Table of Contents

LAST STAND: THE BATTLE FOR MOSCOW 1941–42

1.0 INTRODUCTION

Last Stand: The Battle for Moscow 1941-42 is an operational-level game at the division/corps scale simulating operations from October 1941 to January 1942.

After the stunning initial success of Operation Barbarossa, the German armies closed in on the Soviet capital. Despite sustaining unprecedented casualties and loss of material resources, the Soviet Red Army continued to resist as the Germans approached Moscow.

Then, as the weather transitioned from fall rains to the snowfall of winter, the spent German armies were halted just eight kilometers from the outskirts of Moscow. The Russian "General Winter" which had once defeated Napoleon's invading army, now forced the Germans to retreat. They would never come so close again.

Last Stand is designed for two players, one commanding the Soviet Red Army, the other the invading German forces. The game is divided into 10 game turns, each representing ten days, that follow a strict sequence of play. After the tenth game turn, the game ends and the winner is determined.

2.0 GAME COMPONENTS

2.1 MAPS AND CHARTS

The game map depicts the area of Central Russia where the battle for Moscow took place. A hexagonal grid has been superimposed on the map to regulate the placement and movement of game pieces. Each hexagon (hereafter hex) has a unique four-digit number for identification purposes. Each hex represents an area approximately 17.2 km across. Surrounding the map are charts necessary for play.

2.2 GAME PIECES

Included with the game are two sheets of counters representing the historical forces that participated in the battle for Moscow, called units. The numbers and symbols printed on the unit counters indicate the combat capabilities and mobility of the unit, as well as the size, type, and affiliation of the unit.

2.21 HOW TO READ UNIT COUNTERS

- The **ID** of the unit according to the historical record.

- German units have a **formation**, which is the parent unit to which the unit counter belongs to, either an infantry or panzer army. Soviet units are not assigned to formations.

- The unit's **size** is designated as follows:

    XXXX = army
    XXX = corps
    XX = division
    X = brigade
    KG = German kampfgruppe
    III = Regiment
    II = Battalion

Soviet **untried units** can represent multiple units of a given size; i.e. an "x2" next to the corps symbol of a rifle division indicates two rifle divisions in a single unit counter.

- The **setup code** of the unit, either a four-digit hex code, or the game turn number the unit enters as a reinforcement. Setup codes on the revealed side of Soviet units are used only when playing with the optional historical setup rule (see 13.1).

- The **attack strength** is used when that unit attacks enemy units.

- The **defense strength** is used when the unit is attacked.

- The unit's **movement allowance** represents the maximum movement points that the unit can expend in a single friendly movement phase.

- **Supply range** indicates the maximum length of the supply line that can be traced from the headquarters or supply unit to a friendly combat unit receiving supply. Supply range is always counted in hexes, regardless of terrain.

- The unit's current **step strength**, a measurement of the unit's capacity to absorb losses. A unit's step strength is reduced by combat results or exhaustion checks. Step strength has no effect on stacking.

- Any unit with a printed attack and defense strength (even if zero) is a **combat unit**. Units without printed attack or defense strength (German supply units, Soviet Army headquarters, and Katyusha artillery) are non-combat units. Non-combat units of both sides have no step strength and do not exert zones of control (ZOCs).

- **Fractions:** when applying a fraction to defense strength, round up individually by unit only after all modifications are applied.

2.22 MILITARY UNIT LIST BY TYPE

2.23 ABBREVIATIONS

Axis Forces

Pz = Panzer
SSR = SS-Reich
GrD = Grossdeutschland
F = Frankreich
S = Sturm
J = Jaeger

Soviet Forces

Gd = Guards
Sh = Shock
Er = Ermakov
M = Motorized

GERMAN UNITS
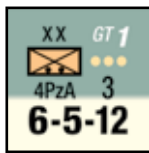
| Panzer | Motorized Infantry | Infantry | Cavalry | Supply |

SOVIET UNITS
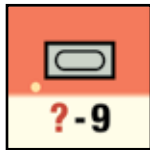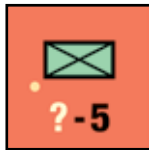
| Tank | Infantry | Cavalry | Katyusha | Headquarters |

| Factory | Partisans | Paratroop | Garrison |
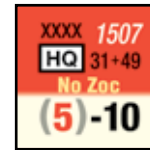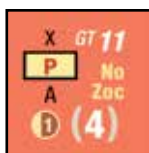
Size — Reinforcement
— Step Strength
Formation — ID
Attack Strength — Movement Allowance
Defense Strength

Size — Setup
— ID
— Non-Combat
Supply Range — Movement Allowance
Motorized (pale band)
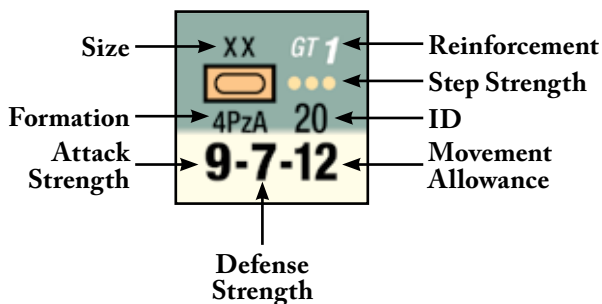
2.24 UNIT COLORS

German Army = gray green
German SS = black
German Supply Unit = dark gray green
Soviet Army = bright red
Soviet Headquarters = dark red

- In addition to the above, the background color of the symbol for each unit of the German Army are color-coded to indicate the army formation the unit belongs to.

- A **pale band** overlays the attack and defense strength of motorized units (i.e. German panzer divisions). Units without the band move on foot. The distinction between motorized and foot units has important implications for movement (5.15) and advance after combat (6.74).

2.25 MARKER LIST

- The **Game Turn** marker and the **Phase** marker are used to manage the progress of the game (see Sequence of Play).

- **Weather** markers are used to indicate the weather on that turn.

- **Out-of-Supply** and **Isolated** markers indicate the deterioration of a unit's capacity to carry out operations due to the inability to receive supplies.

- **Disrupt** markers indicate a unit that has temporarily lost its ability to execute operations due to a retreat combat result (see Combat, 6.8).

- **Soviet Damage** markers are used to indicate objectives occupied by German troops, and placed on the Soviet Damage Track on the map edge (8.3).

- **Presrv. Morale** markers are used to determine the breaking point of the Soviet Red Army morale. One is placed in the Soviet National Will Box on the map edge (8.32).

- **Soviet Morale Damage** markers are used to represent the decline in fighting spirit of the Soviet Red Army officers and men (8.32-8.36).

- **Soviet Ski Troops** markers are used to represent the assignment of ski troops for the Soviet winter counteroffensive (8.5).

- **German Occupation** and **Soviet Recapture** markers indicate current control of objective hexes on the map (8.4).
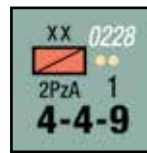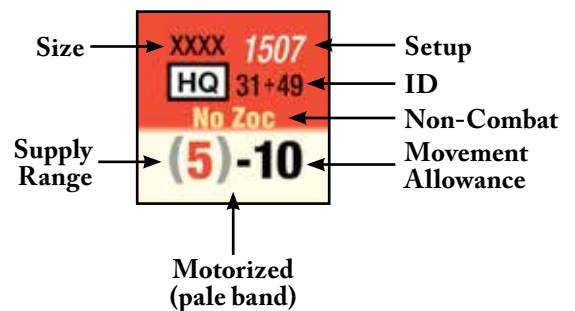
- **Airpower** markers for both sides are used on the **Air Point Record Track** on the map to show the number of airpower (9.12) points that can be used for the turn.

2.26 DICE

In this game, you use two types of dice: a typical **six-sided** die, as well as a **ten-sided** dice. The ten-sided die is used only for Overrun and Katyusha artillery resolution. For all other dice rolls, use the six-sided die.

2.3 LIST OF COMPONENTS

This game includes the following materials.

- Game map: One map sheet
- Counters: Two sheets (420 counters in total)
- Charts: Two Player Aid Charts (identical), One Rinforcement Chart
- One Rulebook
- One six-sided die and one ten-sided.

3.0 SEQUENCE OF PLAY

Last Stand is comprised of a series of game turns, each divided into two player turns, one for the German forces and one for the Soviet forces. During each player's turn, they perform a number of activities in a strict sequence as outlined below. When both players have finished their turns, the game turn is complete. Players may use the Phase marker on the Record Phase Track to record the progress of the turn.

A. GERMAN PLAYER TURN

1. GERMAN SUPPLY DETERMINATION PHASE

A. **Weather Step**

B. **Reinforcement Step**

C. **Airpower Points Step**

D. **Supply Determination Step**

E. Isolation Step

F. Supply Attrition Step (Snow turn only)

G. Preservation Redraw Step

A. Refer to the Game Turn Record Track to determine the weather for this turn (**exception:** see optional rule 13.2).

B. Determine any German reinforcements to appear this turn, and select the indicated number of German supply units, and place them on map edge supply hexes matching the affiliated army formation.

C. Determine the number of German airpower points received for the current turn, and record it on the Air Point Record Track.

D. Determine the supply status of all German units on the map, and mark appropriate units with Out of Supply markers. Units that began this phase Out of Supply and remain so are marked Isolated; if a supply line has been restored, remove the marker instead.

E. Make an attrition check for Isolated units that cannot trace a line of communications of any length to a friendly map edge supply source (7.66).

F. If it is a Snow turn, remove two German supply units from the map and replace them on the affiliated army's map edge supply source. Which supply units are removed is determined on a turn-by-turn basis according to the rules (7.49).

G. If Moscow is occupied by Germany, you may force the Soviet player to redraw the Soviet Morale marker.

2. GERMAN MOVEMENT PHASE

A. Movement/Overrun Step

B. Supply Mode Step

A. In the German Movement Phase, every German unit may move up its printed movement allowance. German units that start this phase marked Out of Supply or Isolated have their movement allowance reduced (7.6).

If the weather is Clear or Frozen, German units (except those with zero attack strength) not marked Disrupted, Out of Supply, or Isolated may make Overrun attacks (combat during movement). If the weather is Rain, only German foot units may Overrun. Any Soviet units that retreat as a result of an Overrun are immediately marked Disrupted.

B. At the end of the German Movement Phase, the German player may choose to flip German supply units on the map to Offensive Support mode.

3. GERMAN COMBAT PHASE

A. Combat Resolution Step

B. Consumed Supply Unit Removal Step

A. German units on the map may attack adjacent enemy units. Units marked Out of Supply or Isolated have their attack and defense strength reduced (7.6). Units with zero attack strength cannot participate in attacks.

Attacks are always optional, never mandatory. Individual attacks are resolved one by one, in any order the player desires.

At the moment of attack, if greater than half the German units participating are drawing Offensive Support from a supply unit in Offensive Support mode, the attack receives favorable modifiers (subject to weather and current turn).

Units that retreat as a result of combat are marked Disrupted.

B. At the end of the combat phase, the German player removes all supply units in Offensive Support mode.

4. SOVIET REACTION MOVEMENT PHASE

Soviet motorized units may move using Reaction movement.

Reaction movement follows the normal rules for movement, including the possibility of Overruns. Up to two Soviet tank units, and any number of Soviet HQ units, may use Reaction movement each Soviet reaction phase.

Units that start this phase in an enemy ZOC or marked Out of Supply or Isolated are not eligible for Reaction movement.

Reaction movement is prohibited during turns with Rain weather.

5. GERMAN EXPLOIT MOVEMENT PHASE

All eligible German units may move again during this phase, but movement allowances for all units (including supply units) are halved (round up).

Units beginning this phase Units marked Out of Supply, Isolated, Disrupted or in an enemy ZOC may not use exploit movement, even to move away from the enemy unit.

On turns with Clear or Frozen weather, German units that are not marked Out of Supply, Isolated, or Disrupted may conduct Overruns as part of their exploit movement, under all the usual restrictions. The exploit movement phase is skipped during turns with Rain weather.

B. SOVIET PLAYER TURN

1. SOVIET SUPPLY PHASE

A. **Reinforcement Step**

B. **Airpower Points Step**

C. **Supply Determination Step**

D. **Isolation Step**

E. **Katyusha Movement (skipped until turn 7)**

F. **Katyusha Fire (skipped until turn 7)**

A. Soviet reinforcement units, including reorganized rifle and tank units and rebuilt headquarters units, are placed on the map in hexes meeting the stipulated conditions (10.0).

B. Determine the number of Soviet airpower points received for the current turn and record it on the Air Point Record Track.

C. Determine the supply status of all Soviet units on the map, and mark appropriate units with Out of Supply markers. Units that began this phase Out of Supply and remain so are marked Isolated; if a supply line has been restored, remove the marker instead.

D. Make an attrition check for Isolated units that cannot trace a supply line of any length to a friendly map edge supply source (7.66).

E. The Soviet player may move Katyusha artillery units on the map, and fire with some or all of them. This phase is skipped until turn 7 when the first Katyusha artillery units arrive as reinforcements.

F. After all Katyusha units have moved, each one may fire. Katyusha units that fire are removed from the map (i.e. used up). This phase is skipped until turn 7, when the first Katyusha artillery units arrive as reinforcements.

2. SOVIET MOVEMENT PHASE

Soviet units on the map may move or make Overrun attacks, in the same manner as German units in the German Movement Phase. Soviet Overruns are prohibited on non-Snow turns. Units marked Out of Supply, Isolated, or Disrupted also cannot Overrun.

Katyusha units do not move during this phase (see the previous phase).

3. GERMAN REACTION MOVEMENT PHASE

As in the Soviet reaction phase, German motorized units may move using Reaction movement. In a given Reaction Phase, German Reaction movement is limited to two stacks of units, which must not be in enemy ZOC at the start of the phase. Any number of units may be in a reacting stack, but only motorized units may perform Reaction movement.

Reaction movement is prohibited during turns with Rain weather.

4. SOVIET COMBAT PHASE

A. **Ski Troop Marker Step (Turn 7 only)**

B. **Combat Resolution Step**

A. On turn 7 only, the Soviet player places ski troop markers on any two rifle units within 5 hexes of the 1st Shock Army headquarters unit.

B. The Soviet player conducts attacks with his units on the map adjacent to enemy units. The procedures and restrictions of combat resolution, and the application of combat results, is the same as in the German Combat Phase.

5. Soviet Exploit Movement Phase

The Soviet player may move some of their units on the map again. Restrictions on exploit movement are the same as for the German player turn. However, Soviet units cannot make Overrun attacks except during Snow turns. Exploit movement is prohibited during Rain turns.

At the end of the Soviet player turn, both players remove all Disrupted markers on their units.

With the completion of the Soviet player turn, the game turn is also complete. Move the game turn marker one box forward on the Game Turn Record Track.

4.0 Stacking & Zones of Control (ZOC)

Each player has a limit on the number of units they can place (stack) in a given hex. Most units exert a zone of control (ZOC) over the six hexes surrounding the hex they occupy. Enemy ZOCs affect movement, combat, etc.

4.1 Stacking Limit

4.11 The limit on the number of friendly units that may occupy a single hex is the stacking limit. Stacking limits apply at the end of each phase, except the German Supply Determination Phase. During movement, retreats, or advance after combat, units may temporarily exceed the stacking limit (**exception:** 5.36). In addition, during the German Supply Determination Phase, entering units may exceed stacking limits (10.12). Soviet reinforcing units can never be placed in excess of the stacking limit.

4.12 As a general rule, no more than two friendly combat units may occupy a given hex, whether full strength or kampfgruppe units, i.e. regardless of step strength (**exception:** 4.14). Soviet Guards Cavalry Corps count as **two** units towards stacking, regardless of step strength.

4.13 Non-combat units do not count towards the stacking limit.

4.14 Soviet garrison units, with one strength step, do not count towards the stacking limit. For example, the Soviet player could have 3 garrison units in Moscow and still stack 2 rifle units there.

4.15 An Overrun attack can only be performed during the movement phase if the attacking units conform to the stacking limit in the hex they occupy before the attack.

4.16 Players may examine the contents of any stack on the map at any time during the game. However, only the side of the counter facing up may be examined; specifically, the reverse of untried Soviet units may not be examined (6.93).

4.17 If a hex is found to exceed the stacking limit for any reason at the end of a phase, the excess units must be eliminated, chosen by the opposing player.

4.2 Zones of Control (ZOC)

4.21 With the following exceptions, units on the map exert a zone of control (ZOC) into the six adjacent surrounding hexes. Non-combat units, German kampfgruppe units, and Soviet factories do not exert ZOCs. Units marked Disrupted also do not exert ZOCs so long as the marker remains on the unit.

4.22 A unit's ZOC does not extend across a lake hexside. No other terrain has any effect on ZOCs. A given hex can be within the ZOC of multiple opposing units.

4.23 A unit may exit an enemy ZOC, whether beginning its movement there or during the course of its movement, by paying an additional 3 movement points over and above the normal cost of movement. Subject to this movement penalty (and see also 4.24 and 5.24), units do not have to stop when entering enemy ZOCs.

4.24 Moving directly from one enemy ZOC hex to an adjacent enemy ZOC hex is called Infiltration movement. German motorized units during Clear, Rain, or Frozen weather, and Soviet Guards Cavalry Corps during Snow weather, may perform Infiltration movement. For all other units, Infiltration movement is prohibited, but they may exit an enemy ZOC to enter a non-ZOC hex, then return to enemy ZOC. So long as the movement cost is paid, units may use Infiltration movement any number of times in a movement phase. However, German units cannot use Infiltration movement to enter a entrenchment hex. Also, road movement rates (5.14) never apply to Infiltration movement.

4.25 When a unit retreats into a hex with an enemy ZOC, the retreating unit must lose one step (6.64),

unless the hex is already occupied by a friendly unit (even a non-combat unit). If German units are retreating as a stack, the stack as a whole must lose one step, not one per unit. If Soviet units are retreating as a stack, each unit of the stack must lose one step.

4.26 A Disrupted unit cannot enter an enemy ZOC during movement or retreat.

4.27 The effects of enemy ZOC are cancelled by the presence of a friendly unit in the same hex for the purposes of retreat (4.25, 4.26) and tracing supply (7.31) and rear-line supply (7.33). Enemy ZOCs also have no effect on advance after combat (6.75).

4.28 Soviet map edge supply source hexes (the red-bordered map edges) are considered throughout the game to be in Soviet ZOCs for all purposes.

4.29 Non-combat units may only move or retreat into a hex with an enemy ZOC if the hex is already occupied by a combat unit with at least one step that is not marked Out of Supply, Isolated, or Disrupted.

5.0 MOVEMENT

The distance a unit may move is dependent on the unit's movement allowance, or the number of movement points a unit may expend to move during a single movement phase. Units may not lend movement allowance to other units, nor save it to carry over from turn to turn.

5.1 MOVEMENT POINTS & MOVEMENT ALLOWANCE

5.11 A unit expends movement points (MP) from its allowance according to the terrain of each hex it enters (and possibly hexsides it crosses). MP expenditures are indicated on the Terrain Effects Chart (TEC).

5.12 Each unit moves individually, although a stack of units beginning the movement phase in the same hex may move together using the lowest movement allowance among them. Units moving as a stack must remain together for the entire move (**exception:** 5.36).

5.13 Hexside terrain cost additional MP to cross when entering a hex. For example, a motorized unit entering a forest hex (3 MP) across a river hexside (+2 MP) expends 5 MP in total from its movement allowance. Note, however, that on Frozen or Snow turns, all river hexsides are considered clear and cost no additional MP to cross.

5.14 Units that move along a road (primary or secondary) ignore the terrain cost of each hex entered by road hexside, expending only 1 MP per hex. Motorized units expend only ½ MP per hex when using road movement. The additional MP cost of river hexsides is ignored when crossed via a road. Road movement benefits only apply when following the road depiction across a hexside. On Rain or Snow turns secondary roads do not exist and are ignored.

5.15 MP expenditure depends not only on terrain but also unit type, i.e. motorized versus foot (2.24). For example, a motorized unit pays a total of 5 MP to cross a river into forest, but a foot unit would pay only 3 MP (2 MP for the forest, +1 MP for the river hexside).

5.16 A unit with a printed movement allowance of 1 or more may always move at least one hex, even if its movement allowance is insufficient. This does apply to units beginning the movement phase in an enemy ZOC, or marked Out of Supply, Isolated, or Disrupted, etc., but does not apply to prohibited movement, such as Infiltration movement by infantry. This minimum move rule does not apply during any exploitation phase.

5.17 German motorized units must expend +2 MP to enter a entrenchment hex by a non-road hexside (primary or secondary) in addition to the normal terrain cost. Note that during Rain or Snow, secondary roads are not available. German foot units expend +1 MP to enter a entrenchment hex. Soviet units, and German units using road movement, never expend additional MP when entering entrenchment hexes.

5.18 Units marked Disrupted (6.82), Out of Supply (7.61), or Isolated (7.62) have its movement allowance reduced to half or less of its original values.

5.19 On turns with Frozen or Snow weather, marsh is considered to be forest for the purposes of MP expenditure. On turns with Rain weather, German supply units have their movement allowance halved.

5.2 MOVEMENT RESTRICTIONS

5.21 Movement is not mandatory. A player may move all, some, or none of their units during their friendly movement phase as they desire.

5.22 The movement of each unit (or stack) must be completed before the movement of another unit (or stack) is begun.

5.23 Generally, units are not able to enter a hex occupied by one or more enemy units. However, a hex occupied only by enemy non-combat units may be entered, at no additional MP expenditure, resulting in the elimination of the non-combat units (see 7.52 for Soviet headquarters). The moving unit may then continue unimpeded. Units may not voluntarily move off the map.

5.24 Units that begin the movement phase in an enemy ZOC may withdraw to another hex by expending an additional 3 MP. In addition, German motorized units and Soviet Guards Cavalry Corps may, within certain limits, use Infiltration movement to move directly from enemy ZOC to another enemy ZOC (4.24).

5.25 Units may expend 3 MP to withdraw from enemy ZOC any number of times in a given movement phase. However, movement directly from enemy ZOC to enemy ZOC (Infiltration movement) is only allowed within the strictures of 4.24.

5.26 Disrupted units cannot enter hexes in enemy ZOC. However, a Disrupted unit that begins the movement phase in an enemy ZOC, is not required to withdraw.

5.27 During the movement phase there is no limit to the number of units that may enter or pass through a hex. However, at the end of the movement phase or immediately before executing an Overrun attack (5.36), units must conform to the stacking limit (4.1).

5.28 Soviet Katyusha artillery units move only in the Katyusha Artillery Phase, but otherwise follow all regular rules for movement. They cannot move at all during the Soviet Movement Phase, Soviet Reaction Phase or Soviet Exploit Phase.

5.29 A unit with a movement allowance of zero cannot move (including Reaction movement).

5.3 Overrun Attacks

5.31 An Overrun attack is combat carried out during movement. A unit or stack adjacent to enemy unit(s) at the start of, or during, its movement may be eligible to execute an Overrun attack against the enemy hex.

5.32 Units executing an Overrun attack must expend an additional 3 MP in addition to the cost of entering the enemy hex, even if no enemy units in the target hex exert a ZOC. When executing an Overrun, the ZOCs of adjacent enemy units are temporarily ignored. The benefits of road movement (5.14) do not apply to the MP cost of entering the enemy hex during an Overrun attack. Overrun attacks cannot be made across lake hexsides or into city hexes.

5.33 German units can only execute Overrun attacks in Clear, Rain (foot only), or Frozen weather. Soviet units can only execute Overrun attacks in Snow weather.

5.34 Units marked Disrupted, Out of Supply, or Isolated are not eligible to execute Overrun attacks. Also, Katyusha units and units with zero attack strength cannot execute Overrun attacks.

Overruns cannot be executed by multiple units with different printed movement allowances, or from different German army formations.

5.35 Motorized units can execute any number of Overrun attacks in a movement phase, provided the full MP expenditure is made each time. Foot units can only execute one Overrun attack each movement phase. A hex may be the target of any number of Overrun attacks in a single movement phase.

5.36 Multiple units in the same hex at the start of the movement phase may execute an Overrun attack together as a single stack. After resolving the Overrun, the stack may continue moving (and possibly execute another Overrun attack). However, an Overrun attack cannot be executed from an overstacked hex (at the moment of execution).

Multiple stacks cannot execute an Overrun attack together. Two units that execute an Overrun attack as a stack, after the Overrun is fully resolved, may separate and move (and even Overrun) independently; however the movement of one unit must be fully completed before the movement of the second unit is continued.

5.37 Overrun attacks are resolved in the same manner as regular attacks (6.0). However, Overruns always use a 10-sided die instead of a 6-sided die. If all units defending against an Overrun retreat or are destroyed (i.e. the target hex is vacated), the Overrunning unit or stack may enter the target hex. If no combat result was inflicted on the attacking

unit or stack, it may continue to move; otherwise the overunning units must halt in the target hex after the effects of the combat are resolved. If the attackers suffer a retreat result, the defending player may determine their retreat path (5.38, 6.62, 6.69). If an Overrun fails to vacate the target hex by retreating or destroying all defending units, the overunning units are halted in the hex from which they began the Overrun, and may move no further this movement phase.
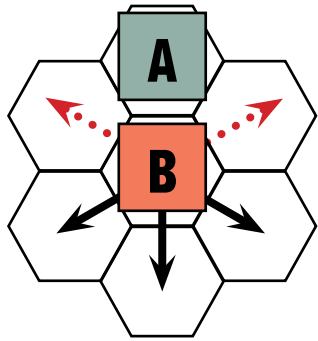
Figure 1: Defender Retreat from Overrun; A=attacking unit; B=defending unit; solid arrows=retreat OK; dotted arrows=retreat prohibited.
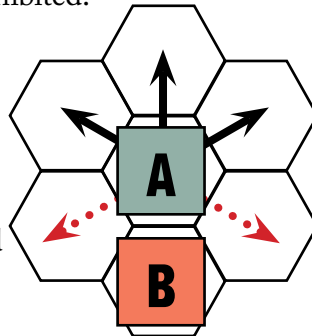
Figure 2: Attacker Retreat from Overrun; A=attacking unit; B=defending unit; solid arrows=retreat OK; dotted arrows=retreat prohibited.

5.38 Units defending against an Overrun cannot retreat to a hex adjacent to the hex from which the Overrun was executed (Figure 1). Similarly, overunning attackers cannot retreat to hexes adjacent to the target hex (Figure 2). If all Overunning attackers are destroyed, the defender may not occupy the hex from which the Overrun was executed.

5.39 When applying the combat result of an Overrun, units that retreat are immediately marked Disrupted (6.8), whether attacker or defender. In addition, Soviet units executing an Overrun (except the Guards Cavalry Corps) are marked Disrupted at the conclusion of their movement.

5.4 REACTION MOVEMENT

5.41 A player may move some of their units on the map during their friendly reaction phase. All regular movement rules apply, including the possibility of executing Overrun attacks.

5.42 In the German reaction phase, up to two stacks of units may move; each stack may contain any number of units up to the usual stacking limit, with the additional restriction that only motorized units can move during the German reaction phase. Infantry, cavalry, and supply units are not eligible for Reaction movement.

5.43 In the Soviet reaction phase, up to two tank units and any number of headquarters units may move. Rifle, cavalry, Guards Cavalry Corps, and Katyusha artillery units are not eligible for Reaction movement.

5.44 Units marked Disrupted, Out of Supply, or Isolated are not eligible for Reaction movement. Units not listed as eligible in 5.42 or 5.43 may not move during a reaction phase. For the Soviet reaction phase, units must be able to trace a supply line at the start of the phase (even if not marked Out of Supply) to be eligible for Reaction movement. Units of either side that start the phase in an enemy ZOC are not eligible for Reaction movement.

5.45 German units using Reaction movement receive their full movement allowance. Soviet units using Reaction movement receive only half their movement allowance (round up). Units of either side can Overrun during Reaction movement (5.33) if otherwise eligible.

5.46 A stack of German units eligible for Reaction movement may be moved individually or as a stack.

5.5 EXPLOIT MOVEMENT

With the following three exceptions, all regular movement rules apply during an Exploit Movement phase:

- Units receive only half their movement allowance (fractions round up).
- Units that start the phase in an enemy ZOC are not eligible for exploit movement.
- Units marked Disrupted, Out of Supply, or Isolated are not eligible for exploit movement.

6.0 COMBAT

Combat is always between friendly units and adjacent enemy units. When resolving combat, regardless of the overall situation, the active player is the attacker and their opponent is the defender.

COMBAT SEQUENCE

Each individual combat is resolved according to the following procedure.

1. First, total the attack strength of all attacking units and the defense strength of all defending units, modified by terrain, supply, and weather, as indicated in 6.2 and summarized on the player aid card (PAC).

2. Divide the defender total strength into the attacker to arrive at a ratio as indicated on the Combat Results Table (CRT). Always round the ratio in favor of the defender. For example, 3 attack against 4 defense becomes 1:2; 5 attack against 2 defense becomes 2:1; 9 to 6 is 3:2; 11 to 8 is 1:1, etc..

3. If the combat ratio exceeds the highest column, resolve on the highest column. Similarly, if the combat ratio is worse than the lowest column, resolve it on the lowest.

4. The column to resolve the combat on the CRT may be shifted left or right in accordance with 6.3, also summarized on the PAC.

5. If either or both sides wish to add airpower points, the column is shifted left or right according to 9.23. The attacker must declare use of airpower points first.

6. The attacker rolls the six-sided die (or the ten-sided die for an Overrun) and consults the CRT by cross-indexing the result of the roll with the final column determined above, to determine the combat result. Results are applied immediately, and retreating units are marked Disrupted.

7. If the attacker(s)' or defender's hex is vacant due to units retreating or being eliminated, remaining units on the opposing side may advance after combat into the vacant hex.

8. Resolve any remaining combats in the same fashion. All results from one combat must be fully applied before moving on to the next.

6.1 Attack Restrictions

6.11 Friendly units may only attack enemy units during your combat phase. Units may only attack enemy units that were adjacent to them at the start of the combat phase. Lake hexsides prohibit attacks across them.

6.12 The attacker need not include every eligible attacking unit in a combat. However, the defender must always defend a hex with all units in that hex.

6.13 The attacker can make any number of attacks each combat phase. However, each individual unit may only attack, or be attacked, once each combat phase. Within these restrictions, the attacker may select any combination of attacking units and defending hexes.

6.14 Multiple units attacking the same hex must combine their attack strength. Multiple defending units in a hex cannot be attacked individually, their defense strengths are combined.

6.15 A given unit's attack or defense strength cannot be divided among multiple combats. However, multiple units in a single hex may attack in different combats.

6.16 A single unit adjacent to more than one hex with enemy units may attack any number of those hexes together as a single attack. However, multiple units may not attack more than one hex in this way. An attack against multiple defending hexes uses the terrain modifiers most beneficial to the defender among the defending hexes.

6.17 Units marked Out of Supply or Isolated have their attack and defense strength halved or worse (7.61, 7.62). Units with attack strength zero and units marked Disrupted may not attack at all (6.82).

6.18 Non-combat units (German supply units, Soviet headquarters, and Soviet Katyusha artillery) have zero attack and defense strength. If a hex containing only non-combat units is attacked by at least one combat unit, the combat result is automatically -/E with no die roll. If a non-combat unit is attacked while stacked with a combat unit, a combat result of retreat allows non-combat units to retreat with the combat units (6.67).

6.2 Combat Strength Modifications

6.21 Units attacking across a river hexside (not crossed by a road or rail line) have their attack strength halved (round up). If multiple units are attacking and only some attack across a river hexside, only those units attacking across the river are halved. On turns with Frozen or Snow weather, river hexsides are clear and this penalty is not enforced.

6.22 Soviet units defending in a entrenchment hex add 2 to their defense strength (total, not per unit). This bonus applies only if the hex contains at least one combat unit; a hex solely occupied by non-

combat units does not receive the bonus strength. German units never receive this entrenchment bonus.

6.23 German panzer and Soviet tank units attacking into, or defending in, a city hex have their attack/defense strength halved (round up).

6.24 A unit marked Out of Supply has its attack and defense strength halved (round up).

6.25 A unit marked Isolated has its attack and defense strength quartered (round up).

6.26 All the effects in 6.21 through 6.25 above are cumulative. Apply modifications for terrain (6.21-6.23) first, then supply status (6.24-6.25).

6.27 Most Soviet units begin the game in their untried state, with "?" instead of printed attack or defense strength (**exception:** historical setup optional rule, 13.1). Until the first time an untried unit participates in combat, its exact strength is unknown to either side (6.9).

6.3 Combat Ratio Modifications

6.31 In the case of Frozen weather, German attacks are shifted 1 column left, and Soviet attacks are shifted 1 column right. In the case of Snow weather, German attacks are shifted 2 columns left, and Soviet attacks are shifted 2 columns right. These shifts also apply to German Overrun attacks, but not Soviet Overruns. However, German formations with Offensive Support (6.33) ignore the adverse column shifts for attacking in Frozen or Snow weather.

6.32 Either or both players may commit 1 airpower point (9.0) to each combat or Overrun. The effect of airpower is to provide 2 column shifts, right for attacker or left for defender. Each side can only commit 1 point of airpower to each combat/Overrun.

6.33 If at least half the units involved in a German attack can trace a supply line of up to four hexes to a supply unit of their formation in Offensive Support mode, shift the combat ratio 2 columns to the right (7.44). This is called Offensive Support. The Offensive Support bonus does not apply to Overruns or to German defending units. These shifts are in addition to negating the weather effects.

6.34 The number of attacks that can receive the Offensive Support benefit per supply unit is limited. In Clear, Rain, or Frozen weather the limit is 2 attacks per supply unit. In Snow weather, the limit is 1 attack per supply unit.

6.35 German attacks (and Overruns) can be modified by the current status of the Soviet Damage Track. If the number of markers on the Damage track (including Morale Damage markers) is 10-13, shift German attacks 1 column to the right; if 14-16, 2 columns; if 17-19, 3 columns. These shifts do not apply to German units on defense, nor to Soviet attacks or Overruns.

6.36 The column shifts applied from 6.31 through 6.35 are all cumulative.

6.4 How to Read Combat Results

6.41 Combat results are expressed as a combination of letters and numbers divided by a slash. The code to the left of the slash applies to the attacker; to the right, the defender. A dash "**–**" indicates no effect on that side.

6.42 A numeric result (from **1** to **4**) indicates the number of losses inflicted on that side. Each loss must be satisfied by eliminating one step from a participating unit (a step loss) or by retreating all that side's participating units one hex. Losses may be divided between retreats and step losses as the owner sees fit (but see 6.48 and 6.66).

6.43 A result of "**L**" indicates that one affected unit must immediately lose one step. The owning player chooses which unit takes the step loss.

6.44 A result of "**R**" indicates that all units of the affected side must immediately retreat (6.61). If the German side is affected, the retreat is **2** hexes. If the Soviet side is affected, the retreat is **3** hexes. If the full retreat cannot be completed, the retreating side takes one step loss for each hex of retreat unfulfilled, chosen by the opposing player. However, retreat due to an R result must be fulfilled as far as possible.

6.45 If the result is both "**L**" and a **number**, the affected side takes one step loss, and then apportions the numerical result as desired (6.42).

6.46 If the result is "**LR**", the affected side takes one step loss, and then any remaining units retreat as in 6.44.

6.47 If the result is "**E**", all units of the affected side are eliminated and immediately removed from the map.

6.48 If the Soviet side including a factory and/or garrison unit suffers a numeric result of **2** or greater from a German attack (whether or not the result includes an L), at least one step loss must be applied to a factory or garrison unit.

6.49 The attacker's combat result is always resolved first.

6.5 Step Losses

6.51 Every unit on the map has a step strength of at least 1. A unit's step strength is represented by a number of dots (•) on its current side. Exception: German supply units, Soviet headquarters, and Katyusha artillery units do not have a step strength.

6.52 A 2-step unit that suffers a step loss is flipped to its 1-step side, reducing its attack and defense strength. A 1-step unit that suffers a step loss is eliminated and removed from the map.

6.53 German panzer divisions and motorized infantry divisions begin the game with 3 strength steps. The first step loss flips the unit as usual. The second step loss replaces the unit with a kampfgruppe unit from same formation (corps/army), as shown below.
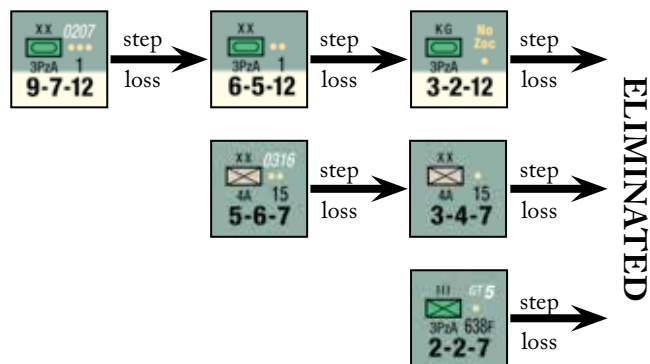
6.54 Soviet untried units (infantry, cavalry, and tank) always have one step, regardless of which side of the unit piece is face up. When these units suffer a step loss, they are eliminated and removed from the map, though they may return to the game (8.2).

6.55 Step losses are applied individually to units that participated in the combat, not to each unit (i.e. a result of '1' means only one unit loses a step, not each participating unit loses a step.) If the result calls for more step losses than the participating units have to lose, ignore the excess (but see 6.73).

6.56 The owning player chooses which units take step losses (**exception:** 6.44). When at least one

German panzer unit or Soviet tank unit attacks into a city hex, at least one step must be lost from an attacking panzer/tank unit. In addition, no unit can take a second step loss until all other eligible units have taken a step loss.

6.57 Soviet garrison and factory units have 1 step strength and can be eliminated to satisfy combat results.

If Soviet garrison or factory units are attacked, the Soviet player may apply step losses to these units freely. However, when garrison or factory units defend with other Soviet combat units, and the numerical combat result is 2 or more, at least 1 step loss must be taken by a garrison or factory unit. Also, since garrison and factory units have a movement allowance of zero, R combat results always convert to step losses (6.44) until the garrison and factory units are destroyed. Soviet defenders may not choose to apply numerical results to retreat until all defending garrison and factory units are destroyed (once these are destroyed, remaining results can be applied as retreats by surviving units).

6.58 When a garrison is eliminated by combat losses (including by Overrun), immediately flip it over to convert it to a Soviet Damage marker and place it in the Eliminated Garrison Box (8.3).

If all garrisons in an objective hex are eliminated and German units advance into the objective to make it German Occupied (8.41), then take the indicated number of units from the Eliminated Garrison Box (3 for Moscow, 2 for Tula, 1 for every other objective) and place them on the Soviet Damage Track.

In other words, garrison units are not placed directly on the Soviet Damage Track when eliminated, rather they are moved there when an objective hex becomes German-controlled (see 8.4).

6.59 Step losses cannot be applied to non-combat units (German supply units, Soviet HQs, and Katyusha artillery units; 6.18).

6.6 Retreat

6.61 Retreats are applied as a number of hexes. The defending player always executes retreats from numeric combat results. Retreats from "R" results (including "LR" results) are applied by the enemy player, within the restrictions of 6.62 and 6.69.

6.62 Unlike step losses, retreat results do not apply to individual units. Each hex retreated by all participating units counts for one point of a numeric retreat result. For R results, each participating unit must retreat 2 (German) or 3 (Soviet) hexes.

Units that began combat stacked together are not required to remain together when they retreat. However, units must end their retreat in a hex from which they can trace a supply line, if possible. If more than one hex is eligible, the player performing the retreat decides which in-supply hex units retreat to.

Upon completion place a Disrupted marker on each unit that retreated (6.8).

6.63 Retreating units cannot enter hexes containing enemy units or that would normally be prohibited to the unit during movement. Units may not retreat off the map.

6.64 If retreating units enter a hex in enemy ZOC not occupied by any friendly unit (even friendly non-combat units), all the retreating units must lose one step. Exception: German units retreating as a stack lose one step from the stack (not from each unit) when entering enemy ZOCs. Step losses incurred this way do not count towards satisfying a numeric combat result. Isolated units cannot enter enemy ZOCs at all when retreating (7.65).

6.65 Units may temporarily stack in excess of the stacking limit (4.1) **during** a retreat, but at the end of the retreat units must conform to stacking limits where possible. Units in excess of the stacking limit are eliminated at the end of the phase (4.17).

6.66 Retreats are measured in hexes, not MP. For example, units with a movement allowance of only 1 may still retreat 2 or 3 hexes. A retreat of 2 hexes must actually end a distance of 2 hexes from the hex the retreat began.

Retreating attacking units must end their retreat in a hex not adjacent to the defending units. Defending units may end their retreat adjacent to attacking units if otherwise eligible.

6.67 Non-combat units, if stacked with combat units that retreat, may accompany those units in retreat. However, if all combat units are eliminated by the combat result, and at least one enemy unit advances after combat into their hex, the non-combat units are eliminated (6.79).

6.68 If units retreat into a hex with friendly units, and that hex is subsequently attacked in the same combat phase, the retreated units' defense strength is **not** counted towards defense of the hex. Any combat result other than "–" against the defenders eliminates all previously-retreated units **before** applying the result to other defenders.

6.69 For each hex of a retreat, if multiple options are possible, follow these priorities:

1. A hex not in enemy ZOC, not occupied by friendly combat units.

2. A hex not in enemy ZOC, occupied by friendly combat units (stacking limit may be temporarily exceeded, 6.65).

3. A hex in enemy ZOC, occupied by a friendly unit.

4. A hex in enemy ZOC, not occupied by a friendly unit (unless the retreating unit is Isolated, 7.65).

Above all these priorities is the requirement to end the retreat in a hex that can trace supply, as indicated in 6.62.

6.7 ADVANCE AFTER COMBAT

6.71 After combat results are applied, if all of one side's units either retreated or were eliminated, the other side may move one or more units into the vacated hex(es) "–" this is called advance after combat. Advance after combat is optional, decided by the owning player. Units that advance do so before the next combat is resolved. There is no advance after combat during Overrun attacks.

6.72 As with retreats, advance after combat does not use movement points. Units may not end an advance after combat exceeding the stacking limit, though they may temporarily exceed the limit while executing the advance.

6.73 Units may advance a number of hexes equal to the amount of the enemy numeric combat result that was not applied as step losses, (**exception:** see 6.74 below). The first hex entered by the advance must be one vacated by the eliminated enemy units. Any subsequent advances may be into any hexes desired, unoccupied by enemy combat units. When all defending hexes are vacated, an attack may always advance a minimum of 1 hex (i.e. into a vacated hex).

6.74 The maximum number of hexes a unit may advance is dependent on its type: 1 hex for foot units, 2 hexes for Soviet motorized units, and 3 hexes for German motorized units (**exception:** 8.52, Soviet ski troops). If the defender is completely eliminated by an "E" result, or takes an R result, attacking units may advance the maximum number of hexes allowed for that unit type.

6.75 Units advancing after combat ignore enemy ZOCs for the first hex advanced. However, beginning with the second hex of an advance, entry into a hex in enemy ZOC halts the advance.

6.76 Units that retreat due to a combat result may not advance in that same combat. Units that suffered step losses may advance if otherwise eligible.

6.77 A motorized unit cannot advance across a river hexside, except if crossed by a road, or if it is the first hex of the advance.

6.78 Defending units, if they remain in their original hex after combat, and if all attacking units retreat or are eliminated, may advance one hex only, into a hex originally occupied by an attacking unit. Disrupted units may not advance after combat. The defender may not advance if any attacking units survive in their original hex, even if other hexes are now empty of attacking units.

6.79 Units may advance into a hex occupied solely by enemy non-combat units, eliminating them. The advancing unit may continue if otherwise eligible (6.73).

6.8 DISRUPTION

6.81 When a unit retreats due to a combat result (attacker or defender), at the end of its retreat immediately place a Disrupted marker on it. Also place a Disrupted marker on any Soviet unit that performs an Overrun attack (except the Guards Cavalry Corps) at the end of its movement.

6.82 A unit with a Disrupted marker has its movement allowance halved (round up). A unit with a Disrupted marker cannot attack or Overrun, but its defense strength is unchanged.

6.83 A unit with a Disrupted marker cannot enter a hex in an enemy ZOC during movement.

6.84 A unit with a Disrupted marker is not eligible for Reaction movement, even if it meets the conditions in 5.42.

6.85 Disrupted markers on both sides' units are removed at the end of the Soviet player turn.

6.9 UNTRIED UNITS

6.91 Soviet combat units with question marks ("?") in place of their attack and defense strengths on one side are untried units. Until an untried unit first participates in a combat or Overrun, its attack and defense strength are unknown to either player.

Untried   Revealed
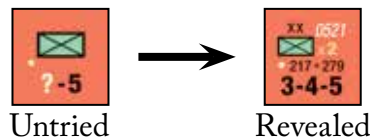
6.92 Untried units are always placed on the map, including initial setup at the start of the game, with their "?" values face up, and their true strength values face down, hidden (**exception:** Historical Setup, 13.1). During initial setup, the Soviet player takes all rifle, cavalry, and tank units organized by type, mixes them by type in a cup, and sets up by drawing them one-by-one from the cup and placing them on the map without looking at the true strength values, in initial placement hexes corresponding to the unit type. Reinforcement units are placed the same way.

6.93 From the start of the game, until revealed in its first combat (or Overrun), neither player may examine the strength values of an untried unit. When a unit participates in combat for the first time, its strength is revealed in order to resolve that combat.

6.94 A player may not call off an attack after the attack or defense strength of participating untried units has been revealed. Once an attack is declared, it must be resolved regardless of the untried strength.

6.95 Once an untried unit on the map has been revealed, it cannot return to its concealed untried state. However, Soviet units that are reorganized and return to the game do so again as untried units with concealed strength values (8.23).
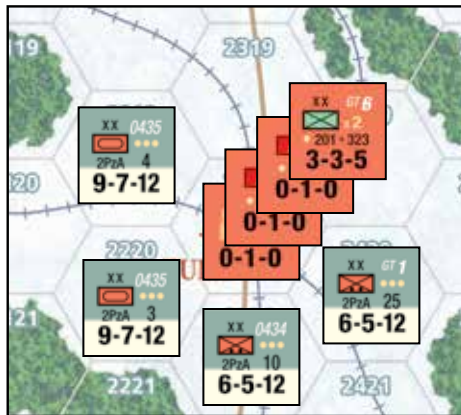
6.96 Revealed untried defending Soviet units that are destroyed in a combat or Overrun (except for garrison and Guard Cavalry Corps) are placed in the Soviet Replacement Waiting Box on the edge of the map (8.23). However, units destroyed in the following fashion are removed from the game and cannot return:

COMBAT EXAMPLE OF PLAY

1. Four German divisions of the 2nd Panzer Army (the 3rd Panzer, 4th Panzer, 10th Motorized Infantry, and 25th Motorized Infanty) are attacking Four Soviet units (1 rifle unit, 2 garrisons, and 1 factory) defending Tula (hex 2320). The total Soviet defense strength is 3 + 1 + 1 + 1 = 6. The total German attack strength is 5

+ 5 + 6 + 6 = 22 (the city terrain in the defending hex halves attacking armor strength). The combat ratio is 3:1 against city terrain. The current Soviet Damage marker total is 8.

2. The combat resolution die roll is a 1, yielding a combat result of "1/2". The attacker applies one step loss to the 4th Panzer division in hex 2219 (flips the unit over). For the defenders, the result of "2", forces the Soviet player to destroy at least one garrison by step loss, but the remaining "1" can not be satisfied with retreat (garrisons and factories have no movement). The Soviet player decides to destroy two garrisons with one step loss each, giving priority to maintaining the defense strength of Tula.
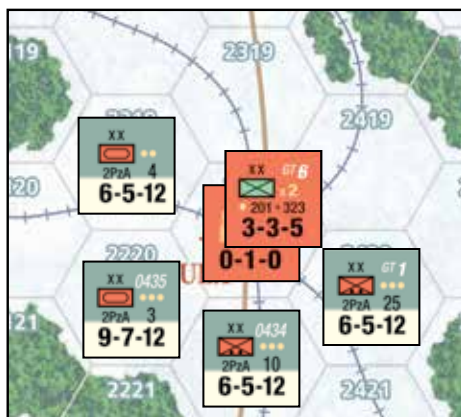
3. The destroyed garrisons are placed in the Eliminated Garrison Box. On the next turn, the German army attacks Tula again with the same four divisions. The total attack

strength is 3 + 5 + 6 + 6 = 20 (again the armor strengths are halved by the city terrain). The total defense strength is 3 + 1 = 4 (all units are considered in supply due to the factory). The combat ratio is 5:1 against city terrain, and a die roll of 2 produces a combat result of "-/2". The defending rifle unit and factory are destroyed. At this point, the destroyed garrisons remain in the Eliminated Garrison Box.

4. The German player advances the 3rd Panzer division after combat into the Tula. At that moment, Tula becomes "German occupied" and two garrison units (the two originally placed in Tula) are flipped and moved from the Eliminated Garrison box to the Soviet Damage Track. Since the number of Soviet Damage markers has reached 10, from this point (including the remainder of this Combat Phase) German attacks and Overruns receive a bonus of one column shift to the right.
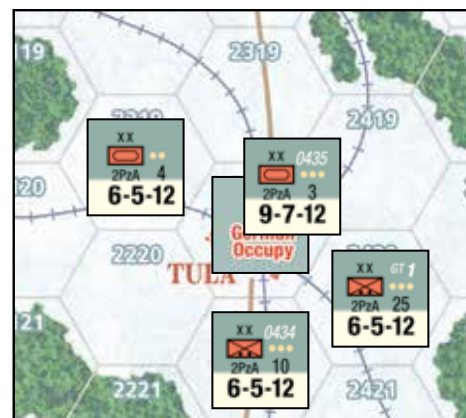
5. However, if the Soviet army counterattacks and recaptures the objective hex, one Soviet Damage marker (not two) is removed from the track and returned to the Eliminated Garrisons box. When the Soviet Damage total becomes 9, the German attack bonus column shift no longer applies. If the German army occupies Tula again on a later turn, the one garrison returned in the above procedure will be converted again to a Soviet Damage marker and placed back on the track.
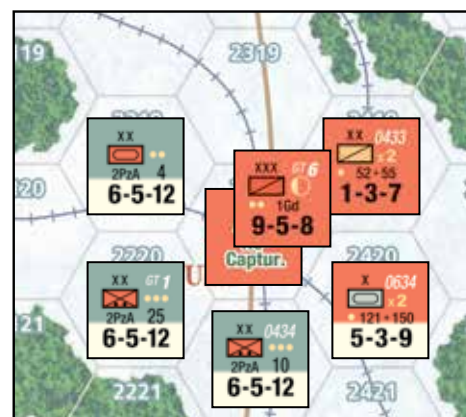
- Soviet units destroyed for exceeding the stacking limit (4.17).
- Soviet combat units destroyed when attacking or performing an Overrun.
- Katyusha rocket units that have fired, or have otherwise been eliminated (8.14).
- Destroyed Soviet garrison and Guards Cavalry Corps units.

7.0 SUPPLY

7.1 DETERMINING SUPPLY STATUS OF COMBAT UNITS

7.11 The supply status of combat units on the map is determined at the start of each player turn's Supply Determination Phase. A unit will be determined to be in one of three supply states:

In Supply: Remove Out of Supply or Isolated markers from all units that are currently in supply.

Out of Supply: For every unit not currently in supply that has an Out of Supply marker, flip the marker to its Isolated side. Place on Out of Supply marker on every unit that is not currently in supply that does not already have one.

Isolated: For every unit not currently in supply that has an Isolated marker it may have to make an attrition check (7.66).

7.12 German army supply units, and Soviet headquarters, garrisons, and factory units, are always in supply.

7.13 A unit with an Isolated marker that cannot trace supply remains Isolated; there is no additional penalty. However, every Isolated unit that cannot trace an unlimited supply line to a friendly map edge supply source (even one for a different formation, in the case of German units) must make an attrition check (7.66).

7.14 Once a unit's supply status is determined during the Supply Determination Phase, it automatically remains in that supply state until the next turn. For example, if a unit is marked Out of Supply in the Supply Determination Phase, even if it can later trace a valid supply line it is still Out of Supply until the Supply Determination Phase of the next turn.

7.15 German units that can trace a supply line of 8 hexes or less to a German supply unit that cannot trace a rear supply line are never marked Isolated, though they can still be Out of Supply.

7.2 SUPPLY FOR THE TWO SIDES

7.21 A German unit is in supply if it can trace a supply line no longer than 8 hexes to one of the following sources:

- A friendly map edge supply source of the same formation (the 8 hex limit is marked on map by bold hex numbers).
- A German supply unit from the same formation, which itself can trace a rear supply line of unlimited length to the formation's friendly map edge supply source.

7.22 A Soviet combat unit or Katyusha artillery unit (but not garrison unit, 7.12) is in supply if it can trace a supply line no longer than 5 hexes to one of the following sources:

A friendly map edge supply source.

A headquarters unit, which itself can trace a rear supply line of unlimited length to a friendly map edge supply source. However, the range to a reorganized HQ unit is 4 hexes or less.

7.23 When a Soviet unit is attacked (including by Overrun), it is considered to be in supply for that combat if it falls under one of the two following conditions.

- The defending stack contains a garrison, and can trace a rear supply line of unlimited length to a friendly map edge supply source.
- The defending stack contains a factory.

7.24 Supply is traced hex by hex, from the supply source to the unit requiring supply, counting the hex occupied by the unit, but not the hex of the supply source.

7.25 German units may only trace supply to a supply unit or friendly map edge supply source belonging to the same formation.

7.26 Soviet units may trace supply to any Soviet headquarters, and there is no limit to how many units may trace to a given headquarters. However, a Disrupted headquarters loses the ability to act as a supply source.

7.27 German optional reinforcements (10.2) do not belong to any formation. These units can trace supply to any friendly map edge supply source, regardless of affiliation. However, they cannot trace supply to German supply units.

7.3 SUPPLY LINES & REAR SUPPLY LINES

7.31 A supply line is a path of contiguous hexes without interruption traced to a HQ or supply unit, that does not enter a hex containing enemy units, or enemy ZOCs unnegated by the presence of friendly units (even non-combat units), and does not cross a lake hexside. Other terrain (rivers, marshes, etc.) does not affect supply lines.

7.32 A rear supply line is a path of contiguous hexes without interruption, connected by roads, traced from a German supply unit or Soviet headquarters to a friendly map edge supply source. A rear supply line cannot cross a non-road hexside. Soviet headquarters may also trace a rear supply line using railroad hexsides and may freely combine road and rail hexsides.

7.33 Supply lines (including rear supply lines) can be traced through enemy ZOC hexes if occupied by a friendly unit (including non-combat units). They cannot be traced through a hex occupied by enemy units.

7.34 Supply lines (including rear supply lines) may be traced into a enemy ZOC hex occupied by a German supply unit or Soviet headquarters, even if not stacked with a friendly combat unit.

7.4 GERMAN SUPPLY UNITS

7.41 In each German Supply Determination Phase, the German player receives as reinforcements the number of supply units indicated on the turn track. The number given is the total number of supply units arriving as reinforcements that turn; which formation's supply units arrive as reinforcements is up to the player. German supply units have no steps, have no attack or defense strength, and do not exert ZOCs.

7.42 The maximum number of supply units on the map for each formation depends on the type of army:

Panzer: 3 **Infantry:** 2

The German side as a whole has a maximum of 15 supply units on the map in total, as limited by the countermix.

7.43 At the end of the German movement phase, the German player may flip any number of supply units to their Offensive Support mode side, in order to provide Offensive Support in the following Combat Phase. The German player may commit as many or as few supply units to Offensive Support mode as desired; it is not mandatory.

Normal Mode → Offensive Support Mode
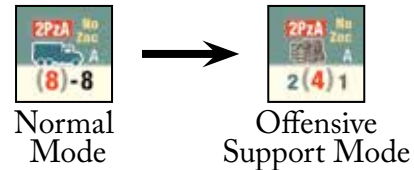
7.44 Attacking German units can receive Offensive Support by tracing a supply line of no more than 4 hexes to a supply unit in Offensive Support mode that matches the formation of the attacking unit. If at least half the units participating in a given attack can trace Offensive Support, shift the combat ratio two columns to the right. This shift is not applicable to defending German units.

7.45 The number of attacks that can claim the Offensive Support shift in a given combat phase is limited to 2 per supply unit when the weather is Clear, Rain, or Frozen, and 1 per supply unit when the weather is Snow.

7.46 A supply unit stacked with a friendly combat unit in an enemy ZOC, or that cannot trace a rear supply line to a friendly map edge supply source, can still be flipped to Offensive Support mode by the German player if desired. However a supply unit in enemy ZOC that is not stacked with a friendly combat unit cannot be flipped to Offensive Support mode.

7.47 Flipping a supply unit to Offensive Support mode only has the effect of providing Offensive Support in the following combat phase.

7.48 At the end of the German Combat Phase, all supply units in Offensive Support mode are removed from play. However, within the limits of 7.41, they may return as reinforcements and be reused again and again.

7.49 On Snow turns, at the end of the German Supply Phase, the German player must remove two German supply units on the map and place them on one of their formation's map edge supply hexes.

The German player rolls one die on the German Supply Expend in Snow Table. The box matching the roll indicates which two formation's supply units to remove from the map and replace on one of the associated map edge supply hexes.

These supply units are repositioned regardless of whether they are in enemy ZOC or whether they can trace a rear supply line. If no supply unit is on the map for a selected formation, there is no further effect.

7.5 Soviet headquarters units

7.51 Soviet headquarters are non-combat units with no attack strength, no defense strength, no steps, and do not exert ZOCs (6.18).

7.52 Whenever a Soviet headquarters is destroyed, roll one die. On a 1 or 2, the HQ is permanently out of the game. On a 3 or 4, the HQ will return as a reinforcement on the next game turn. On a 5 or 6, the HQ will return as a reinforcement in two turns.

1-2	HQ is permanently out of the game
3-4	HQ returns as a reinforcement next turn
5-6	HQ returns as a reinforcement in 2 turns

7.53 An HQ that returns to play re-enters on its reverse side, with a supply range of 4.

7.54 An HQ that is destroyed in combat can return to play any number of times in accordance with 7.52.

7.55 The Soviet player may, at the end of the German Combat Phase, voluntarily destroy any of his HQs on the map. This can be done even if the HQ is in an enemy ZOC or cannot trace a rear supply line. A die must be rolled in accordance with 7.52, and if the HQ is not permanently destroyed, it will return with a supply range of 4.

7.6 Effects of Being Out of Supply or Isolated

7.61 A unit marked Out of Supply has its attack strength, defense strength, and movement allowance halved.

7.62 A unit marked Isolated has its attack strength, defense strength, and movement allowance quartered.

7.63 Units marked Out of Supply or Isolated cannot perform an Overrun attack. Soviet Katyusha artillery units marked Out of Supply or Isolated cannot fire.

7.64 Units marked Out of Supply or Isolated at the start of a friendly Reaction Phase cannot perform Reaction movement.

7.65 Units marked Isolated cannot move during the Exploit Movement Phase. Further, units marked Isolated cannot retreat into an enemy ZOC hex unless it is occupied by friendly units.

7.66 If an Isolated unit cannot trace a supply line of any length to a map edge supply source (of any formation, for German units), the unit must make an attrition check (**exception:** 7.67).

The owning player rolls one die for each applicable unit and applies the result from the Attrition Table on the map. If the unit is in a town or city hex, subtract 1 from the roll. Soviet units in a hex with a factory are exempt from attrition checks.

If the modified roll is above the value indicated on the table at the intersection of the side (German or Soviet) and the current weather, the unit must immediately lose one step. If there is no number, attrition cannot take place.

7.67 The Soviet Guards Cavalry Corps never makes attrition checks, although the other effects of being Out of Supply or Isolated still apply.

7.68 An Isolated untried Soviet unit that loses its last step to an attrition check is destroyed without revealing its true strength to either player.

8.0 Special Rules

8.1 Katyusha Artillery

8.11 Soviet Katyusha artillery units represent a unit of self-propelled multi rocket launchers mounted on trucks.

8.12 Katyusha artillery units have no attack strength, no defense strength, no steps, and do not exert ZOCs. Katyusha artillery that are Out of Supply, Isolated, or Disrupted, cannot fire (they can still move, with an appropriately reduced allowance).

8.13 At the end of the Soviet Supply Phase, the Soviet player may move any or all Katyusha units on the map according to the normal movement rules.

After movement, any or all Katyusha units may fire at an adjacent enemy unit or stack of units.

8.14 Katyusha rocket attacks are resolved like normal attacks, except for the following four points:

- No more than one Katyusha artillery unit can target a given hex each turn.

- Defense strength, terrain, and weather have no effect on Katyusha rocket attacks. They are always resolved as 4:1 in clear terrain (the column marked with a K on the CRT).

- Katyusha rocket attacks use the **ten-sided** die.

- Katsuha artillery units are always removed from the map (destroyed) after firing; i.e. the attacker result is always "E".

8.15 Katyusha artillery units pay movement costs as a motorized unit (e.g. 3 MP to enter forest). Reminder, they are non-combat units and cannot enter an enemy ZOC unless a friendly combat unit is already there (4.29), and do not count towards the stacking limit.

8.16 Katyusha rocket attacks cannot be supported by airpower.

8.17 In all other respects, Katyusha artillery units are units with no steps (i.e. non-combat units), like German supply units and Soviet HQs.

8.2 SOVIET REORGANIZATION

8.21 Untried Soviet rifle, tank, and cavalry units that are destroyed can return to the game via a process called reorganization. Katyusha artillery, Guard Cavalry Corps, factory, and garrison units never return to the game after being destroyed.

8.22 Untried Soviet rifle, tank, and cavalry units that are destroyed by combat results (including via effects of retreating) are placed in the Soviet Replacement Waiting Box in their unrevealed (face down) state (with the ? face up) — but see 8.25.

8.23 At the beginning of the Soviet Supply Phase each turn, the Soviet player may reorganize a number of units as listed in the Waiting Box, taking that many units from the Soviet Replacement Waiting Box and entering them as reinforcements.

8.24 A unit may be reorganized any number of times, so long as it fulfills the conditions above (and see 8.25).

8.25 Untried rifle, tank, and cavalry units destroyed for exceeding the stacking limit (4.17) are permanently removed from the game and cannot be reorganized, as are attackers that are destroyed due to combat results during attacks or Overruns.

8.26 The Soviet player must reorganize as many units as allowed, if available.

8.27 If more units are allowed for reorganization than exist in the Soviet Replacement Waiting Box, the excess allowance is ignored (it does not carry over to future turns).

8.3 SOVIET MORALE

8.31 At the time of the Battle of Moscow, the Soviet Red Army had suffered repeated defeats and the support for the Soviet government fluctuated - depending on the progress of the battle, the loss of morale could lead to a Soviet surrender. The rules below incorporate that possibility, divided into Surrender (8.32-8.34), Red Army Decline (8.35-8.37), and Influence of the Capture of Moscow (8.38).

8.32 At the start of the game, the Soviet player takes the 12 Presrv. Morale markers and mixes them thoroughly in an opaque container (like a coffee mug). Without looking at the numerical value on the back side, draw one marker and place it in the Soviet National Will Box on the edge of the map. See also the optional rules in Section 13.

8.33 The number on the back of the Soviet Morale marker indicates the conditions under which the Soviet government will surrender. During the game, Soviet Damage markers are placed on the Soviet Damage Track on the edge of the map (these Damage markers are on the back of garrison units destroyed by German occupation of Soviet cities). If the total number of Damage markers exceeds the Soviet Morale value, the Soviet government surrenders and the Germans win a strategic victory.

8.34 Once the number of Damage markers on the Soviet Damage Track reaches 13, the German player may examine the Soviet Morale marker as desired to determine if the Soviet government surrenders. The Soviet player may never examine the value on the Soviet Morale marker until surrender occurs.

8.35 During the game, each time a German attack against Soviet units in Moscow (hex 2510) generates

a result other than "–" against the defenders, the Soviet player must immediately roll one six-sided die and consult the Preservation Morale Table to determine if the Soviet Red Army suffers a morale failure.

For example, if the current Soviet Damage total is 13, and the roll is 1-4, no morale failure occurs; but on a roll of 5-6, the Red Army suffers morale failure. When morale failure occurs, place a Soviet Morale Damage marker on the Soviet Damage Track. This may occur up to three times a game.

8.36 Soviet Morale Damage markers are treated in all ways like any other Damage marker. However, if at the end of a Soviet Supply Phase the current Damage total is 9 or less, remove all Morale Damage markers from the Damage Track. Morale Damage markers removed this way cannot be reused (the three times limit still applies).

8.37 German attacks and Overruns can be modified by the current status of the Soviet Damage Track. If the number of markers on the Damage track (including Morale Damage markers) is 10-13, shift German attacks 1 column to the right; if 14-16, 2 columns; if 17-19, 3 columns. These shifts do not apply to German units on defense, nor to Soviet attacks or Overruns.

8.38 At the end of a German Supply Phase, if a German Occupation marker is in Moscow (8.41), and the total on the Damage track is 15 or more, the German player may ask the Soviet player to redraw the Soviet Morale marker. The German player may ask each turn the condition is met, but only once per turn, and the request is optional. If so requested, the Soviet player removes the current Soviet Morale marker from the game (without looking at it), and draws a new Soviet Morale marker to replace it.

The German player may immediately confirm the value on the new marker. At this time, if the value on the new Morale marker is less than the total Damage on the Damage track, the Soviet government surrenders to Germany and the game ends with a German strategic victory.

8.4 Occupation & Recapture of Objectives

8.41 After all Soviet garrison units have been eliminated from an objective hex (marked with a Soviet flag), if a German unit enters that hex (by advance after combat, movement, or retreat) mark it with a German Occupation marker. If the garrison is destroyed and no German unit enters the hex, do not place an occupation marker.

8.42 If a Soviet unit enters an objective hex with a German Occupation marker (by advance after combat, movement, or retreat) immediately flip the marker to its Soviet Recapture side and remove one Soviet Damage marker from the Damage track and place it in the Eliminated Garrison Box. Only one marker is removed from the track regardless of the number of Soviet flags in the objective hex.

8.43 If no garrison unit remains in an objective hex, and neither an occupation nor recapture marker is in the hex, then entry by a Soviet unit does not place a recapture marker and nor is a Soviet Damage marker removed from the Damage track.

8.44 When a German unit enters a hex with a Soviet Recapture marker, flip the marker immediately to its German Occupation side and return one Soviet Damage marker (removed by 8.42 above) to the Soviet Damage Track. Flipping of the Occupation to Recapture or vice versa (and the accompanying placement or removal of Damage markers) can occur any number of times a game for each objective hex.

8.5 Soviet Ski Troops

8.51 On Turn 7, at the start of the Soviet Combat Phase, the Soviet player can place two Ski Troops markers on the map. The markers must be placed on rifle units that can trace a supply line no longer than 5 hexes to the 1st Shock Army HQ (1Sh) that itself can trace a rear supply line. Ski Troops markers cannot be placed on units marked Disrupted, Out of Supply, or Isolated.

8.52 A Soviet rifle unit with a Ski Troops marker may advance 2 hexes instead of 1 when advancing after combat.

8.53 Once placed, a Ski Troops marker remains attached to the rifle unit until the end of the game, unless the attached unit retreats or is destroyed. Ski Troops markers are not removed if their attached unit is marked Out of Supply or Isolated.

Once the attached unit retreats or is destroyed, remove the Ski Troops marker from the game permanently.

8.54 Ski Troops markers, once assigned, cannot be transferred to another unit, nor can they be replaced. In addition, the Ski Troops markers can only be assigned during Turn 7. They cannot be saved until future turns.

8.55 The only effect of Ski Troops markers on its attached unit is to allow the advance of an extra hex, they have no other effect.

8.6 SOVIET MUNITIONS FACTORIES

8.61 The Soviets have two factory units, one in Moscow (hex 2510) and one in Tula (hex 2320). These factory units are combat units with 1 step and 1 defense strength. They do not have any attack strength or movement allowance, do not count for stacking, and do not exert a ZOC.

8.62 In the Soviet Supply Phase, one reorganized rifle unit may be placed as a reinforcement (subject to stacking) in each hex with a factory unit, even if the hex cannot trace a rear supply line (i.e. it is encircled). If the supply line cannot be traced, mark such a unit Out of Supply when it is placed.

8.63 Soviet units defending a hex with a factory unit are automatically considered to be in supply for the resolution of combat (7.23). This benefit does not apply for movement, attacking, or Overruns.

8.64 Soviet units in the same hex as a factory unit are not subject to attrition, even if marked Isolated (7.66).

9.0 AIRPOWER

Both armies may support their ground operations with airpower. Airpower can be applied anywhere on the map, in any combat hex.

9.1 RECEIPT AND MANAGEMENT OF AIRPOWER

9.11 Each side receives airpower points (AP) during their own supply phase, as indicated on the Turn Track. For example, on Turn 5, the Germans receive 2 AP and the Soviets receive 1 AP.

9.12 Players record the AP they receive using their Airpower marker on the Air Point Record Track on the map edge. AP left unused at the start of a player's next Supply Phase are lost, they do not accumulate from turn to turn.

9.2 THE USE OF AIRPOWER POINTS

9.21 When resolving a combat, one or both players may support the combat (or Overrun) if they possess available AP.

9.22 The players decide whether to commit AP for combat support before the die is rolled to resolve combat. First the attacking player declares the use of AP, then the defender. After the defender declares, the attacker cannot revise their declaration.

9.23 Each AP applied for support shifts the combat ratio 2 columns in the player's favor. No more than 1 AP can be applied per player per combat (or Overrun).

9.24 The Soviet player cannot apply AP to support Katyusha artillery fire (8.16).

10.0 REINFORCEMENTS

Both sides receive additional units (reinforcements) during the course of the game, according to the Reinforcements Schedule on the chart.

10.1 REINFORCEMENT SCHEDULE

10.11 Each player places their incoming reinforcement units, as indicated on the Reinforcement Schedule, at the start of their Supply Phase (**exception:** 10.19).

10.12 German reinforcements are placed on a map edge supply source hex affiliated with the same formation. Placed reinforcements may exceed the stacking limit, and may be placed even if the map edge hex is in a Soviet ZOC.

10.13 Soviet HQs entering as reinforcements may be placed in any road or railroad hex at least 8 hexes from any German unit (including non-combat units) that can trace a rear supply line, ignoring stacking limits (but see 10.15). HQs placed this way may be used to provide supply for placement of reinforcements in the same turn (10.14).

10.14 Soviet combat unit reinforcements (including reorganized units) may be placed in any hex that can trace supply and is at least 5 hexes from the nearest German unit (including non-combat units); the stacking limit still applies (and see 10.15).

10.15 As an exception to 10.13 and 10.14 above, Soviet reinforcements can appear regardless of proximity to German units in the following hexes (even in German ZOC):

- A friendly map edge supply source hex unoccupied by German units.
- A hex with a garrison unit that can trace a rear supply line (to a limit of one reinforcement per garrison unit).

Placement of these reinforcements is still subject to stacking limits.

10.16 The number of reinforcements that can be placed tracing to a given map edge supply hex per turn is limited. No more than 5 units (including reorganized units, 8.23) can be entered from each of the northern end of the map (hexes 0901 to 2801) and the southern end of the map (1635 to 3128). Placement of HQs and Katyusha artillery units does not apply to this limit.

10.17 Reinforcements entering on the map may move and fight as usual during the remainder of the turn.

10.18 Reinforcements always enter at full strength. In addition, all Soviet reinforcements except Katyusha artillery and the Guard Cavalry Corps always appear as untried units, with strength concealed (**exception:** optional rule 13.1).

10.19 Entry of reinforcements cannot be delayed until a later turn. As an exception, the Soviet player may delay as desired the entry of Soviet HQ units (**exception:** 1st Shock Army, 1Sh). The 1st Shock Army HQ and Ski Troop markers must be entered on Turn 7.

If for any reason some reinforcements cannot be entered onto the map, the excess are considered destroyed.

10.2 German Optional Reinforcements

10.21 During the game, the German player may call on optional reinforcements to prevent the collapse of the front due to unexpected setbacks. In this game, the 81st, 299th, and 339th infantry divisions are available as optional reinforcements; in fact, they were with 9th Army in late February 1942.

10.22 At the start of the German Supply Phase, if desired, the German player may bring in some or all optional reinforcements. For each division brought in, remove one Soviet Damage marker from the Damage Track. There are 3 divisions available as optional reinforcements.

10.23 A reduction of the number of markers on the Damage track due to optional German reinforcements may reduce the column shift for German attacks (6.35).

10.24 Optional German reinforcement units can trace supply up to 8 hexes from any map edge supply source hex. However, they cannot trace supply to German supply units.

10.3 German Cavalry Division Withdrawal

10.31 At the end of Turn 3, remove the German 1st Cavalry Division from the map, regardless of its supply state and whether it is in enemy ZOC. This unit is not considered destroyed. If it is already destroyed, it is not withdrawn, but still counts for Soviet victory (12.0, #5).

11.0 Preparing For Play

The game is prepared for play in the following manner.

A. Preparation of Presrv. Morale markers

The Soviet player takes the 12 Presrv. Morale markers, and mixes them well in an opaque container (like a coffee mug). Without looking, draw one Morale marker and place it number down in the Soviet National Will Box on the map edge.

B. Preparation of Soviet Untried Units

The Soviet player takes the Soviet untried rifle, cavalry, and tank units, separates them by type, and mixes each type into their own opaque containers (more coffee mugs).

C. Soviet Initial Deployment

Without seeing their strength, the Soviet player draws units one by one from their containers and places them in hexes on the map and on the Reinforcement Schedule, matching their type symbols one for one. There are a total of 37 rifle, 2 cavalry, and 7 tank units, for a total of 46 units. The Guards Cavalry Corps, HQs, and Katyusha artillery units are placed on the map or Reinforcement Schedule as indicated. A total of 20 garrison units are placed in the indicated numbered objective hexes. One factory unit is placed in each of Moscow (2510) and Tula (2320).

D. GERMAN INITIAL DEPLOYMENT

When the deployment of Soviet forces is completed, the German player places all the units of their army (excluding the supply units) in their initial deployment hexes on the map and on the Reinforcement Schedule. Each German unit indicates its deployment hex or turn of entry.

Preparation for play is now complete.

12.0 VICTORY CONDITIONS

1. If the Soviet government surrenders (8.33) before the end of Turn 10, the German player wins a strategic victory.

2. If the Soviet government does not surrender by the end of Turn 10, if the Soviets can trace a rear supply line from an eastern map edge supply source hex (31xx) to any German map edge supply source hex, and there are no German units within 2 hexes of that supply line, then the Soviet player wins a strategic victory.

3. If neither side claims a strategic victory by the end of Turn 10, the German player reveals the value on the back of the Soviet Morale marker in the Soviet National Will Box to the Soviet player.

4. Then, for each German-occupied **city** (Kalinin, Moscow, Tula and Orel but not Smolensk, hex 0113) that can trace a supply line of unlimited length to a German supply source, add one Soviet Damage marker to the Soviet Damage Track (2 markers for Moscow, hex 2510). Do not check for Soviet surrender (8.33).

5. Then, total the number of German combat units (of any size, with unique unit IDs) that have been destroyed. Do not count eliminated kampfgruppe units. Add the number of reduced divisions on the map to this to reach a final total. The total number of destroyed and reduced German units determines how many Soviet Damage markers to remove from the Damage Track as follows:

0-9 units	remove no Damage markers
10-19 units	remove 1 Damage marker
20-25 units	remove 2 Damage markers
26+ units	remove 3 Damage markers

6. Finally, use the current total on the Soviet Damage Track to determine victory. Soviet losses have no effect on the outcome of the game.

3 or less	Soviet strategic victory
4-6	Soviet tactical victory
7-9	Draw
10-12	German tactical victory
13 or more	German strategic victory

13.0 OPTIONAL RULES

13.1 HISTORICAL ORDER OF BATTLE

13.11 In the standard game, most Soviet units are expressed as untried units without specific unit IDs. Players may choose instead to follow a more faithful deployment scheme following the historical record.

13.12 Soviet rifle, cavalry, and tank units are set up with their strengths revealed. Place these units in their designated hex or on the turn of the Reinforcement Schedule as indicated on the piece.

13.13 Destroyed units that return to the game through reorganization (8.2) are chosen at random and placed in their untried state in accordance with 8.23.

13.2 VARIABLE WEATHER

13.21 In the standard game, weather is determined automatically each turn in advance. If both players agree, weather can be determined randomly during the game.

13.22 When applying this rule, the German player rolls a six-sided die at the start of each German Supply Phase and consults the Variable Weather Table to determine the weather for that turn.

13.23 Airpower points and supply units received are not affected by the weather and remain as indicated on the Turn Track. All other rules pertaining to weather (combat modifiers, Overrun capability, atrrition of German supply units) are based on the weather determined in 13.22 above.

Variable Weather Table

Roll	Turn								
	1	2	3	4	5	6	7-8	9	10
1	C	C	R	R	F	F	F	S	S
2-5	C	R	R	F	F	F	S	S	S
6	C	R	R	F	F	S	S	S	F

C = Clear   F = Frozen   R = Rain   S = Snow

14.0 Scenario 2: The Winter Counteroffensive

An extra scenario for Last Stand. The Winter Counteroffensive is a short six-turn scenario focused on the Soviet campaign beginning December 5, 1941. The game begins on Turn 7 and ends on Turn 12.

14.1 Initial Deployment

14.11 Both players set up their units according to the separate Winter Counteroffensive Scenario Deployment Chart. There are 77 German units, consisting of 13 armored divisions, 8 motorized infantry divisions, 2 motorized infantry brigades, 42 infantry divisions, 12 supply units, and 11 German Occupy markers. The Soviet player has on the map a total of 75 units, including 7 tank units, 44 rifle units, 4 cavalry units, 2 Guards cavalry units, 8 garrisons, 2 factories, and 8 headquarters. Place one unit of the same type (symbol) as the one marked for each hex.

14.12 German units excluding supply units are placed with the same number of steps matching the type/symbol. Armored divisions are placed at reduced strength (6-5-12), but motorized infantry divisions (6-5-12), motorized infantry brigades (3-3-12), and infantry divisions (5-6-7) start the game full strength.

14.13 When placing German units on the map, so long as the size and type match, units may be chosen freely. For example, the two infantry divisions placed in hex 1911 can belong to 3rd Panzer Army, 4th Panzer Army, or 4th Army. Unit IDs are included on the Deployment Chart, but these are provided for historical interest and may be ignored.

14.14 German supply units must be placed exactly as indicated on the Deployment Chart; the German player may not swap supply units' positions as he may have done with combat units using 14.13.

14.15 Soviet tank, rifle, and cavalry units (except for the Guards Cavalry Corps) are all set up in their untried (concealed strength) state. Headquarters are set up face up, on their supply range 5 side.

14.16 In addition to the above units, the Soviet player places 8 tank units, 19 rifle units, and 4 cavalry units in the Soviet Replacement Waiting Box. Also, 1 garrison is placed in the Eliminated Garrison Box, and 11 Damage markers on the Soviet Damage Track.

14.17 At the start of the scenario, the German player has not brought in any optional reinforcements (10.2). These reinforcements remain available to the German player for use during this scenario.

14.2 Additional Turns

14.21 This scenario adds two new turns, Turns 11 and 12. Weather for both turns is Snow.

14.22 On Turn 11, both players receive reinforcements as indicated. The two Ski Troops markers are deployed as in rule 8.5, on two rifle units that can trace supply up to 5 hexes to the 4th Shock Army (4Sh) HQ which itself can trace a rear supply line. Soviet rifle units for turn 11 are drawn from the Soviet Replacement Waiting Box.

14.23 The Soviet player cannot reorganize units on Turns 11 or 12.

14.24 On Turns 11 and 12, the hexes on the north map edge from 0101 to 0801 (inclusive) become Soviet map edge supply source hexes.

14.3 Soviet Paratroop Units

14.31 In this scenario, the Soviet player may conduct a paradrop operation. Soviet paratroop brigades are one step units with attack and defense strength 1, movement allowance 5, and do not exert a ZOC.

14.32 On Turn 11, at the start of the Soviet Reaction Phase, the Soviet player receives two paratroop brigades for a paradrop operation.

14.33 To execute the paradrop operation, the Soviet player places each paratroop brigade on the map in any hex. They cannot be placed in a hex containing a German unit (even a supply unit), in a German ZOC (regardless of the presence of Soviet units), or a hex within 5 hexes of any hex west of the printed start line. The two brigades must be placed within 5 hexes of each other.

14.34 After both units have been placed, the Soviet player makes a landing check for each by rolling a six-sided die. Add 1 to the roll if the unit landed in forest (including Frozen marsh) or city.

On a **1** the unit lands in the originally designated hex.

On a **2-5** the Soviet player must roll the die again and the unit lands in an adjacent hex instead as indicated by the Scatter Diagram. If the unit's new landing hex contains a German unit or German ZOC, the paratroop unit is destroyed immediately. There is no additional penalty if the new landing hex is forest, Frozen marsh, or city.

On a **6** the paratroop unit is destroyed.
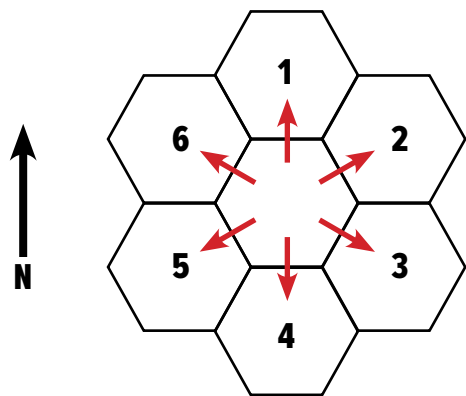
14.35 A paratroop brigade is in full supply when it lands and remains so until the subsequent Soviet Supply Phase when its supply status is determined normally.

14.36 Paratroop brigades do not count towards stacking, and cannot move in the Reaction Phase.

14.4 PARTISAN MARKERS

14.41 In this scenario, the Soviet player receives Partisan markers.

14.42 A Partisan marker is not a combat unit. It has no steps, no attack or defense strength, no movement allowance, and does not exert a ZOC. Unlike HQ or supply units, the German player cannot destroy Partisan markers.

14.43 On Turn 11, at the start of the Soviet Supply Phase, the Soviet player receives 2 Partisan markers to place on the map. Partisan markers may only be placed in forest or marsh hexes at least 3 hexes from the nearest German combat unit, no more than one Partisan marker per hex.

14.44 On Turns 11 and 12, in the Soviet Supply Phase, each partisan marker can provide supply to a single rifle, cavalry (but not Guards Cavalry Corps), or paratroop unit within 4 hexes.

14.45 The presence of German units or ZOCs has no effect on 14.44 above, i.e. ignore them when determining if a Soviet unit is within 4 hexes of the partisan marker, and Soviet units can benefit even when in the ZOC of a German unit.

14.46 Once placed, partisan markers cannot be moved.

14.5 OTHER SPECIAL RULES

14.51 Soviet surrender (8.3) never occurs during this scenario. Play without the Presrv. Morale markers.

14.6 VICTORY CONDITIONS

14.61 Victory in this scenario is determined at the end of Turn 12 according to section 12.0. However, when scoring eliminated German units for item 5, exclude units that did not begin the game in play.

Also, item 6 is modified as follows:

1 or less	Soviet strategic victory
2	Soviet tactical victory
3-4	Draw
5	German tactical victory
6 or more	German strategic victory

15.0 SCENARIO 3: THE EXTENDED GAME

The Extended Game is a long scenario of 12 turns, covering the whole battle for Moscow from the beginning of October 1941 to the end of January 1942. Start the game from Turn 1 and end the game at the end of Turn 12. From the Turns 1 to 10, play using the standard rules. Beginning Turn 11, add in rules 14.2, 14.3, and 14.4. Victory is determined using 12.0, modified as in 14.61 only for item 6.

16.0 CREDITS

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LAST STAND SEQUENCE OF PLAY

A. German Player Turn

1. German Supply Determination Phase

A. Weather Step

B. Reinforcement Step

C. Airpower Points Step

D. Supply Determination Step

E. Isolation Step

F. Supply Attrition Step (Snow turn only)

G. Preservation Redraw Step

2. German Movement Phase

A. Movement/Overrun Step

B. Supply Mode Step

3. German Combat Phase

A. Combat Resolution Step

B. Consumed Supply Unit Removal Step

4. Soviet Reaction Movement Phase

5. German Exploit Movement Phase

B. Soviet Player Turn

1. Soviet Supply Phase

A. Reinforcement Step

B. Airpower Points Step

C. Supply Determination Step

D. Isolation Step

E. Katyusha Movement (skipped until turn 7)

F. Katyusha Fire (skipped until turn 7)

2. Soviet Movement Phase

3. German Reaction Movement Phase

4. Soviet Combat Phase

A. Ski Troop Marker Step (Turn 7 only)

B. Combat Resolution Step

5. Soviet Exploit Movement Phase