries (see Section 9.2 and Case 10.1.3).

7.7 Initiative

Initiative determines who gets to pick a single Orders Marker (from either side) to remain out of the Orders Cup and begin the Action Phase. The Axis has the Initiative in all non-Snow Turns, the Soviets in all Snow Turns. Note that Zhukov may be the chosen Orders Marker if the Soviets have the Initiative.

7.8 Assigning Orders for Activation

Orders Markers, when randomly drawn, are assigned by the owning player to one of his four Army Group (German) or Front (Soviet) Command's Order boxes located on the map (Exception: Initiative player's first activation).

7.8.1 Each player has four Army Group/Front Commands, and each Command must be assigned one Order Marker each Turn. You may never leave an Orders Box empty at the end of the Action Phase.

7.8.2 An Orders Box may never hold more than a single Order Marker (Exception: Section 7.3).

Example: If the German Player wishes to assign a just-drawn OKH Blitz Marker to Army Group Center, he would place it on the Army Group Center Orders Box

7.8.3 Even if you have no desire to do anything with a particular Army Group or Front, it must still be given an Order Marker at some point during the Action Phase.

7.8.4 A Player is limited to the Orders he purchased with Command Points during the previous Turn's Command Phase, but exactly what Army Group or Front to assign them to when drawn from the Orders Cup (or chosen by the Initiative Player) is up to the Player.

8.0 STACKING AND STACKS

Stacking is the placement of more than one unit into a single hex at the same time.

8.1 General Rules

8.1.1 Up to 3 Combat Units may stack per hex.

8.1.2 Leaders and Garrisons do not count towards stacking limits.

8.1.3 No more than 1 each of German Leaders, Armies, or Garrisons may stack per hex.

8.1.4 Stacking limits apply during the placement of Reinforcement and Replacement units on the map, throughout combat, including retreat and advance after combat, and at the end of all movement.

8.1.5 Units may freely move through hexes in violation of the stacking limit provided that at the end of all current movement stacking limits are met.

8.1.6 In any Axis stack that contains a German Army unit, the Army unit must be at the top of the stack. (This makes determining ZOC effects easier.)

8.1.7 Players may freely examine the content of enemy stacks.

8.1.8 Overstacking
If a hex is overstacked, the owning player must eliminate sufficient units (of that player's choice) to bring the stack within the stated limits.

8.1.9 Markers and Stacking
Markers do not count for stacking, but only one Luftwaffe marker may be used per hex.

8.1.10 Stacks
The term "Stack" refers to any one or more units legally placed in a hex. *Note: A lone unit in a hex is a Stack.*

9.0 ZONES OF CONTROL AND CONTROL

Units influence activities both in their own hexes and in the six hexes adjacent to their location. Those six hexes are called the unit's Zone of Control (ZOC) and are inherent to all combat units.

9.1 General Rules

9.1.1 ZOCs do not extend into or across Prohibited hexes or hexsides.

9.1.2 Russian ZOCs do not extend across the "At start" Russian/Axis border on the first turn.

9.1.3 German Army ("XXXX") units (only) have ZOC that halt all enemy movement (except advance after combat). Russian units must stop upon entering a German Army's ZOC. Russian units may exit a German Army's ZOC but may not move directly from one Army ZOC to another Army ZOC (Exception: Withdrawal Command, Case 7.2.2).

9.1.4 All Combat Units (except Leaders and partisans) have ZOC that block Line of Communication, Supply, and Retreat. These effects are negated by the presence of friendly units in the enemy's ZOC hex. No ZOC ever extends into enemy-controlled forts.

9.2 Lines of Communication (LOC)

9.2.1 An LOC is a path of passable hexes of any length within the boundary plus one hex beyond of an Army Group or Front, free of enemy units or un-negated enemy ZOC or prohibited hexes/hexsides to the west map edge (for the Axis) or the Soviet East Zone hexes (for the Soviets).

