LENINGRAD:
The Advance of Army Group North, Summer 1941

1.0 INTRODUCTION

Leningrad is a simulation of the campaign by the Germans to capture that city from the Soviets in the summer of 1941.

How to Start

The players should skim through the rules, reading only the bold sentence headlines in the various rules sections.

Soviet units are placed next to the map with their untried side face-up. Then place the number of infantry and/or armored and/or mechanized units in the hexes with red start indicators (example: "2 I" means two Infantry units should be placed in that hex). Then place one Soviet Infantry unit in each hex row from 13xx to 19xx; any playable hex in the row is acceptable, but there may be one and only one unit per hex row (that is, you should end up with seven randomly selected units in those hex rows).

Eighteen German infantry units and all the German armor/mechanized units, except the two 39 Panzer Corps units, are placed west of the red boundary with the stipulation that only two infantry units may be placed north of hex 0010

(that is, two units may be deployed on hexes 0007, 0008 and/or 0009, with the remaining units stacked on the seven hexes south of the Nieman River). The remaining pieces should be placed in the appropriate boxes on the Turn Record & Reinforcement Track according to the reinforcement schedule (see 14.0). At this point the players should review the sequence of play, referring to the details of the rules when they have a question.

2.0 EQUIPMENT

The game consists of these rules, charts, a 22 x 17" map and playing pieces (114 die cut counters).
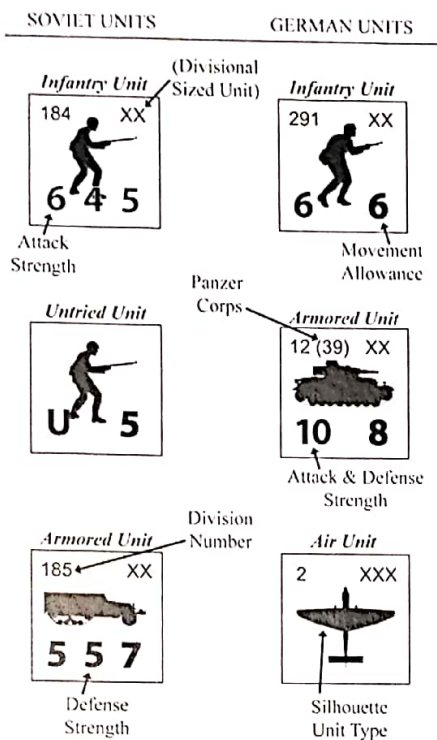
If any parts are missing or damaged, please write to:

Decision Games
P.O. Box 21598, Bakersfield, CA 93390-1598

You can also register this game purchase online at: www.decisiongames.com

2.1 The game map shows the terrain on which the campaign was fought. A hexagonal grid is superimposed on the map to regulate the move-

UNIT TYPES

SOVIET UNITS   GERMAN UNITS

ment and positioning of the playing pieces.

2.2 The Terrain Effects Chart summarizes how the features on the map affect the movement of the playing pieces. The "Movement Allowance" numbers indicate the amount of them required of each unit entering the indicated terrain feature.

2.3 The Combat Results Table is the means for resolving combat.

2.4 The playing pieces represent the actual military units that took part in the historic campaign. There are three types of playing pieces: combat units (called "units"), Soviet forts, and German air units. There are up to six items of information on the front and back faces of a combat unit, depending on the group, type, status and nationality of the unit. They include the unit's combat strength (German units), attack strength and defense strength (Soviet units), movement allowance (the green numbers printed inside the white hexagonal symbols), unit type icon (armor, mechanized or infantry), its name or designation, unit size (for example, "XX" is a division, "XXX" is a corps), untried status, and panzer corps affiliation (the parenthetical number).

2.5 Combat strength is the basic power of a German unit when attacking or defending.

2.6 Attack strength is the basic power of a Soviet unit when attacking, while defense strength is the basic power of a Soviet unit when defending. The Column Shifts Chart will detail how the

strength of the units of both sides are affected when engaged in combat.

2.7 A unit's movement allowance is the basic number of hexes a unit may move in one movement phase. That ability is expressed in terms of movement points (MP). Differing amounts of MP are expended to enter different types of terrain.

2.8 Only panzer corps unit designations have an effect on play. All other military designations and unit sizes are included for historical interest only. One game turn represents one week, and one hex represents 20 miles from side to opposite side.

3.0 BASIC PROCEDURE
The Sequence of Play

The players take turns moving their units and making attacks. The order in which they conduct those actions is described in the sequence of play outline below. One completion of the sequence of play is called a "game turn." Each game turn consists of two "player turns" (one German and one Soviet). Each player turn consists of four "phases."

German Player Turn
Phase One: German Replacement Phase

The German player brings eligible depleted units up to full strength.

