

World at War issue no. 31

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

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

## 1.0 INTRODUCTION

*East Front Battles (EFB)* presents an operational simulation of battles fought on World War II's eastern front. The playing pieces represent the actual units that participated in those fights. The maps represent the terrain over which those units fought.

These rules are intended for use in all games in the series. There are two players in each game. One player controls the Axis forces (usually Germans); the other controls the Soviets. Certain rules are designated as optional. That means the players may utilize them, or not, at their own discretion.

**Note:** Additional optional rules utilizing rubble and entrenchment markers, for example, are available at [www.strategyandtacticspress.com](http://www.strategyandtacticspress.com).

## 2.0 COMPONENTS

### 2.1 The Map

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

### 2.2 Charts & Tables

The Terrain Effects Chart (TEC) provides information about the effects of terrain on movement and combat. There are three Combat Results Tables (CRT), Mobile, Assault and Ranged, used to resolve combat. The Turn Record Track, printed on the mapsheet, indicates the current game turn.

**Errata:** On the Terrain Effects Chart, ignore the reference to rule 22.10 on the Hilltop line. On the Railroad line, the reference to 28.6 should be 8.8 instead (see Railroad Movement).

Note that on the Terrain Effects Chart, the reference to rule 13.1 applies to the "BR" result, specifically.

**Errata:** The notes below the Combat Results Tables mistakenly indicate "+12" as the maximum differential; the maximum differential is "+16".

### 2.3 The Playing Pieces

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

### 2.4 How to Read Units

Certain units have their combat factors [bracketed]. This is explained under the anti-tank rule.

**Note:** A "U" range means unlimited range; it may fire anywhere on the map.

### 2.5 Backprinting

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

### 2.6 Unit Types

There are two general types of units: maneuver (non-artillery) and artillery. Maneuver units are those with attack-defense-movement factors. Artillery units are those with barrage-FPF-range/defense-

movement factors. In addition, certain units are armored; all units that have the oval armor symbol by itself or overlaid on another unit-type symbol (for example, self-propelled artillery).

### **2.7 Unit Sizes**

- = platoon or section
- I = company or troop/battery
- II = battalion or squadron
- III = regiment or regimental sized battlegroup
- X = brigade
- XX = division headquarters
- XXX = corps headquarters
- XXXX = army headquarters
- [ ] = task force or battlegroup

### **2.8 Unit Designations**

Units may be identified by a single number or a two-part designation. In two-part designations, the number to the left is the unit's superior formation. That superior formation may be either a battalion for companies, or a regiment, brigade or division for battalions.

### **2.9 Unit Colors**

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

### **2.10 Air Units**

Air units have no strengths printed on them. They are each worth one point for combat, depending on how they are used:

### **2.11 Game Scales**

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

### **2.12 Parts Inventory**

A complete game of Dubno should include the following parts: a 34x22" mapsheet, a rules folder and a set of die-cut unit-counters. Players will also need to provide themselves with a six-sided die.

## **3.0 SETTING UP**

### **3.1 Getting Started**

The map should be set up between the players. Players then determine which side each will command. Next, if the game hasn't been played before, they should punch out the counters from the unit-counter sheet.

### **3.2 Deploying Units**

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

### **3.3 First Player and Game Length**

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

## **4.0 SEQUENCE OF PLAY**

### **4.1 Game Turns**

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

#### **4.2 Player Turns**

Game Turns are divided into a "First Player Turn" and a "Second Player Turn." Each player turn is further divided into a series of segments called "phases." The player whose turn is currently in progress is termed the "phasing player"; the other player is the "non-phasing player." The scenario rules designate who is the first player and who is the second player.

#### **4.3 Game Turn Outline**

##### **I. Events Phase**

Make any Random Events/Weather determination for the turn.

##### **II. First Player Turn**

- A) Reinforcement Phase. The first player places any of his side's reinforcements due to appear on the map this turn.
- B) Movement Phase. The first player may move all, some or none of his units, as he desires, within the limits of the rules.
- C) Final Protective Fire phase. The second player may now fire any final protective fires (FPF).
- D) First wave combat phase. The first player uses his units to attack the non-phasing player's units.
- E) Second wave combat phase. The first player may use his in command units to attack the non-phasing player's units.
- F) Recovery phase. The first player attempts to remove all suppressed markers from his units.

##### **III. Second Player Turn**

- A) Reinforcement Phase. The second player places any of his side's reinforcements due to appear on the map this turn.
- B) Movement Phase. The second player may move all, some or none of his units, as he desires, within the limits of the rules.
- C) Final Protective Fire Phase. The first player may now fire any final protective fires (FPF).
- D) First wave combat Phase. The second player uses his units to attack the non-phasing player's units.
- E) Second wave combat Phase . The second player may use his in command units to attack the non-phasing player's units.
- F) Recovery Phase. The second player attempts to remove all suppressed markers from his units.

##### **IV. Game Turn Record Inter-Phase**

Advance the turn marker to the next box on the track. If this is the last turn of the scenario, the game comes to an end and victory is determined.

#### **4.4 Phasing Player**

During every first player turn, the first player is the phasing player and the second player is the non-phasing player. During the second player turn, the second player is the phasing player and the first player is the non-phasing player.

#### **5.0 EVENTS**

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

#### **6.0 REINFORCEMENTS & REPLACEMENTS**

##### **6.1 Reinforcements**

Players may receive additional units during the course of a game. Those units are called reinforcements. Reinforcements appear in the owning player's Reinforcement Phase on the game turn indicated by the scenario. Reinforcements are listed in scenario instructions.

### ***6.2 Placement of Reinforcements***

During your Reinforcement Phases, you may place on the map any reinforcements indicated as arriving for your side. Units are usually placed in map edge hexes. Placing units does not cost any movement points. They are simply placed on the appropriate map edge hex.