9.2.2 LOC is used to check for Supply (Module 9.0), Soviet Counterattacks (Case 6.3.1), Victory Point purposes (Section 3.2) and attrition during the End Phase (Section 9.3). It is possible for a unit to have an LOC and still be Out of Supply (OOS).

9.2.3 An LOC must be traced through land hexes for which units can move through only (Exceptions: Soviet Sea Supply, Case10.1.10 and Leningrad, Case 10.1.11).

9.3 City/Town Control

A city/town is controlled by a side if it is occupied by a friendly unit or it was last occupied by a friendly unit. German Armies ("XXXX") can establish control of a city or town if at any point during their move they exert a ZOC into a city or town that is unoccupied and not in the ZOC of a Soviet unit.

10.0 SUPPLY

Supply is the provision of your combat forces with food, ammo, clothing, etc. In *Hitler Turns East* you do not move actual supplies on the map; instead supplies are determined by tracing Supply Lines.

10.1 General Rules

10.1.1 Supply status is determined for all Active units in an Army Group/Front before any movement for those Army Groups/Fronts is performed, and for both the Active and Inactive units at the instant of Combat.

10.1.2 Units are Out of Supply (OOS) when beyond a line of 4 hexes with the same restrictions as an LOC from a friendly-controlled Town or City that in turn can trace an LOC back to a friendly board edge.

10.1.3 The City/Town for case 10.1.2 must be in the unit's Army Group/Front boundaries.

10.1.4 Towns and Cities that can supply friendly units are indicated on the map with a German cross for the Axis and a red star for the Soviets. Towns that can supply either side have both the cross and star.

10.1.5 Units that are OOS lose 1 Movement Point (MP) and 1 Combat Factor (CF) for each hex beyond four to the closest supply source Town or City they can trace a valid supply line to.

10.1.6 Surrounded
Units that are surrounded (unable to trace a supply line) determine their modified CF and movement value by determining the length of a direct (shortest route passing through any enemy units or their ZOCs) supply line to the closest valid City/Town that has an LOC. Subtract 1 CF or MP for each hex distant (unit's hex excluded).

10.1.7 A unit's values can never be reduced below 1 for Combat or 2 for Movement

10.1.8 Axis Special Supply Conditions
The Axis Supply range is reduced from 4 hexes to 3 hexes in Light Mud and 2 hexes in Mud or Snow Turns. All Axis units are always in Supply west of the "At start" border between the Axis and Soviet Areas. German garrisons never require supply.

10.1.9 Soviets Special Supply Conditions
Soviet units are always in Supply when in Soviet Off Map Zone hexes. The Partisan unit and the 1st Guard Cavalry Corps are always in supply. The Independent Coastal Army is always in supply in any Black Sea coastal hex.

10.1.10 Soviet Sea Supply (SSS)
Soviet Cities/Towns with the SSS symbol (anchor) may trace a Line of Communication across sea hexes to another City/Town that has an LOC back to the east board edge.

10.1.11 Leningrad Supply
The Soviet player may trace an LOC across lake hex 2100 even if that hex is in a German ZOC. Germans can draw supply to Leningrad from Finland (hex 1800).

10.2 Attrition During the End Phase

10.2.1 Combat Units with no LOC and adjacent to a fully supplied enemy unit suffer attrition of one step loss during the end phase.

10.2.2 Opposing units that are mutually out of supply because of each other's positions both lose a step at the same time.

10.2.3 Units that are OOS during this check do not exert a ZOC for this check.

11.0 MOVEMENT

All units move according to the rules in this section, except as may be limited elsewhere.

11.1 General Rules

11.1.1 Units move from hex to adjacent hex, paying varying Movement Point costs to do so, depending upon the terrain in the hex being entered and/or hexsides crossed. These costs are detailed on the Terrain Effects Chart (see PAC).

Note: Terrain costs may be changed by Weather.

11.1.2 Units may not enter or cross prohibited hexsides.

11.1.3 The number of Movement Points available to the unit depends on its current Orders and whether it is Mechanized or non-Mechanized, its supply status, and the Weather.

