

Economic Chart Summary

Resources	Soviet	Germany	Allied
Oil	A	A	N/A
Food	B	B	N/A
Production	C	D	N/A
Refinery	A	A	N/A
Transport	E	E	N/A
Population	C, F	F	F

Resources	Result of Resources	Rules Index
A (Oil)	Movement	5.3
B (Food)	Feed armies	10.4
C (Production)	Replacements	6.22
D (Production)	Can be captured by Soviets	10.3
E (Transport)	Transport	10.1
F (Population)	Partisan	7.463

Economic Errata and Clarification

1. Production for the Allied and West Front German are for players who want to create house rules
2. There should be a **Food symbol** in hex 1516 (West Front)
3. German East Front starts with 7 Refinery, 13 Transport, 52 Production, 5 Oil, and 3 Food
4. German West Front has 29 Transport Points
5. Allied West Front 7 Transport, 1 Refinery, and 22 Production

Step Reduction Example

The 4th German army has the following numbers:

Front: 22A 22B 20C 20D

Back: 12A 11B 11C 10D

Starting at 22A, a single step loss allows the choice of either flipping the counter to 12A or remove the counter by changing it to 22B

Starting at 22A, a two step loss can be a strength and a class, or a strength and more than one class, or just two classes. So, a strength would flip to 12A and a class would reduce by shifting counters to 11B. Or, using just class, shifting 2 counters down to the 20C counter. You would not want the strength and more than one class when starting with 22A, but if you started at 11B, you might want to take it as flipping and shifting to the 20C and then shifting again to 20D. Another loss of two steps would eliminate the unit. A loss of just one more would flip it down to 10D.

7.43: Advance

The first hex of an advanced into a previously defended hex ignores enemy ZOC.