### ***6.3 Entry of Reinforcements***

Reinforcements must be entered in accordance with normal stacking restrictions. They may not be placed in a hex containing enemy units, though they may be placed in enemy zones of control. Once on the map, reinforcements are treated exactly as the other previously deployed units in your army.

### ***6.4 Entry of Reinforcements on Roads***

In certain cases, units can enter via road. In this case, the first unit would be placed on the map, and each other unit would be lined up on the road off map, within stacking restrictions. They would pay whatever additional movement points it would require to get them onto the first map edge hex. If not all units can make it in a single turn, they would be received on the following turn. Off map units have no effect on play. They may not attack or be attacked, etc.

### ***6.5 Reinforcement Entry Restrictions***

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

### ***6.6 Air Reinforcements***

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

### ***6.7 Contingency Reinforcements***

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

### ***6.8 Replacements***

Players may bring units that have been eliminated back into play. Those units are called replacements. Replacements may be taken only if a scenario assigns a player replacement points (RP). One RP may be used to attempt to bring back one eliminated unit.

### ***6.9 Replacement Procedure***

During a friendly reinforcement phase, a player determines his replacements as follows:

- 1) Designate the unit to be replaced.
- 2) Roll one die.
- 3) If the result is "5-6," it is permanently eliminated and may never be returned to play.
- 4) If the result is "1-4," it comes back to play that number of turns later.

### ***6.10 Replacement Types***

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

### ***6.11 Replacements & Command***

To be eligible for replacement, a unit must be in command (see 7.0) when it was eliminated.

Otherwise, it is permanently destroyed when eliminated.

### **6.12 Accumulating Replacements**

A scenario may give RP as a renewable resource that can be used each turn. In that case, unused RP may not be accumulated. A scenario may alternatively give RP for one-time use. In that case, they are expended by being used the same game-turn they are given, or they are lost.

## **7.0 COMMAND CONTROL**

### **7.1 Command Radius**

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

### **7.2 Command Radius**

Command radius is traced as hexes, not movement points (8.0). It may be through any type of terrain, and through enemy units and ZOC.

### **7.3 Command Structure**

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

### **7.4 Multiple HQ in a Command**

In some cases, a particular command might have more than one HQ. In that case, each of those HQ could control all units of that command.

### **7.5 Units Without HQ**

In certain cases, a unit may have no HQ assigned to it, which means that unit is always OOC (unless specified differently in the scenario rules).

***Note:** Dubno scenarios allow for many German units without HQ's to be attached to other HQ's; otherwise they are OOC.*

### **7.6 When Command is Determined**

Command is determined per the following procedure:

- 1) Reinforcement Phase.** All reinforcement units are in command when placed on the map, and for the first movement phase in which they enter play.
- 2) Movement Phase.** Command status is determined at the start of the movement phase, prior to any unit moving.
- 3) Combat** (Final Protective Fire Phase, 1st Wave Combat Phase, 2nd Wave Combat phase).  
Command status is determined at the instant a combat is initiated.
- 4) Recovery Phase.** Command status is determined at the start of the recovery phase, prior to any unit checking for recovery.

### **7.7 Command Effects**

A unit in command functions normally. A unit out of command (OOC) is limited as follows:

- 1)** Its movement allowance is halved (rounded down).
- 2)** It cannot provide any bonus for any offensive shift (combined arms, engineers, offensive anti-tank, etc.). Defensive shifts are not affected (but this does not include anti-tank; see 16.5).

3) It may not engage in second wave attacks.

4) OOC artillery cannot make any kind of ranged fire (12.0). It can make adjacent attacks.

### ***7.8 Duration of OOC***

In or out of command status lasts only for the particular phase or action for which command status was checked. A unit in command moving to an OOC position is not OOC until the next phase, while an OOC unit that moves to an in command position is not in command until the next phase.

### ***7.9 Command of HQ Units***

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

### ***7.10 Command of Air Units***

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

## **8.0 MOVEMENT**

### ***8.1 Movement Generally***

During each player's movement phase, the phasing player may move as many or as few of his units as he desires (and as battlefield circumstances permit). Units may be moved in any direction or combination of directions within the overall pattern of the hex-field overprinted across the map.

### ***8.2 Movement Procedure***

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

### ***8.3 Movement Restrictions & Prohibitions***

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

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

### ***8.4 Minimum Movement Guarantee***

All units may generally move a minimum of one hex per movement phase by expending all their MF to do so, no matter the exact number of MP that would otherwise be required to make that move.

**Exceptions:** Units may never move directly from one enemy zone of control to another, nor may they enter an enemy occupied hex, nor may they enter terrain forbidden to them.

### ***8.5 Movement & Zones of Control***

Enemy zones of control affect movement; see rules section 10.0 for details.

### ***8.6 Terrain Effects on Movement***

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

### **8.7 Road Movement**

A unit that moves from a road hex directly into an adjacent road hex via a hexside crossed by that road expends only one third movement point (0.33) to do so, regardless of other terrains involved. In addition, a unit that uses road movement:

- 1) Must start on a road hex, and enter only road hexes for that movement phase;
- 2) May not enter a road hex such that it is overstacked;
- 3) May enter enemy ZOCs per normal movement, subject to normal ZOC rules.

### **8.8 Railroad Movement**

A unit that moves along railroad (as an ersatz road) pays only one movement point per hex regardless of the other terrain in the hex. All of the restrictions under 8.7 apply. Some scenarios will allow for special movement using railroads. That is covered in the scenarios.

***Note:** Railroad embankments are hexside features. They provide no movement enhancement, and require extra movement points to cross.*

### **8.9 Trail Movement**

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

### **8.10 Bridge Movement**

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

### **8.11 Exiting the Map**

Players may exit their units from the map only if a scenario calls for it. To do so, the unit must be on a designated map edge hex and then move off as if entering an imaginary hex adjacent to the map edge. The terrain in that off-map hex is presumed to be the same as that in the hex from which the unit exited. A unit may start in or move to a map edge hex and then move off as long as it has sufficient movement points. A unit may not exit if it is in an enemy ZOC.