11.1.4 Movement Points may not be accumulated from Movement Round to Movement Round, nor lent from one unit to another.

11.1.5 Moving units need not expend all available points before stopping.

11.1.6 The movement of each unit must be completed before that of another is begun. (Exception: units may move as stacks within the stacking limits.)

11.1.7 No unit may move more than once per Turn.

11.1.8 A unit may always move 1 hex except when prohibited by terrain or enemy ZOCs (Exception: Withdraw Command).

11.1.9 Light Mud subtracts 1 from all Movement Allowances.

Note *Advances and retreats are not considered movement.*

11.2 Movement and Orders

Movement takes place during the Action Phase in a series of Activations.

11.2.1 Each time one of a player's Orders Markers from the Orders Cup is drawn, units that are in the Army Group or Front area may perform the actions determined by its current Orders.

Note that Leaders may provide individual stacks with different Orders.

11.2.2 The Active Player moves none, any, or all friendly Active units.

12.0 COMBAT

12.1 Combat Particulars

Once all movement has concluded, units that are under Assault or Blitz Orders may Attack.

12.1.1 Each Combat consists of the units in one or more hexes attacking one adjacent hex containing defending units.

12.1.2 Attacks may be conducted from multiple hexes, providing all units involved are currently Active and eligible.

12.1.3 No attacking unit may attack more than once per Combat Round (Exception: Mobile Assaults, Section 12.4).

12.1.4 A defending hex may only be attacked once per Round (Exception: Mobile Assaults, Section 12.4).

12.1.5 All units in a defending hex must defend together as one combined total.

12.1.6 All units in an attacking hex do not have to attack together. Some Active units in the hex(es) from which the attack is made may attack a different hex, or not attack at all.

12.1.7 No single attacking unit may have its combat value divided and applied to more than one battle.

12.1.8 No limits
Aside from the restrictions noted above, there is no limit on the number of attacks each player may initiate during an Action Round under Assault/Blitz Orders.

12.1.9 The attacker need not declare all attacks beforehand, and he may resolve them in any order he wishes, as long as the resolution of one is completed before the next is begun.

12.1.10 Units with their combat value in parenthesis may not attack.

12.2 Combat Procedure

The attacker chooses the order in which Combats are conducted. Each Combat is conducted using the following procedure:

12.2.1 Determine Strengths
Each player totals up the combat strength of friendly units engaged in the Combat (taking into account Supply) and translates it into an expression of Combat Odds (Attacker vs. Defender). Fractions are ignored (12 attacking 7 is 1:1 odds). Find the odds ratio column on the Assault Combat Table (see the PAC). Odds less than 1:2 result in automatic A1. Odds greater than 6:1 are treated as 6:1. Adjust the odd's column left by any terrain shifts applicable from the TEC (See PAC).

12.2.2 Roll Die
The Attacking player then rolls a die and apply the die roll modifier(DRM) if applicable (below CRT on PAC) and cross-references the modified die roll with the odds column on the CRT to get a result. The results are explained to the right of the CRT.

12.2.3 Determine losses
If a player is directed to lose a step he may choose which step to lose, but no 2 or more step unit in a Combat may be eliminated until all friendly 2 step units in the combat have taken a step loss. Within that restriction the owning player determines losses. When a German Army takes a step loss and is on its "6" strength side, replace the counter with its replacement counter with its "4" strength side showing (German Armies have 4 steps).

12.2.4 Retreat Units and Conduct Advances
See Section 12.3.

12.2.5 Repeat the above four steps for each combat until all desired Combats are resolved.

12.3 Combat Retreats and Advances

12.3.1 On a "DR" Combat Result, defending Combat Units must retreat 2 hexes.

12.3.2 Units must retreat in the direction allowed by the white arrows on the Advance Compass if possible.

12.3.3 Units may not double back, and must end their retreat 2 hexes from their original hex if possible.

12.3.4 Units that retreat through or into an un-negated enemy ZOC lose 1 step per hex per stack (so a stack of units retreating through/into one such hex would lose only step). Units unable to retreat 2 hexes are eliminated.