Phase Two: German Movement Phase

The German player may move his units, bring in reinforcements and conduct overruns. He may move as many or as few units and/or stacks of units as he wants, one after another.

Phase Three: German Combat Phase

The German player may attack adjacent Soviet units. He may perform his attacks in any order he wants, applying the results immediately as each attack is made.

Phase Four: German Air Interdiction Phase

The German player may place any previously uncommitted air units on the map in any hexes he intends to interdict. If all his air units have been used in previous phases, this phase is skipped.

The Soviet Player Turn
Phase Five: Soviet Fortification Phase

The Soviet player may place forts. They are placed in any hexes within four hexes of hex 2604 to which a valid supply line can be traced, but never within any enemy zone of control (see section 5.0).

Phase Six: Soviet Movement Phase

The Soviet player may move his units, bring in reinforcements and conduct overruns. He may move as many or as few units and/or stacks of units as he wants, one after another.

Phase Seven: Soviet Combat Phase

The Soviet player may attack adjacent German units. He may perform his attacks in any order he wants, applying the results immediately as each attack is made.

Phase Eight: Game Turn Indication Phase

Interdicting air units are removed from the map, and the game turn is complete. These eight phases are repeated for each of the 12 game turns. The game is then over and the players determine who won.

4.0 MOVEMENT OF UNITS

Each unit has a movement allowance representing the basic number of hexes it may move during every one of its own side's movement phases. Each player moves only his own units during the movement phase of his own player turns. Regular combat may not occur during the movement phase, though overrun (a form of combined movement and combat) may occur during the movement phase. Units move one at a time, or in stacks of up to three units, hex-by-hex in any direction or combination of directions the moving player wants.

4.1 A moving unit may never exceed its movement allowance. Units are never forced to move during a friendly movement phase. Units may never lend or accumulate unused MP.

4.2 The number of MP a unit must spend to enter a hex depends on the type of terrain in the hex. The cost to enter a clear terrain hex is one MP. The cost to enter other hexes containing other kinds of terrain may be higher or lower. Those costs are specified on the Terrain Effects Chart. When a unit enters a hex through a road hexside, it pays only the cost for moving one hex along the road regardless of the type of terrain entered. Conversely, a road has no effect on movement if a road hex is entered through a non-road hexside.

4.3 Regardless of terrain, a unit may generally move into a hex adjacent to the hex in which it begins its movement phase by expending all of its MP to do so (exception: see 6.4).

4.4 A unit may never enter or pass through a hex containing an enemy unit. A German unit may enter an empty (unoccupied) Soviet fort, but must spend an additional two MP to do so.

4.5 More than one unit may move together at the same time. As long as they begin the Movement Phase in the same hex, up to three friendly units may move together as a stack during the movement phase, except when disengaging (see 6.0). A stack moves at the rate of the slowest unit in the stack. Any unit may break off from a stack at any time during the movement phase.

4.6 No more than three units may occupy the same hex at the end of any phase or at the end of any retreat-after-combat (see 8.46 & 8.47), though a unit or stack may move through a hex occupied by another unit or stack in temporary violation of the stacking limit. If the stacking limit is violated at the end of any phase or any retreat-after-combat, the opposing player chooses which unit(s) in that hex are to be eliminated (so only three units remain).

4.7 Generally, a unit must stop upon entering a hex in the zone of control (see 5.0) of an enemy unit (EZOC). Whenever a unit enters a hex directly adjacent to an enemy unit, the moving unit must immediately stop and move no farther that phase (unless the unit subsequently disengages). The presence of another friendly unit in a hex does not negate an EZOC for purposes of movement. A unit may leave an EZOC only through disengagement (see 6.0), or as a result of combat (see 8.0) or overrun (see 7.0).

4.8 A unit may not leave the map, and if forced to retreat off map, it's eliminated.

5.0 ZONES OF CONTROL (ZOC)
The six hexes adjacent to a combat unit are called the zone of control (ZOC) of that unit. Friendly ZOC inhibit movement of enemy units and may affect the opposing player's ability to retreat his units and trace supply. A unit exerts a ZOC into all types of terrain, except across all-sea or all-lake hexsides. If a friendly unit is in an EZOC, all enemy units exerting their ZOC into the hex also are within the friendly unit's ZOC. There is no added effect or negation when more than one of a player's units simultaneously exert a ZOC into a hex. Also see 8.47(3) and 9.3, 13.6, 14.2 and 14.7.

6.0 DISENGAGEMENT
Under certain conditions a friendly unit may disengage from an EZOC during its movement phase by paying an extra cost in MP (in addition to the terrain cost of the hex it's entering). Units may be disengaged singly or in stacks of two, but there must be another friendly combat unit remaining in the hex at the instant of disengagement.

6.1 A German mechanized or armored unit pays an additional two MP each time it disengages,

and may disengage at any time(s) during its movement phase.