**Example:** If exiting via a road, the unit would pay only 1/3 movement point; if exiting via woods, it would cost two movement points (for an armor unit).

Units may exit the map only during the owning player's movement phase. They may not do so as a result of advance or retreat after combat. Units forced to retreat off map are eliminated instead. Once a unit exits the map it may not return. Exited units are not considered eliminated. Note that in some cases exited units will give the owning player VP.

### **8.12 Halving of Movement**

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

## **9.0 STACKING**

### **9.1 Stacking Generally**

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



### ***9.2 German Stacking***

German stacking is always three units per hex.

### ***9.3 Axis Allies Stacking***

Stacking for the Axis-Allied units is always two units per hex.

### ***9.4 Soviet Stacking***

Soviet stacking varies by scenario. In the 1941 & 1942 scenarios, the Soviets are limited to one unit per hex (in other words, no stacking is allowed). In the 1943 & 1944 scenarios, the Soviets may stack two units per hex.

### ***9.5 Stacking with Air Units & Markers***

Stacking limits apply to all ground units, including armored, non-armored, HQ and supply. Stacking limits do not apply to air units and game markers.

### ***9.6 Stacking & Enemy Units***

Friendly ground units may never enter hexes containing an enemy ground unit(s).

## **10.0 ZONES OF CONTROL**

### ***10.1 Zones of Control Generally***

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

### ***10.2 Extent of ZOC***

All combat effective land units exert a ZOC at all times, regardless of the phase, player turn or game turn being played. The projection of ZOC is never negated by other units, enemy or friendly. Air units and suppressed units don't exert ZOC; however, suppressed units lose their ZOC (15.0).

### ***10.3 Terrain & ZOC***

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

### ***10.4 Multiple ZOC***

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

### ***10.5 ZOC Effect on Movement***

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

### ***10.6 ZOC Effects on Combat***

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

### ***10.7 ZOC & Retreating After Combat***

Units that retreat after combat into an enemy ZOC are eliminated (see 13.5).

### ***10.8 ZOC & Advance After Combat***

Units may advance after combat into and/or through ZOC. Enemy ZOC never affect advances after combat (see 13.7).

### **10.9 Exiting Enemy ZOC**

Units may move out of enemy ZOC only if they:

- 1) Make a retreat or advance after combat; or...
- 2) If they disengage (10.10).

### **10.10 Disengagement**

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

- 1) The disengaging unit's movement allowance is cut in half (rounded down) that phase; and...
- 2) Disengaging units may not move directly from one enemy ZOC to another; and...
- 3) A disengaging unit may not enter another enemy ZOC in the same movement phase (it may do so in later phases).

## **11.0 ADJACENT COMBAT**

### **11.1 Combat Generally**

There are two types of combat in EFB, adjacent and ranged.

- 1) Adjacent combat is between opposing units in adjacent hexes and is (usually) mandatory in the first wave combat phase, and optional in the second wave phase. Adjacent combat is explained in this rules section.
- 2) Ranged combat occurs when artillery units attack units that aren't directly adjacent to them, and such ranged combat, is always conducted at the attacker's option. Also, note air attacks are considered a form of ranged combat though the airstrike marker itself is placed in the hex to be attacked. Ranged combat is explained in section 12.0.
- 3) In both types of combat, the phasing player is termed the "attacker"; the non-phasing player is the "defender," regardless of the general situation across the map.

### **11.2 Adjacent Combat Procedure**

For each attack go through the following steps:

- 1) The phasing player chooses the CRT on which the combat will be resolved, either Assault or Mobile.
- 2) The phasing player states the number and strength of his attacking ground units.
- 3) The phasing player allocates any barrage strength from artillery units and/or airstrike markers.
- 4) Players calculate the "combat differential," the total attacking strength (adjacent units plus close support artillery and air), minus the total defending strength. That result is the combat differential, expressed as either a positive (+) or negative number (-) or zero (0).
- 5) Consult the previously chosen CRT under the appropriate differential column. Make any adjustments for terrain, combined arms, engineers, suppression, and anti-tank fire. The modifiers on the Terrain Effects Chart (TEC) are leftward column shifts.

**Map Errata.** On the TEC, all DRM under Combat Effect should be "L" and the "=" or "-" is ignored. For example, when attack a defender in a Forest hex the combat effect should be "1L" while an attack into a city is "2L."

- 6) The attacker rolls a die and cross-indexes that result within the appropriate differential column.

The indicated combat result is immediately applied.

7) Conduct any retreats.

8) Conduct any advances.

9) Proceed to the next combat.

### **11.3 Restrictions & Requirements**

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

Generally, all non-phasing units in the ZOC of one or more phasing units must be attacked. The phasing player may choose which attacking units will attack which defending units, as long as this stricture is observed. A defending unit may be attacked from as many as six adjacent hexes, with possible artillery support and airstrikes added in. No unit may attack or be attacked more than once per combat phase.

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

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

### **11.4 Zero Combat Factor Units**

Units with an attack factor of zero attack normally, using a strength of zero. *For example, a unit with an attack factor of "0" attacks a unit that has a defense factor of "3." The combat differential would be "-3."* This rule doesn't apply to artillery and air units, which attack adjacent units with their barrage strength.

### **11.5 Multi-Unit & Multi-Hex Combat**

If a phasing unit is in the ZOC of more than one enemy unit, it must attack all those enemy units that aren't engaged by some other attacking unit.

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

### **11.6 Diversionary Attacks**

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

### **11.7 Reducing the Combat Differential**

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

### **11.8 Bombardment & Adjacent Attacks**

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

### **11.9 Combat Strength Unity**

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

### **11.10 Combat Stacking**

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

**Exception:** Ranged combat.

### **11.11 CRT Choices**

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

The German player may always choose the Mobile CRT if at least one armored type unit or fusilier (infantry recon) is involved in an attack. Otherwise, the attack must be the Assault CRT. If only Axis Allies are involved in the attack, it must be made on the Assault CRT, unless otherwise specified in the scenario rules.

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

### **11.12 Differential Column Shifts**

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

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

### **11.13 Attacker's Differential Column Shifts**

In addition to the terms of 11.12, the attacker shifts the CRT differential column to the right for:

- 1) One (1) column Engineers versus certain types of terrain (22.2);
- 2) One (1) column for bracketed (anti-armor) attack strength versus a defending force with armor (16.0);
- 3) Two (2) columns if there is at least one suppressed unit in the defending force (15.0)

### **11.14 Defender's Differential Column Shifts**

The defender shifts the CRT differential column to the left for:

- 1) Two (2) columns for bracketed (anti-armor) defense strength versus an attacking force with armor (16.0);
- 2) Two (2) columns if there is at least one suppressed unit in the attacking force (15.0);
- 3) A varying number of columns for terrain (11.15, 11.16)

### **11.15 Terrain Effects**

Defending units benefit from the terrain in the hex they occupy and/or the sides of that hex. Terrain

in hexes occupied by the attacker has no effect on combat. The effect of terrain on combat is reflected by shifting the combat differential to be used to resolve each battle.

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

#### **11.16 Hexsides**

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

### **12.0 RANGED COMBAT**

#### **12.1 Ranged Combat Generally**

Artillery units may participate in combat from both adjacent and non-adjacent hexes. Each artillery unit may fire once per player turn. That is, each may fire once during the friendly player turn for bombardment or close support, and once in the enemy player turn for final protective fire.

#### **12.2 Types of Ranged Combat**

Unlike other units, artillery units have no printed attack factors. Artillery units use their barrage strength when attacking adjacent enemy units. When defending they use their defensive strength. Artillery units may employ their strength in three ways:

- 1) "Bombardment" takes place when an artillery unit attacks an enemy hex not in conjunction with friendly maneuver units. Bombardment uses the firing artillery unit's "barrage strength."
- 2) "Close support" takes place when an artillery unit adds its barrage strength to the attack strength of friendly maneuver units making an adjacent attack. This also uses the firing artillery unit's "barrage strength."
- 3) "FPF" is used in the Final Protective Fire Phase by non-adjacent artillery units firing to help the defense of other friendly units that are themselves defending against an adjacent attack. This uses the unit's "FPF strength".

#### **12.3 Range**

Range is counted in numbers of hexes. Range from a firing artillery unit to a targeted hex is counted by including that target hex but not the firing artillery unit's hex.

#### **12.4 Line of Sight**

Artillery units are not subject to "line of sight" requirements; they may fire into and/or over any types of terrain, as well as into and through hexes containing friendly or enemy units.

#### **12.5 Spotting**

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

#### **12.6 Which Artillery Units May Attack**

Artillery units are not required to attack simply because an enemy unit is within their range. Each artillery unit may only attack a single enemy occupied hex when conducting a bombardment. Bombardment attacks count for purposes of determining which enemy units are attacked in a single combat phase. (So you can use artillery bombardment as "diversionary attacks" against enemy units.) Note, too, you can fire bombardments against enemy units that are adjacent to friendly units without those adjacent friendly units being involved. The number of artillery units that can fire in a single combat is determined by 22.4. Artillery may be combined with all types of airstrikes, and vice

versa; see section 17.0.

### **12.7 Bombardment & Other Types of Attack**

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

### **12.8 Bombardment Procedure**

The procedure for resolving bombardments is similar to that for ground combat:

- 1) Designate the bombarding artillery units and their target hex, which must be within the ranges of all the involved artillery units.
- 2) Total the number of bombarding strength points.
- 3) Subtract from that the defense strength of the unit(s) being attacked.
- 4) Make any one normal shift for terrain (if any apply).
- 5) Resolve the bombardment on the Ranged CRT. Apply the modified results given in 13.2.

### **12.9 Bombardment of Stacks**

When bombarding a hex containing more than one defending unit, resolve the attack individually for each unit. *For example, if a bombarding artillery unit is attacking two units defending in clear terrain, the attacker would resolve the combat as two separate bombardments, one against each defending unit using the full bombardment strength against both, computing the combat differential for each unit and rolling one die separately for each unit being attacked.*

### **12.10 Close Support**

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

### **12.11 Adjacent Attacks**

When an artillery unit is directly adjacent to one or more enemy units, it must participate in an attack against at least one of those adjacent enemy units; it may not use ranged fire. In making that attack the artillery unit uses its barrage strength as its attack factor.

### **12.12 Final Protective Fire (FPF)**

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

### **12.13 FPF Prerequisites**

An artillery unit must be in command to provide FPF. FPF may be fired only against enemy occupied hexes adjacent to friendly occupied hexes; it cannot bombard a hex that's not adjacent to a friendly unit.

### **12.14 FPF Restrictions**

An artillery unit may not fire FPF if:

1) It is adjacent to an enemy unit; or...

2) It has been subjected to a combat result that caused it to retreat or be suppressed earlier in that same combat phase (or if it were eliminated).

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

#### **12.15 Artillery Units Defending**

When an artillery unit is attacked, it uses its defense strength, not its FPF.

#### **12.16 Terrain Effects on Bombardment**

Defending units may still receive a defensive terrain shifts when being attacked by enemy bombardment if they occupy certain types of terrain; see the TEC. Hexside effects apply when artillery is firing FPF; however, hexside shifts don't apply when a defending unit is being attacked by bombardment alone.

***Note:** Terrain shifts are always given in terms of combat differential columns. For example, if five factors are attacking two factors defending in a town (" +2,3" column) it is shifted to the "+1" column.*

#### **12.17 No Other Shifts**

Aside from terrain, there are no other shifts when ranged fire is being conducted.

#### **12.18 Combat Results & Artillery**

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

#### **12.19 Fire Coordination**

Generally, there are no restrictions on the number of artillery units and/or airstrikes that may be used against any particular hex (see rule 17.0 for exceptions).

#### **12.20 Impact Markers**

Artillery impact markers (if provided) may be used as memory aids to make it easier to recall which artillery units were allocated to which battles. They have no other effect on play.

### **13.0 COMBAT RESULTS**

#### **13.1 Adjacent Combat Results**

**A1, A2 = Attacker retreat.** All involved attacking units retreat the indicated number of hexes. The attacking player retreats his units in accordance with the retreat rules. The defender may advance after combat along the retreat path.

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

**AE = Attacker eliminated.** Eliminate all attacking units. The defender may advance into the attacker's hex.

**AX = Attacker exchange.** All involved defending units are retreated one hex, then one attacking unit is eliminated. Surviving attackers may then advance into the defender's hex.

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

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

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

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

**EX = Exchange.** The defender eliminates one unit. Then the attacker eliminates one unit. If all defending units are eliminated, the attacker may advance after combat into the defender's hex. The converse is not true; the defenders may never advance even if they are the only surviving units.

### ***13.2 Ranged Combat Results Explanations***

Ranged combat results are explained as follows:

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

**DE** = Targeted unit is eliminated.

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

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

— = No effect.

### ***13.3 Eliminating Units***

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

### ***13.4 Retreat After Combat***

When the combat results requires a player's unit(s) be retreated, the owning player must immediately move those units the indicated number of hexes away from their position. Retreat after combat is not normal movement; retreating units don't pay any movement point costs from their MF in order to make retreats.

### ***13.5 Retreat Strictures***

Retreat is subject to the following restrictions, and if a unit is unable to retreat within these restrictions it is eliminated in the last hex it entered during the retreat (or its starting point if no retreat is possible). Units may retreat into hexes containing enemy air point markers. Units may not retreat off the map or across prohibited hexsides (see the TEC). A unit that attempts to retreat across a major or minor river (not stream) hexside must roll one die, and on a 1-3 it is eliminated; otherwise it retreats normally.

Bridges (printed and engineer) negate the need to make this die roll. Whenever possible, retreating



units must retreat into and through vacant hexes. If no other route is available, retreating units may move through friendly occupied hexes. If the final hex in the retreat path is occupied to the level that the retreating unit's arrival would cause it to be over-stacked, the retreating unit retreats an additional hex(es) until it reaches a hex in which it can stack within given limits. Within those strictures it's not necessary for a player to favor any given compass direction over any other when making his retreats after combat. In all cases, retreating units must end their retreat the indicated number of hexes away from their former combat position (or further if the last hex would be over-stacked).

No given hex may be entered more than once during any given retreat after combat. Retreats should be conducted in as straight a line of hexes as possible. If more than one retreat path is available that seemingly equally satisfies the strictures given above, then the player who owns the retreating units may choose between/among them. If a retreating unit can't retreat the called for number of hexes, and can retreat only a portion of the number of the called for hexes, it is eliminated in the last hex into which it was able to retreat. In such cases, the retreat path terminates in the hex in which a unit was eliminated. Units may retreat into and through friendly units in excess of the stacking limit; however, a unit may not end its retreat in excess of the stacking limit. If that happens, the retreating unit is eliminated in the last hex into which it could retreat.

### ***13.6 Zero Movement Factor Units***

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

### ***13.7 Advance After Combat***

All maneuver units may advance after combat if called for by the combat result. Note this may be either the attacker or the defender. (Artillery units may never advance after combat, regardless if making an adjacent or ranged attack.) Whenever an enemy unit is forced to retreat as a result of combat it will usually leave a path of vacant hexes behind it called the "retreat path". A unit may not advance across a major river hexside unless there is a bridge (printed or engineer).

### ***13.8 Retreat Paths and Advancing***

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

As with retreat, advance after combat is in terms of hexes, not movement points. If a unit is eliminated while retreating, the hex it last occupied is the termination point for its retreat path. Advancing victorious units may cease advancing in any hex along the retreat path. They may not violate stacking restrictions at the end of their advance. Advancing victorious units may ignore enemy zones of control. If a unit retreats into a hex containing a friendly unit, then the retreat path terminates in the last hex the retreating unit entered prior to entering the hex with that unit.

### ***13.9 Exercising Option to Advance***

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

## **14.0 SECOND WAVE COMBAT**

### ***14.1 Second Wave Combat Procedure***

During the second wave combat phase, the phasing player may use any and all of his in command units to attack. That includes units that attacked in the First wave combat phase. That is entirely at the player's option. Even if a unit is in an enemy ZOC, it does not have to attack. Per normal combat

rules, if a unit conducts a second wave attack, it must attack all adjacent units that exert a ZOC into its hex.

#### ***14.2 Artillery & Second Wave Combat***

Any kind of artillery unit that conducted ranged fire in the first wave combat may not do so again in the second wave.

#### ***14.3 FPF During Second Wave Combat***

No FPF is conducted for second wave combat (the idea is the defender already had his shot in the FPF phase).

#### ***14.4 Air Support in the Second Wave***

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

### **15.0 SUPPRESSION**

#### ***15.1 Suppression Generally***

Units are in one of two states; they're either "combat effective" or "suppressed." Combat effective units become suppressed due to certain combat results. Suppressed units regain combat effectiveness via "recovery." All units of both sides always start every scenario in combat effective status unless otherwise specified.

#### ***15.2 Causing Suppression***

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

#### ***15.3 Suppression Effects***

Suppressed units are automatically OOC (see 7.0) and suffer all effects of being OOC (see 7.7) in addition to those effects of being suppressed. HQ may not provide them with command. The effects of suppression are listed as follows:

- 1) Suppressed units lose their ZOC while suppressed.
- 2) If any units involved in an adjacent attack are suppressed, the CRT column is shifted two to the left.
- 3) If any units involved in an adjacent defense are suppressed, the CRT column is shifted two to the right.
- 4) Suppressed artillery may not fire ranged combat.
- 5) Suppressed units may never advance after combat.
- 6) Suppressed HQ may not provide command to other units.
- 7) Suppressed units may not provide any shifts for engineer attacks (22.2) or anti-tank fire (16.0).

#### ***15.4 Recovery***

During its side's recovery phase, an in command unit is automatically restored to combat effectiveness. An OOC unit must roll a die: on a "1-3" it remains suppressed; on a "4-6" remove the suppression marker; the HQ recovers automatically, but suppression markers are removed from HQ units after all other units have recovered.

### **16.0 ANTI-TANK FIRE**

#### ***16.1 Anti-Tank Capable Units***

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

### **16.2 AT Units on the Attack**

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

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

The benefits of a defending AT unit is as follows:

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

***Note:** The defender's adjacent (not participating) AT column shift is always received even if the adjacent AT units are under a separate attack of their own.*

### **16.4 Accumulation of AT Shifts**

No more than one shift may be taken by the attacker for this. No more than a two-column shift for the defender may be taken for friendly anti-tank fire. This is cumulative with other shifts.

### **16.5 AT Restrictions**

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

## **17.0 AIRPOWER**

### **17.1 Airstrike Markers**

Airpower is represented by airstrike markers. There are two types of air markers: GA (ground attack) and MB (medium bombers).

### **17.2 Airstrike Availability**

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

### **17.3 Conducting Airstrikes**

MB are used in the same general manner as artillery within the restrictions given below. Each airpower counter is worth one barrage, close support or FPF point. MB may generally function only as bombardment. GA may generally function as bombardment, close support and FPF.

### **17.4 Aerial Bombardment**

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

### **17.5 Airstrikes in Close Support**

Add the air points to the ground strength of friendly units as if they were artillery.

***Note:** Each air point counts as one combat factor, not as one shift to the combat differential column.*

### **17.6 Airstrikes as FPF**

Air units may attack enemy hexes by themselves as FPF unless otherwise disallowed. Use the Ranged CRT. See 17.10.

### **17.7 Airstrike Range**

Airstrikes may be used anywhere on the map; they have unlimited range.

### **17.8 Combining Airstrikes**

A player may generally combine any number and type of airstrikes against the same hex during the same phase subject to the limits in 17.9. They may also be combined with artillery fire.

### **17.9 Airstrike Limits**

A player may utilize the following number of airstrikes per hex:

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

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

### **17.10 FPF Restriction**

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

### **17.11 No Accumulation of Airstrikes**

Airstrike markers may be reused each turn; however, unused airstrikes may not be accumulated from turn to turn. [For example, a scenario might allocate three GA airstrikes per turn.](#) The player could therefore use up to three GA each turn. If he used two in one turn, he couldn't then use four in the next turn; however, he still could reuse all three in the next turn. Each air point may be utilized only once per complete game turn, as either bombardment, close support, or FPF, within the restrictions given above. That is, if you use an airstrike in the friendly player turn, you may not use it again in the enemy player turn as FPF, and vice versa.

### **17.12 Airstrikes & Combat Results**

Airstrike markers are never affected by the outcomes of ground combat. A player may not use airstrikes to attack or intercept enemy airstrikes.

### **17.13 Airstrikes are not Units**

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

### **17.14 Air Defense**

Air units conducting any mission within air defense range of an enemy air defense unit are affected as follows: their strength is cut in half, rounding down any remainder. That is, two airstrikes would equal one combat point; one airstrike would equal zero.

### **17.15 Air Defense Range**

Most units may fire at airstrikes attacking their hex. Those units with the actual anti-aircraft symbol may fire at airstrikes up to two hexes away.

## **18.0 WEATHER**

### **18.1 Weather Determination**

The default weather for the scenario will be stated in scenario instructions. Changes to weather for a turn may be determined as a result of the Events Table. In some scenarios, more than one weather condition may apply. That will be explained by the scenario rules.

## **19.0 FOG OF WAR**

### **19.1 Examining Enemy Stacks**

You may not examine enemy stacks unless one of the following conditions apply:

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

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

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

## 20.0 SUPPLY

### **20.1 Supply & Supply Units**

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

*Note: Supply units still provide supply even when suppressed.*

### **20.2 Procedure**

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

### **20.3 Supply Radius**

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

### **20.4 No Replacement**

Each supply unit may be used only once per game. Once a supply unit has provided maximum attack supply, to any number of units, it is expended (removed from the map). It may not be replaced after being expended. Supply that has been destroyed in combat may not be replaced either.

## 21.0 UNTRIED UNITS

### **21.1 Untried Units Generally**

Units with a question mark printed on their reverse sides in place of combat factors are untried, meaning neither player knows their actual combat strength. When initially deployed on the map, they are placed with their untried side showing.

### **21.2 Flipping Untried Units**

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

### **21.3 Untried Strength Hidden Until Flipped**

Neither player may examine the hidden side of units. Once an untried unit has been revealed, it remains face up for the remainder of the game.

### **21.4 Zero Strength Units**

Zero defense factor units are eliminated when revealed. Zero attack factor units remain in play.

## 22.0 SPECIAL UNITS & TACTICS

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

### **22.1 German Advance After Combat**

German armored units that conduct an advance after combat do not have to follow the retreat path

after the first hex. Starting with the second hex of the advance, they may move in any direction up to the number of hexes they would otherwise be allowed to advance. This may be through enemy ZOCs.

### **22.2 Engineers**

Engineer units can perform the following special functions:

- 1) Assault Pioneering.** If an engineer unit is involved in an attack against a hex containing city or fortification terrain, or entrenchment markers, the attack is shifted one column to the right, cumulative with other offensive and defensive shifts.
- 2) Bridging.** An engineer unit can build a pontoon bridge across a stream or river hexside. Only one hexside can be bridged; if the engineer is adjacent to several, point the top of the unit to the hexside to be bridged. The engineer must start a movement phase adjacent to this kind of hexside and conduct no movement during the turn. During that turn, friendly units may cross the hexside at no additional cost. The bridge remains in place as long as the engineer unit remains in place. An engineer in an enemy ZOC may not build a bridge, and if an enemy unit moves adjacent to the engineer, the bridge is considered destroyed. An engineer unit may cross the bridge itself if no other unit does in the same turn. The effect of an engineer bridge is to negate the crossing cost of a river hexside. It does not create a road in the hex. Units moving across an engineer bridge may not violate stacking restrictions on either side of the bridge hexside.
- 3) Assault Crossing.** Normally, you cannot advance after combat across a minor or major river hexside. However, if an engineer unit is part of the attack, then any unit in that attack may do so. This applies only to an attacker, not the defender.

### **22.3 Screening**

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

### **22.4 Fire Control**

There is a limit to the number of ranged units that may be involved in a single ranged combat. The German limit is four units. The Axis Allied limit is two. The Soviet limit varies by scenario: in 1941 and 1942 scenarios the limit is one unit; in 1943 scenarios the limit is one unit for FPF and close support, two units for bombardment; in 1944 and 1945 scenarios the limit is two units for FPF and close support, three units for bombardment. The above limits do not include air units, nor do they apply to situations in which ranged units are firing at adjacent hexes.

## **23.0 VICTORY CONDITIONS**

### **23.1 Victory Points**

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

### **23.2 Victory Levels**

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

Difference in VP Amounts	Game Outcome
0-9	Draw
10-19	Tactical Victory
20-29	Operational Victory
30+	Strategic Victory

### **23.3 Occupying Hexes**

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

### **23.4 Replaced Units**

Units eliminated but later replaced still count for victory points. Keep track of that on paper.

### **23.5 Exiting VPs**

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

***Note:** There is no airborne movement in Dubno.*

### **23.6 Line of Communication (LOC)**

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

## **24.0 SCENARIO RULES**

### **24.1 Historical Notes**

During the opening days of Operation Barbarossa, the German First Panzer Group drove deep through the Ukraine with its ultimate objective the great city of Kiev. Leading the thrust was the 48th Panzer Corps. The Germans broke through the Soviet frontier defenses. But the Red Army quickly counterattacked with several mechanized corps. While the Germans were outnumbered, especially in tanks, they had superior command control and tactics, allowing them to defeat the Soviets piecemeal. Moreover, the Red Army at this stage of the war was in the midst of reorganization and suffering from severe logistical shortfalls. Still, the Germans got a surprise when they ran up against T-34 and KV tanks which were far heavier than the German AFVs, and were largely impervious to their antitank fire, though the German 88mm flak guns did prove effective against them. Following several days of mobile battles, the Wehrmacht routed the Red Army. Yet, the Germans were delayed long enough to cost them a quick capture of Kiev, a failure which would have considerable ramifications in the next several months of the campaign.

### **24.2 Players & Sides**

The Soviet players deploys first. The German player is the First Player.

German units are divided into six groups, all with black type or icons:

1<sup>st</sup> Panzergruppe (field gray background)

48<sup>th</sup> Panzer Corps (violet background)

11<sup>th</sup> Panzer Division (blue background)

16<sup>th</sup> Panzer Division (green background)

57<sup>th</sup> Infantry Division (yellow background)

Luftwaffe (sky blue background)

Soviet units are divided into two groups, all with white type

Fifth Army (red background)

Mechanized corps (orange background, distinguished by different shades for the three corps)

### ***24.3 Game Scale***

Each hex represents approximately 3.5 kilometers (2 miles) from side to opposite side. Each turn represents one day of operations.

### ***24.4 Game Length***

There are eight game turns running from 23 June through 30 June.

### ***24.5 Victory Conditions***

The German Player is awarded victory points as follows:

For each Soviet armored type unit eliminated: 2 VPs

For each other type of Soviet unit eliminated: 1 VP

The following VPs are scored at the end of each game turn for each of the following towns. The German player receives the VPs if one or more of his units occupy the listed town and can trace a LOC (see 23.6) from it to the western map edge:

<b>Dubno (4911)</b>	4 VPs
<b>Kremenets (5026)</b>	2 VPs

The Soviet player is awarded victory points as follows:

Each German armored unit eliminated: 4 VPs

Each other type of German unit eliminated: 2 VPs

The following VPs are scored at the end of each game turn for each of the following towns. The Soviet player receives the VP if one or more of his units occupy the listed town and can trace a LOC from it to the eastern or southern map edge:

<b>Brody (2928)</b>	2 VPs
<b>Ostrov (3116)</b>	2 VPs

### ***24.6 German Deployment***

Friendly map edge: Western edge (except hexes occupied by a Soviet unit) and any south edge hex through which a German unit was the last to move.

#### **Initial Deployment**

No German units are placed on the map. They all enter as reinforcements.

#### **Reinforcements**

All German reinforcements enter on the west map edge.

**Turn 1:** 48<sup>th</sup> Panzerkorps HQ; 11<sup>th</sup> Panzer Division; any 2 non-divisional units of 48<sup>th</sup> Panzer Corps (German choice); 1 supply unit

**Turn 2:** 16<sup>th</sup> Panzer Division; any 3 non-divisional units of 48<sup>th</sup> Panzer Corps (German choice); 1 supply unit

**Turn 4:** 57<sup>th</sup> Infantry Division; 1 supply unit.

**Turn 6:** 1 supply unit.

**Turn 8:** 1 supply unit.

Contingency Reinforcements (1st Panzergruppe)

The first time that each Soviet mechanized corps appears as a reinforcement, the German player rolls one 6-sided die for each 1st Panzergruppe non-divisional units not yet in play. On a "1-2" the unit appears as a reinforcement on the following turn. On a "4-6" it is not received (but you can roll for it



when the next Soviet mechanized corps appears).

### **Replacements**

2 RPs per turn (may not be accumulated; see 6.12). On the first German Reinforcement Phase in which one or more German units occupy each of the following hexes, the German player receives one RP (per objective, but only once per each):

**Ostrov**

**Brody**

**Dubno**

**Kremenets**

***Note:** German replacements appear on the west map edge.*

### **Airpower**

At the start of the game, place 6 Ground Attack and 6 Medium Bomber counters in the Air Units Available box on the map. During each German Reinforcement Phase, roll two 6-sided dice, add the total, and pick that number of air units at random.

### **Command Structure**

- 1) 48<sup>th</sup> Panzer Corps HQ: can command all German units.
- 2) Each of the three German Divisions (11<sup>th</sup> Panzer, 16<sup>th</sup> Panzer, 57<sup>th</sup> Infantry) have three battlegroup HQs: each HQ can command all units from that division, plus one unit from either the 48<sup>th</sup> Panzer Corps or 1<sup>st</sup> Panzer Group, plus one supply unit.
- 3) 48<sup>th</sup> Panzerkorps non-divisional units include: 612 Artillery, 619 Artillery, 520 Engineer, 190 Assault Gun, 71 Flak.
- 4) 1<sup>st</sup> Panzergruppe non-divisional units include: 670 Anti-tank, 671 Flak, HG Flak, 700 Engineer.
- 5) German air units are always in command.

### **Special Units**

The Germans still were equipped largely with light 37mm and 50mm “door knocker” anti-tank guns. Therefore, German antitank units provide only a one column defensive shift against enemy armor instead of two (rule 16.0). German anti-aircraft units provide the normal two column shift.

### **Abbreviations**

**HG:** Herman Goering

**PzG:** Panzergruppe

**PzK:** Panzerkorps

**Pz:** Panzer Division

### **24.7 Soviet Deployment**

Friendly map edge: East and south map edges (except hexes occupied by German units or south edge hexes which a German unit was the last to enter).

### **Initial Deployment**

Only the units of Fifth Army (those with a red background) are deployed on the map; the remaining Soviet units arrive as reinforcements. The two HQ units are deployed face up; all other units are deployed with their untried sides showing.

- 1) West of the Styr River (the river running from 2929 to 3406): 5A HQ, 3 infantry regiments, 1 artillery regiment, 1 artillery brigade, 2 fortified regiments.
- 2) East of the Ikva River: 36 Rifle Corps HQ, 9 rifle regiments, 3 artillery regiments, 1 artillery brigade, 4 cavalry regiments.

### Reinforcements

1) During each Soviet Reinforcement Phase, the player rolls one 6-sided die for each of the following units:

8<sup>th</sup> Mechanized Corps  
15<sup>th</sup> Mechanized Corps  
19<sup>th</sup> Mechanized Corps

If the result is less than or equal to the current turn number, that corps is received as a reinforcement this turn. The Soviet player rolls for each corps every turn until it arrives.

2) Roll for each arriving corps to determine where it enters the map: 1-4 = south edge; 5-6 = east edge.

3) All reinforcements arrive in their untried state except the HQs, which deploy face up.

### Replacements

No replacements are received normally. The Events Table may generate RPs. Replacement units are placed in the same manner as described under Soviet Reinforcements.

### Airpower

None.

### Command Structure

1) The 5A HQ commands only the units of 5<sup>th</sup> Army.

2) Each Mechanized Corps HQ commands all units in its own corps.

3) There are no Soviet supply or air units.

### Abbreviations

5A: 5<sup>th</sup> Army

MC: Mechanized Corps

RC: Rifle Corps

FR: Fortified Regiments

### 24.8 Weather

Turn 1 is always Clear. Turn 2 to the end of the game: Determine via the Events Chart.

### EAST FRONT BATTLES WEATHER CHART

Weather Effect on Condition High Ground	Effect on Maximum LOS from HQ radius	Effect on Movement	Effect on Combat	Effect on Airpower
Clear	-	-	-	12
Hazy	-	-	-50%	6
Fog	-1	+1	-	1
Light Precipitation	-	-	-50%	-50%
3				
Heavy Precipitation	-1	-50%	Note 1	Note 3
-1				
Frozen	-1	Note 2	-	12

### Notes

- 1) Treat Minor Rivers as Major Rivers. Treat roads as other terrain in hex (however, bridges remain bridges).
- 2) Stream, River, Lake hexsides cost no additional movement points to cross, treat marsh as clear terrain.
- 3) No shifts for combined arms, engineers or anti-armor.

#### **24.9 Events**

On Turn 1: Skip the Events Phase. Roll normally for events starting on Turn 2.

##### **Events Table**

- |   |  |
|---|--|
| 1 | -  |
| 2 | -  |
| 3 | -  |
| 4 | Soviet Command/Logistics Breakdown: During this Soviet turn's Command phase, all Soviet units are placed out of command regardless of HQs. |
| 5 | Soviet Emergency Replacements: The Soviet player receives one RP during this turn's Soviet Replacement phase.                              |
| 6 | Weather is Hazy for this turn only; it reverts to Clear at the end of the turn.  |