12.3.5 Units that are completely surrounded and unable to retreat are eliminated. Make a die roll for a unit eliminated (for any reason) when

completely surrounded. If the roll's result is greater than the unit's CF, it is permanently removed from the game.

12.3.6 Any or all of the attacker's units may advance into the defender's hex (observing stacking limits) if it is vacated and no farther.

12.3.7 German Panzer Corps in non-Mud turns may follow the defender's path of retreat, and so advance up to 2 hexes.

12.4 Mobile Assault

German Panzer Corps (only) may Mobile Assault (MA) under Blitz Orders only.

12.4.1 Mobile Assaults may only be performed during Fair, Light Mud, and Frost turns.

12.4.2 It costs +1 Movement Point over the terrain costs to perform the MA against the defending hex. Some terrain prohibits an MA into that hex or out of the hex (see TEC on PAC).

12.4.3 A Panzer Corps may MA only once per turn. They may also perform one regular combat a turn.

12.4.4 A hex may be MA'd any number of times.

12.4.5 If the hex is cleared, the attacker **must** enter the vacated hex.

12.4.6 There is no normal combat "Advance after Combat" with MAs.

12.4.7 If the successfully assaulting Panzer Corps have any remaining Movement Points, they may be spent normally.

12.4.8 If the MA does not clear the hex, all assaulting unit's movement is concluded.

12.4.9 Additional Panzer units can be "picked up" while the stack, which will MA, is moving, but the units picked up will have expended the same number of movement points as the stack picking them up at that point.

12.4.9 An MA with a Leader involved receives a +1 DRM.

13.0 SPECIAL RULES

13.1 Axis Minor Powers
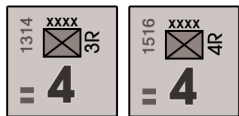
Design Note: Though both Hungary and Italy sent expeditionary forces to take part in Barbarossa, they were too small to be represented as individual units in the game and are instead factored into the German armies. Likewise the large home forces retained by Hungary and Romania during this campaign are represented by prohibitions on Soviet operations in those countries.

13.1.1 Hungary
Romanian units may never enter or trace supply through Hungary. German units may freely enter Hungary starting on Turn 2. Soviet and Romanian units may never enter, attack into, or trace supply through Hungary. Units in Hungary are never affected by and do not count towards computing the combat odds of a Soviet Counterattack.

13.1.2 Romania
Romanian units may never function as part of Army Groups North or Center. Axis units may not enter, exit, or attack of out of Romania on Turn 1, but may move within Romania. Soviet units may never enter, attack into, or trace supply through any hex of Romania. Units in Romania are affected by and do count towards computing the combat odds of a Soviet Counterattack.

13.2 First Guard Cavalry Corps
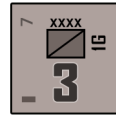
This Soviet combat unit needs no supply. If starting in a German Army ZOC, it may move directly into another German Army ZOC hex, and pays 1 MP for Swamp at all times. It moves either 6 or 7 (depending on its Front's orders).

13.3 German Armies and Garrisons

Each German Army consists of 4 steps and may create a single garrison unit.

13.3.1 Garrisons may be created during the German player's movement in any friendly-controlled town, city, fort, or oil hex that is either occupied by or adjacent to its army.

13.3.2 Garrisons may be created only by 8, 6, or 4 strength Armies.

13.3.3 A garrison may never move or attack (their combat factor in parentheses indicates defense only).

13.3.4 Garrisons may be removed from the board, for later placement elsewhere, during any Reinforcement Phase if they currently have a Line of Communication to their parent Army.

13.3.5 Garrisons do not count for stacking or add to the defense strength of any other German units in their hex.

13.3.6 Garrisons are only affected by DE and EX results.

13.3.7 When a German army suffers a step loss and it is on its 6 strength side, replace the unit with its 4 strength side up replacement (marked "R" in the upper left) counter.