6.2 German infantry and all types of Soviet units pay an additional three MP to disengage, and may disengage only from the hex in which they begin the movement phase.

6.3 There must be a friendly combat unit remaining in the hex at the instant of disengagement. A player could, for example, disengage two units from a three-unit stack, move another unit into the original hex, and then disengage the third unit from the original stack.

6.4 No unit in the game may disengage by directly entering another EZOC hex.

7.0 OVERRUN
Overrun is a form of combined combat-and-movement that occurs during movement phases. A unit or stack of units that conducts an overrun may continue to move and overrun, depending on the result of the overrun and whether the unit(s) have MP remaining after an overrun. At any time during a movement phase, a unit or stack may overrun an enemy unit or stack in an adjacent hex. If the overrun is successful, one unit must advance into the hex.

7.1 The initial combat odds ratio is shifted two columns to the left when resolving an overrun.

7.2 A unit may disengage and overrun in the same movement phase.

7.3 An overrun generally costs two MP in addition to the cost of the terrain in the defending unit's hex. Exception: during Game Turn 1 an overrun costs German units only one additional MP (in addition to the cost of the terrain in the defender's hex).

7.4 A stack of up to three friendly units may participate in the same overrun. Those units must begin the movement phase stacked in the same hex and must be moved together as a stack; however, the units may be moved separately after the overrun is resolved.

7.5 An overrun is conducted against all the enemy units in one hex. There's no limit on the number of separate overruns that may be conducted against the same enemy unit(s) or the same hex during any one movement phase.

7.6 When the enemy unit(s) that's overrun is eliminated or retreated, the overrun is "successful." The friendly unit(s) that executed the overrun must absorb any loss(es) called for by the

resolution of the overrun (see 8.4), and at least one overrunning unit must be advanced into the vacated hex. If the defending units retreated two hexes, the attacker has the option to advance into the two hexes vacated by the defending units at no MP cost.

7.7 If the overrun enemy force isn't eliminated or retreated, the overrun is "unsuccessful." If the overrun is unsuccessful, the overrunning unit(s) may either absorb their defeat in the form of step losses or a retreat (see 8.4). If the overrunning unit(s) retreat, their movement is over for that phase; if they don't retreat, their movement may continue, conceivably including additional overrun attempts. An enemy unit that's overrun may never advance-after-combat after the overrun, even if the overrunning force retreats.

7.8 Because units and hexes may be subject to multiple overruns during a movement phase, unit(s) that have retreated during the current movement phase into a hex subject to an overrun will add their combat strength(s) to the defense of that hex (unlike during the Combat Phase, when previously retreated units don't add to the defense of a subsequently attacked hex).

8.0 COMBAT
During your own side's combat phases, you may launch attacks between one or more of your units and any adjacent enemy unit(s). Combat is voluntary except during Game Turn 1 (see 15.2). The attacking player examines the positions of his units, determining which are in EZOC. Attacks are conducted using the Combat Results Table and the following procedures.

8.1 A unit must be in the ZOC of an enemy unit in order to attack it. No unit may attack more than once, nor may any given unit be the object of more than one attack, during a single combat phase. As many friendly units as are in the ZOC of any enemy unit(s) may participate in an attack on that unit(s).

8.2 Defending units in a hex generally must be attacked as a group. Units in a hex under attack must defend with a combined strength; however, units that have retreated into a hex that undergoes an attack that same combat phase don't add their strengths to those of the other units in the hex (though they do if undergoing an overrun during the movement phase). If the defending unit(s) suffer an adverse combat result (loss or retreat), the previously retreated units in that hex are automatically eliminated.

8.21 Unlike overrun, more than one hex may be the object of the same attack. All attacking units must be adjacent to all defending units in order to conduct a single combined attack into more than one defended hex at the same time.

8.22 A unit's full strength must always be used whenever it's involved in combat.

8.3 Combat Resolution

For each attack, the attacking player totals the combat strengths (or attack strengths, if a Soviet force) of all his units involved in the attack and divides that total by the combined combat strengths (or defense strengths, if Soviet) of the force being attacked. The resulting comparison is called the initial odds ratio. The player locates the column heading on the Combat Results Table that corresponds to the initial odds ratio (for example, 2:1). He then consults the Column Shifts Chart for any shifts left or right from that initial ratio. Those shifts produce the final combat odds. The attacking player then rolls a six-sided die and cross-indexes that result underneath the final odds ratio column. The indicated result is applied immediately, before going on to any other attacks or moves. When he's conducted all his attacks, the attacking player announces the end of his combat phase.

8.31 The attacking player must announce which of his units are involved in a particular attack against a specific defending force. Untried Soviet units must be specified as participating before their strengths are revealed. The attacking player may resolve attacks in any order he chooses.

8.32 If the final odds ratio is higher or lower than the highest or lowest column shown on the table, it's simply treated as the highest or lowest column available.

8.33 When calculating odds, the combat ratio is always rounded off in favor of the defender. Thus, if 11 strength points attack four strength points, the combat ratio (2.75:1) is rounded off to "2:1."

8.4 Combat Results

The abbreviations on the Combat Results Table indicate how the attacking and defending units are affected by that engagement. A unit will be either unaffected (a "-" result), eliminated (an "E" result), or given the option to retreat or suffer losses. There are two possible loss results: "1" or "2."

8.41 A result of "1/-" or "-/1" means one affected unit must lose one step, or all affected units must retreat one hex. The player whose force is affected may elect to either retreat (see 8.47) or take the step loss instead.

8.42 A result of "2/-" or "-/2" means that affected force must either lose a total of two steps, all retreat two hexes, or lose one step and

all retreat one hex. To retreat, the unit must be eligible to do so (see 8.47). A player who chooses to retreat units one hex and take a one step loss must take the step loss first. The German player may distribute a two-step loss to two different units, one step per unit, or he may eliminate a full-strength unit.

8.43 Some results affect both players, such as "1/1" or "2/1," and are called split results. The defender applies his result first, whether it is step loss or a retreat. Then the attacker applies his result. If any attacking units remain in their original hexes after all results have been applied, they may advance after combat if the defending hex is vacant (requiring no MP expenditure). The defender may never advance in a split result.

8.44 A result of "E/-" or "-/E" means all steps for the unit(s) involved are eliminated.

8.45 Every German unit begins with two strength "steps" (increments); every Soviet always has just one step. A German unit may be flipped over to absorb one step loss, while a Soviet unit would be eliminated if suffering a step loss.

8.46 Units are retreated by their owner one at a time, never in stacks, in any order the owner chooses.

8.47 Units may be retreated only into "safe" hexes. If there is no safe hex available, or if a unit retreats off of the map, the retreating unit is eliminated. A hex is safe if all the following pertain.

1) By entering the hex, a retreating unit increases the distance in hexes between it and the nearest enemy force that caused the retreat. If the enemy force has retreated as well, the distance is measured from the enemy force's nearest original hex.

2) There are fewer than three other friendly units in the retreated hex.

3) The retreated hex isn't in an EZOC. Note: the presence of a friendly unit in a hex negates EZOC in that hex for purposes of retreat.

4) Whenever possible, a unit must retreat into a vacant safe hex before it enters a hex occupied by a friendly unit.

8.48 When any hex is vacated as a result of combat, as many as three victorious involved units may advance into each hex. A victorious attacking unit is one that hasn't retreated. A victorious defending unit is one that suffered no loss or retreat during that combat. Advance after combat is an option that must be exercised immediately before going on to resolve further

combat in that phase. A unit is only forced to advance after combat as the result of successful overrun; otherwise it's optional (see 7.6). Victorious unit(s) may occupy one or both of the hexes vacated as a result of a two hex retreat. A unit may advance into an EZOC, even when advancing directly from an EZOC. Retreats and advances don't involve the expenditure of MP. Units that advance into a hex vacated by the elimination of all of the enemy units that occupied that hex may not advance any farther.

9.0 SUPPLY

In order for a unit to move and attack at its full potential, it must be supplied (also called being "in supply"). A unit is in supply if a "line of supply" (or "supply line") can be traced between that unit and a friendly supply source. Supply for movement is determined at the moment a particular unit begins to move. Supply for combat and overrun is determined at the time the combat odds are calculated. A line of supply is traced from the unit to a friendly supply source hex or to a road hex connected to a supply source by an uninterrupted series of road hexes of any length.

The supply line may be up to five MP in length from the unit to the supply source or road hex leading to a supply source. A supply line may be traced at the armor/mechanized rate through cities. Count from the unit to the supply source or first road hex. Don't count the unit's hex; do count the road or supply source hex. Once the supply line reaches the road on which it will travel to the supply source, it may not leave the path of that road (it might make regular use, in the terrain MP counting sense, of other, disconnected road hexes prior to beginning that final run-in to the supply source).

9.1 An unsupplied unit's movement allowance is halved, dropping any fractions. The unit retains either its full or halved movement allowance throughout the phase, regardless of whether it moves out of or into supply during that phase.

9.2 If any units involved in an attack or an overrun are unsupplied, the combat ratio is shifted two columns. If any attacking units are unsupplied, shift left; if any defending units are unsupplied, shift right. Those shifts may be mutually canceling.

9.3 A line of supply consists of a continuous, connected line of hexes, none of which may be occupied by or in the zone of control of any enemy unit. A line of supply may be traced into and through an EZOC if that hex is occupied by a friendly unit(s).

9.4 A friendly supply source hex may supply an unlimited number of friendly units.

9.5 The German player's supply source hexes are: 0007-0013. The Soviet player's supply sources are the four Leningrad hexes (2505, 2604, 2605 and 2705), Tallinn (1601), Riga (0908) and map-edge hexes 2906 and 2911.

9.6 Forts and air units affect enemy lines of supply (see 11.0 and 13.2).

10.0 ARMOR

Combat odds are affected by the presence of an armor unit and/or a German panzer corps participating in combat or overrun.

10.1 When all the units of a German panzer corps (the same parenthetical number) are stacked in the same hex, they receive a column shift in combat and overrun. The combat ratio is shifted one column for each full German panzer corps involved in the combat or overrun. The column shift for attacking is received only if all the units in the corps attack. Single step losses to individual units of a German panzer corps don't prevent that corps from gaining the shift. If a unit from a corps has been fully eliminated, the shift is no longer possible. Note: 39th Panzer Corps contains only two units, but is still considered a full panzer corps.

10.2 When an armored (not mechanized) unit is involved in combat or overrun, the owning player receives a column shift. The player receives only one column shift for armor regardless of the number of armor units involved. For an attacker to receive the shift, the defender must occupy an unfortified clear terrain hex (rivers don't prevent this shift). The shift is also generally received on defense (exception, see 10.3).

10.3 The German player doesn't receive the column shifts for panzer corps (10.1) and/or armor (10.2) when defending in cities.

10.4 The shifts described in 10.1 and 10.2 are cumulative.

11.0 AIR POWER

The German player has two aircraft units that may be used to affect combat, overrun, Soviet movement and Soviet supply. Before the combat resolution die is rolled, the German player may place an air unit on a German unit that's attacking or being attacked. When used to interdict, the air unit is placed in a hex during the Air Interdiction Phase.

11.1 The combat ratio is shifted one column for each air unit involved in a combat. Air units may not attack by themselves and are never affected by combat results. Air units never count against stacking limits.

11.2 Air units are allocated to combat before Soviet untried units are revealed.

11.3 An interdicting air unit doubles the MP cost of a hex for Soviet units and Soviet lines of supply. The cost is quadrupled if two air units interdict the same hex.

11.4 Soviet units that begin their movement phase in an interdicted hex pay double (or quadruple, if two air units are there) the MP cost for the first hex they enter.

11.5 Each air unit may be used (anywhere on the map) only once per game turn.

12.0 SOVIET UNTRIED UNITS

All Soviet units start or enter play with their attack and defense strengths unknown to both players. To indicate that, the units are initially handled only with their untried sides ("U") showing. The units are then randomly placed in the set up hexes and on the Game Turn Record Track as reinforcements.

12.1 The strengths of untried units are revealed only after an attack or overrun has been announced against them. The combat or overrun may not be cancelled or reallocated once the untried units have been revealed. Once an untried unit has been flipped to its revealed side, it remains with its revealed side turned up during the rest of the time it's in play.

13.0 SOVIET FORTS

The Soviet player receives a number of forts during the game. Forts affect combat, German movement and German supply. During the fortification phase the Soviet player may place a newly available fort in any hex to which he can trace a valid supply line, and that is within four hexes of Leningrad hex 2604 inclusive, and isn't in an EZOC.

13.1 Soviet units receive a one column shift to the left when defending in any fort hex.

13.2 An unoccupied fort doubles the MP cost for any German unit tracing a line of supply through that hex. Additionally, entering an unoccupied fort requires a German unit to expend two extra (+2) MP. A fort is permanently eliminated when its hex is first entered by any German ground unit.

13.3 Once placed, a fort may not be moved except to be put into the dead pile as described above.

13.4 No more than two forts may be deployed onto the map during any one Soviet Player Turn; however, the Soviet player may delay the deployment onto the map of available forts to later turns.

13.5 Forts do not count against stacking limits. No more than one fort may occupy any single hex.

13.6 Forts may not be placed in any hex containing an EZOC; however, the presence of a Soviet combat unit, tried or untried, in an EZOC works to negate that EZOC for purposes of fort placement.

14.0 REINFORCEMENTS & REPLACEMENTS

In addition to the forces with which players start the game, both players receive reinforcements during the movement phases of specified game turns. Reinforcements enter the map in supply. The German player may bring reduced strength units back to full strength by replacement (see 14.6).

14.1 When reinforcements are placed on the map, the arriving unit must pay the MP cost for entering that first hex. When more than one unit or stack of units enters in the same hex, they enter without regard to which one entered first (that is, it doesn't cost units more to enter the map because they are entering "behind" the first unit).

14.2 If a reinforcement unit's only entry hex is occupied by an enemy unit or three Friendly units, it may enter in the nearest unoccupied hex. If two such nearest hexes are equidistant, the owning player may choose the hex of entry. A unit may enter the map in an EZOC.

14.3 A player may generally decide to hold back all or part of the reinforcements due him in a turn and enter them via the same entry hex on a later turn (exception: see 14.5).

14.4 If all of Leningrad is German-occupied, Soviet reinforcements due to enter there may instead enter via the map edge on and between hexes 2301 and 2801 inclusive.

14.5 Soviet Game Turn 1 reinforcements may not be delayed.

14.6 A German unit that's suffered a step loss may be rebuilt to full strength by spending an entire game turn in an East Prussia or in any supplied city hex. The hex in which the "replacement" occurs must be free of EZOC and in supply. For example, a unit that enters a replacement

hex on Game Turn 1 must spend all of Game Turn 2 there, and then it's flipped back to its full strength side during the replacement phase of Game Turn 3 (it could then operate normally during that player turn).

14.7 The presence of German units doesn't negate EZOC for purposes of replacement.

14.8 Up to three units (maximum) may receive replacements in a hex per German Replacement Phase. A particular unit may receive replacements any number of times during the course of the game. Note, however, that each replacement step utilized by the German player awards the Soviet player one victory point.

14.9 The replacement procedure may be ended before the unit has completed replacement. Indeed, if a unit undergoing replacement moves, attacks, or is attacked, the procedure would have to begin anew in a later game turn.

14.10 Fully eliminated German units may not be reclaimed from the dead pile via replacement. There are no Soviet replacements.

REINFORCEMENT SCHEDULE
German Reinforcements

Turn	Unit(s)	Entry Hex/Area
1	1 Air	-
2	5 Infantry	East Prussia
6	1 Infantry	East Prussia
7	1 Air	-
10	39 Panzer Corps	2113 to 2313

Soviet Reinforcements

Turn	Unit(s)	Entry Hex
1	1 Infantry, 3 Amr[1]	1113
2	3 Infantry, 1 Amr	2906 or 2911
3	2 Forts[2]	-
	1 Amr	2906 or 2911
4	2 Infantry, 1 Amr	2313, 2906 or 2911
	2 Forts[2]	
5	2 Infantry	2601
	1 Amr	2313, 2906 or 2911
	2 Forts[2]	
6	2 Infantry	2906 or 2911
	1 Amr	2313, 2906 or 2911
	2 Forts[2]	
7	2 Infantry	2501 to 2701
	1 Amr	2501 to 2701
	2 Forts[2]	
8	5 Infantry[3]	2911
	2 Infantry	2501 to 2701
	1 Amr	2906 or 2911
	2 Forts[2]	
9	3 Infantry	2911
	1 Amr	2313, 2906 or 2911
10	2 Infantry[4]	Any Leningrad Hex
11	2 Infantry[4]	Any Leningrad Hex
12	2 Infantry[4]	Any Leningrad Hex

Amr = Armored *or* a Mechanized Division unit

Notes:

When units have more than one entry hex listed, some of the units may enter in each hex, or all units may enter via the same hex, owning player's choice on a unit-by-unit basis. East Prussia consists of seven entry hexes, and arriving units may enter any of those hexes.

1. Soviet Game Turn 1 reinforcements may not be delayed. These units must enter the map as scheduled.
2. Forts may be placed within four hexes of Leningrad hex 2604, subject to being in Soviet supply, and not within EZOC.

3. If the six Infantry divisions slated to enter hex 2911 are entered there, all Soviet attacks made on Game Turn 8 receive a four-column shift to the right (see 15.3). The Soviet four column rightward shift applies to attacks made during the combat phase as well as overruns (cumulative).
4. If all Leningrad hexes are occupied by German units, these reinforcements enter on or between hexes 2301 and 2801 instead.

15.0 SURPRISE
The Soviets suffer the effects of surprise on Game Turn 1, and the Germans may be affected by surprise on Game Turn 8.

15.1 Soviet units may not delay reinforcements, disengage or overrun on Game Turn 1. All Soviet units must move so as to be adjacent (if not already adjacent) to any in-range German unit at the end of the Soviet Movement Phase of Game Turn 1 (the German unit moved next to need not necessarily be the one closest to the Soviet unit at the start of the Soviet Movement Phase). Those units unable to move adjacent to a German unit must expend all their MP moving toward the nearest (counted in MP) German unit.

Exception: the Soviet units in hexes 0205 and 2204 may not move at all on Game Turn 1.

15.2 All Soviet units adjacent to German units during the Soviet Combat Phase of Game Turn 1 must attack. The Soviet player need not attack all adjacent German units, but all Soviet units adjacent to any German units must participate in an attack.

15.3 If all Six Soviet infantry units slated to enter at hex 2911 on Game Turn 8 enter as scheduled, all Soviet attacks and overruns made that game turn receive a four-column shift to the right. The shift applies to every attack made by Soviet units on Game Turn 8, not just those made by the reinforcing units. The four-column shift applies even if the units are forced to enter on a hex other than 2911 due to the presence of German units. If the Soviet player delays the entry of the reinforcements, in whole or part, the column shift bonus is lost. The bonus may only be applied on Game Turn 8. If delayed, the units may enter on hex 2906 on Game Turn 9 or later.

16.0 HOW TO WIN
Victory is calculated in terms of victory points (VP). The game ends at the conclusion of Game Turn 12, and victory is determined then. There are two levels of victory: tactical and strategic. Achieving a strategic victory is a greater accomplishment than achieving a tactical victory.

After the game's ended, total the VP earned by each player and subtract the Soviet player's total from that of the German player. The resulting number, either zero, positive or negative, is compared to the list in 16.3 to determine the victor and his level of victory.

16.1 The Soviet player receives VP for reduced and eliminated German units at the end of the game.

1 VP for each reduced infantry unit.
3 VP for each eliminated infantry unit.
4 VP for each reduced mechanized unit.
5 VP for each reduced armor unit.
12 VP for each eliminated mechanized unit.
15 VP for each eliminated armor unit.
1 VP for each replacement used by the German player during a game.

16.2 The German player receives 30 VP per hex if occupying, with supplied units, hexes 2604 and 2705 at the end of the game. The occupying units must be in supply for the VP to be earned. Additionally, the German player receives 5 VP per hex if occupying, with units in Supply, hexes 2505 and 2605 at the end of the game.

16.3 The Soviet VP total is subtracted from the German VP total to determine the victor.

31 or more points = German strategic victory
1 to 30 points = German tactical victory
-20 to 0 points = Soviet tactical victory
-21 or fewer points = Soviet strategic victory

16.4 If both players agree prior to starting the game, each writes down a VP bid for the right to play the German side. That bid amount represents additional VP awarded to the Soviet player when the game ends.

Note: The player with the winning bid (the German player) must be wary of taking losses, which may hamper the capture of even the first Leningrad hex. As such, both bidders must make a fine calculation when deciding how much to bid, given that, to achieve anything toward victory, it may be assumed the German player will lose approximately 10 steps.

DESIGN NOTES

If the German player emulates historical strategy and tactics, the results will parallel the actual campaign so closely it will be spooky. The panzers will race through the lowlands and reach the Leningrad area in a depleted state. Only through sheer luck and gross incompetence by the Soviet player will the panzers take Leningrad unsupported by infantry. Proper use of Soviet reinforcements should make Leningrad impregnable by mid-game if the Germans haven't launched a balanced and concentrated assault by then.

A good strategy for the German player is to "make haste slowly." Panzers should combine with infantry to encircle and destroy at least 10 of the 11 forward Soviet infantry divisions on Game Turn 1. The entire army group should also be well positioned to meet the Soviet counterattack that same turn. Saving air support for defense on Game Turn 1 could mean elimination of a sizable chunk of the counterattacking force,

The German player should strive to reach the Luga in force by Game Turn 4 or 5, with both panzer corps poised in the woods near the river's mouth. A bridgehead may be formed across the Luga earlier if it doesn't mean imperiling the panzers' supply lines. By mid-game the German player should have an assault on three axes in full swing—from the lower Luga, up the Pskov-Leningrad highway, and through Novgorod—while also protecting his flank south of Lake Ilmen. An assault along the Volkhov from Novgorod to Lake Ladoga is important because, once the lake is reached, Soviet reinforcements from the east and south are blocked from entering Leningrad. The last few turns will be spent in hammering at Leningrad, but the German player will stand a fair chance of winning that battle of attrition if the Soviet player can't bring his 12 divisions of Game Turns 7 through 9 reinforcements into the city from the south and east.

What the Soviet player does west of the Dvina can be decisive. If he can stop the Germans from crossing the river in force for three game turns, he stands a good chance of holding Leningrad. Though required to counterattack on Game Turn 1, the Soviet player should, where possible, avoid an attack on a panzer corps unless he's assured of at least 1:1 odds. Moreover, the Soviet Player must position himself so his counterattacking units won't be encircled on Game Turn 2. He also can "cheat" a bit at the start of the game by deploying units in the 13xx to 19xx hex rows so they can form a defensive line on the Dvina on Game Turn 1 without engaging German units.

Through mid-game, the Soviet player should use as few units as possible in the Lake Peipus-Pskov-Velikaya area to delay the German advance while building a fortified line along the Luga. Novgorod and the Volkhov corridor should be held at least until Game Turn 10. On Game Turn 8 he faces a critical decision on the use of 34th Army, entering from hex 2911: should he attack the German right or move the 34th north to Leningrad?

If the Luga line is breached, the Soviet player should try to fall back in good order to a fortified perimeter in Leningrad. If he can get all his reinforcements into the city, he should win. Remember: a repetition of the historical isolation of the city isn't in itself enough to win for the German player. Isolation is only a means toward the end of capturing the city.

Note: the Finns aren't represented in the game. Though historically they succeeded in getting to the xx02 lateral hex rows north of Leningrad in September, they wisely decided against joining in a direct assault on the city unless the Germans were "rapping on the door" of Leningrad themselves. Such a development never occurred. In any event, the Finnish presence has been abstracted in the game through a reduced northern reinforcement rate. In the actual campaign the Soviets rushed divisions to Leningrad from the Finnish front, and just as quickly rushed them back as various crises arose in the north.

—Dick Rustin

Second Edition Notes

This was a labor of love and brought back many enjoyable memories for me. *Leningrad* was one of the most played games back in my college days because it was quick and easy, yet was still a challenge because you never could be sure about the untried units.

Gamers will note nothing has changed in the order of battle. The map was changed to better reflect the true terrain and location of the roads. Those changes reinforce the need for the German player to decide where he will commit his panzers, as it's more difficult to reposition them than it was in the first edition. It still comes down to both players trying to be "firstest with the mostest" at Leningrad for the decisive final turns.

~Christopher Cummins

COMBAT RESULTS TABLE

Die Roll	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1
1	-/E	-/E	-/E	-/2	-/1	1/1	2/2	1/1	2/1	1/-	1/-	2/-	2/-
2	-/E	-/E	-/2	-/1	1/2	2/2	1/1	2/1	1/-	1/-	2/-	2/-	E/-
3	-/E	-/2	-/2	1/2	2/2	1/1	2/1	1/-	1/-	2/-	2/-	E/-	E/-
4	-/E	-/2	-/1	2/2	1/1	2/1	1/-	1/-	2/-	2/-	E/-	E/-	E/-
5	-/2	-/2	1/2	1/1	2/1	1/-	1/-	2/-	2/-	E/-	E/-	E/-	E/-
6	-/2	1/2	2/2	2/1	1/-	1/-	2/-	2/-	E/-	E/-	E/-	E/-	E/-

The result to the left of the slash applies to the defender and the result to the right applies the attacker.

E = All affected units are eliminated

1 = Player whose units are affected may choose to lose one step or retreat all affected units one hex.

2 = Player whose units are affected may choose to lose two steps, retreat all affected units two hexes, or lose one step and retreat all affected units one hex (see 8.4) Note: In a split result (i.e. 1/1) the defender takes losses or retreats first, then the attacker applies his result.

COLUMN SHIFTS CHART

Shift the initial Combat Ratio column to the right or if any of these circumstances apply to that attack.

Shift Left Two Columns	Shift Left One Column	Shift Right One Column	Shift Right Two Columns	Shift Right Four Columns
Overrun (see 7.1)	Defender occupies city, swamp, or woods hex. [1]	Attacking force includes armor unit. (see 2.1)	Defender unsupplied (see 9.0)	Soviet Surprise (see 15.3).
Attacker unsupplied (see 9.2)	Defender occupies fort (Soviet player only). [2]	Per defending air unit (see 11.1)		
Defender occupies hill hex.	Defender behind a river hexside(s). [3] Defending force includes armor unit (see 2.1). [4] Per defending Panzer Corps (see 12.1). [4] Soviets defending in Soviet city hex. [1] Per defending Panzer Corps (see 12.1). [4] Per defending air unit (see 13.1).	Per defending Panzer Corps (see 12.1). [4]		

Notes

Column shifts are cumulative. Example: If an attack had two rightward shifts and three leftward shifts, the net shift would be one to the left.

1. The defender receives only one column shift even though the defending units may occupy more than one hex.

2. The defending Soviet units receive only a one column shift even though they may occupy more than one fort.

3. This shift only applies if all attacking units are attacking across river hexsides.

4. The two shifts do not apply when defending German units occupy Soviet City hexes.

5. Important Note: On Game Turn 8, the Soviet player may receive a four column shift in all his attacks (see 15.3).

TERRAIN EFFECTS CHART

Terrain	Movement Point Costs to Enter or Cross	Notes
Clear	1	1. The road movement rate only applies when the road hex is entered through a road hexside.
Road	Armor/mech: 1/2 Infantry: 1	
City/Soviet City	Armor/mech: 1/2 Infantry: 1	2. Thus to cross a river into a woods hex, a unit would expend 3 movement points.
Forest	2	
Swamp	Armor/mech: 3 Infantry: 2	Overrun: +2MP (+1MP for Axis on first turn).
Hill	2	
Riverside Hex[2]	+1MP	
Unoccupied Fort	+2MP	
All Lake/All Sea Hexsides	Combat and movement prohibited	
Town	No Effect	