13.4 German Leaders

The two German Panzer Leaders, Guderian and Kliest, may attempt to give Leader Orders to any Panzer Corps they are stacked with.

13.4.1 Leaders have no Combat Factor or Zone of Control.

13.4.2 They must always be stacked with a friendly Panzer Corps.

13.4.3 If the Panzer Corps they are stacked with is eliminated in combat simply move them to the nearest Panzer Corps in the same Army Group. If none exists, the Leader is eliminated.

13.4.4 When the Army Group they are currently a part of is activated, roll a die and compare the result against the number range listed on their counter ("1-3").

13.4.5 If the die roll's result is within that range, any Panzer Corps they are stacked with may be given an Order different than the Order for that Army Group.

13.4.6 Remove Guderian from the game when Hitler Takes Command.

13.5 General Kluge

Design Note The commander of the 4th Army, General von Kluge, had a long-running feud with General Guderian that prevented proper cooperation between them. In addition, Kluge essentially opted his army out of the final Typhoon offensive against Moscow. This left 4th Army in better shape to deal with the Soviet winter counteroffensive, but also helped cause Typhoon to fail in the first place.

13.5.1 The German 4th Army is always under von Kluge's command (his name is printed on the 4th Army's counter) and may always be given its own set of Orders regardless of the current Orders of the Army Group it is in.

13.5.2 The 4th Army may never stack with Guderian.

13.5.3 The 4th Army may not perform attacks in Snow unless it is in either supply or it is OOS with no LOC (surrounded).

13.6 Partisans

13.6.1 The Soviet Partisan unit is placed (or replaced) every Reinforcement Phase in any forest or swamp hex that does not contain a Soviet or German unit.

13.6.2 If a Soviet unit other than the Guard Cavalry Corps enters its hex, the partisan is removed.

13.6.3 It may be replaced (or simply moved to a new location) each turn.

13.6.4 The Partisan Unit may not move (apart from being placed in a new location each turn) and may only defend, not attack.

13.7 Soviet Black Sea Capabilities

13.7.1 Soviet Independent Coastal (IC) Army may retreat between any SSS hexes.

13.7.2 Soviet Sea Invasion

a) During normal Front Activation, one Soviet army may sea invade any Black Sea coastal hex in the Soviet Union once per turn from any SSS hex that can trace an LOC to the east board edge of their Southern command .

b) Two such invasions are allowed per game.

c) Make a DR for the invading unit. If the modified result is a 1-3, it is successful and the invading unit is placed in the invasion hex. On a modified result of 4-5 the unit returns to its SSS hex of origin. If the result is a 6 or more, the unit is eliminated. If the invasion hex is in the ZOC of any German unit add one to the roll.

d) If the hex is enemy-occupied, it may not be invaded.

e) An invading unit may not move further after it has attempted an invasion (successful or not) .

f) If the hex is an SSS city/town the unit is in normal supply. Otherwise it suffers normal OOS effects (see Module 10.0).

13.8 Luftwaffe

The Germans get 1 Luftwaffe marker on Turn 1, and 2 more on Turn 2.

13.8.1 They have a Combat Factor of 4.

13.8.2 They may be used in Fair, Light Mud and Frost Turns only.

13.8.3 Each Luftwaffe marker may be added to any one attack or defense per turn.

13.8.4 No more than 1 may be used per individual combat

13.8.5 Two may be used per turn in Army Group Center, while no more than 1 per can be used in other Army Groups.

13.8.6 They are never affected by Combat results.

13.9 T-34

The Soviets may add this marker to one combat (attack or defense) per turn, once available. It adds its combat value to the Soviet attack or defense.

13.10 Optional Zhukov Command Roll

Use this rule when a stronger (game knowledge wise) player is playing the Russians. When the Zhukov chit is first drawn from the cup, the Soviet player makes a die roll. If the result is within the range listed on Zhukov's counter, he can be used as described in Section 7.4. If the result is not in the range, place the Zhukov counter to the side. He is not used this turn but is available again next turn.

Notes: