Game Journal 49/53/57

Fierce Fight! Barbarossa Blitzkrieg series rule:

updated：2015/12/31 modify errors of fortification and Victory Point.

updated：2016/1/4 Add 19.0 NON MASTER PLAYING VARIANT.

updated：18/May/2016/ (12.1)

1.0 INTRODUCTION
This game simulates fighting in Barbarossa with the Axis offensive and Soviet defense from June 1941 to September.
This is a game for two camps.
The Axis player must eliminate the Soviet forces and break the enemy lines.
The Soviet must defend their homeland.

1.1 SCALE
A hex represents approximately a mile of terrain from side to side. Each turn represents about 10 days period. Combat units are divisions and HQ including that direct units.

1.2 COMPONENTS
• One 38”x47” map sheet x 3
• 252 counters x 3
• One rulebook

1.3 CALCULATION CONVENTIONS
When halving or quartering, always round down resulting fractions.
EXAMPLES: One half of 5 is 2.5 and is rounded down to 2. One quarter of 3 is 0.75, rounded down to 0.
When the combat strengths of stacked units must be halved or quartered, add them up before halving or quartering.

2.0 GAME COMPONENTS
You will need a die at 6 faces

2.1 MAP
2.1.1 The map represents the area of the Western Soviet Union over which the historical campaign was fought. A grid of hexagons (hereafter called *hexes*) is superimposed upon it to facilitate positioning and movement of the playing pieces. Colored symbols printed on the map show where various Axis and Soviet units must be set up at game start. Several charts, tables, tracks, and boxes are printed around the map:

Tables around the map :

• **The Terrain Effects Chart (TEC)** provides a map key and shows the effects of the different terrain features on movement
(see section 8.0) and combat (see section 9.0).
• **The Combat Results Table (CRT)** is used to resolve combats (see section 10.4).
• **The Turn Track** is used to record the turn currently in progress.
• **The Available BOX** (see section 11.2 and 12.0 for more details).

2.1.2 Supply Source Hexes: A hex with a red supply source symbol is a supply source for Soviet units; a black supply source symbol indicates a supply source for Axis units.

2.1.3 Bridges: A river hex side crossed by a road or railroad is a bridged river hex side. Conversely, a river hex side not crossed by a road or railroad is an un bridged river hex side.

2.1.4 Set up Hex/Area**: (see4.0)**

2.2 COMBAT UNITS

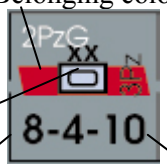
2.2.1 Combat units represent the military forces that took part in the historical campaign. They are color coded by nationality :

(1)Brown : Soviet regular units
(2)Grey : German Her units
(3)Black : German SS units
(4)Beige : Romanian units

2.2.2 The numerical ratings and symbols printed on combat units can be read as follows:

Mechanized units

Belonging color line

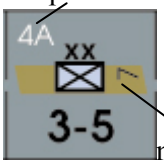


Unit type

Attack strength/def strength/movt allowance

Non mechanized units

Set up information



name of unit

combat strength/movt allowance

UNIT TYPES

Mechanized units

Panzer/Tank

Motorized

Mechanized

Non mechanized units

Infantry

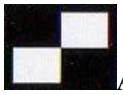
Mountain

Cavalry

Security

Size of units :

XX : division



Army

Panzer Gruppe

• **Unit Type :** The symbol indicates the type of the unit.

• **Unit ID:** This indicates the number or name of the unit.
IMPORTANT NOTE: Unit ID and symbol color have *no* effect on how and when combat units are activated, move, or fight;

• **Setup Information:**
This indication is only intended to help to locate the area of the map where the unit is set up at game start.
See4.0

•**Belonging color line:** This is shown by the colored band on the middle of the counter for setting up. This information is only used at set up. See 4.0

• **Combat Strengths:** These ratings are used to resolve combats. Mechanized units have separate attack and defense strengths. Non-mechanized units have only a combat strength, used both as attack strength and defense strength.

• **Movement Allowance:** This rating determines how far the unit can move, and is expressed as a number of Movement Points.

Full strength side

Reduced strength side

2.2.3 Most combat units have a full-strength side (front) and a reduced-strength side (back) with decreased combat strength; some only have a full-strength side (their back is blank). Combat losses flip a combat unit to its reduced-strength side (or eliminate it if it has no reduced-strength side).
Combat units are set up or enter the game on their full-strength side.

Combat Unit ID Abbreviations

C : Cavalry
M: Mechanized/Motorized
T : Tank
Pz : Panzer
Mt : Mountain
J : Jager/Light Infantry
R : Rumanian

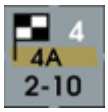
2.3 HEADQUARTERS

2.3.1 Headquarters (HQs) represent the high-echelon formations (mainly armies) that historically took part in the campaign. They are color-coded like the combat units. HQs are *one of a* combat unit.

size Command range Name of HQ

combat strength/movement allowance

<u>HQ Types :</u>



Army HQ

Panzer Gruppe HQ

2.3.2 The numerical ratings and symbols printed on HQs can be read as on combat units, except the following:

• **HQ Type:** This is only for historical information. Panzer HQs operate exactly as other HQs.
• **Command Range:** This rating is used to determine which combat units the HQ can activate (see 8.0).

2.3.3 Some special rules apply to HQs. See section 13.0 for more details.

<u>HQ ID Abbreviations</u>
A : Army
PzG : Panzer Gruppe

2.4 COMMAND CHITS

<u>Panzer</u>

<u>Army</u>

Command Chits are used to activate specific HQs, which in turn activate combat units to move and attack. Each turn, a number of Axis and Soviet Command Chits are placed in the *same* cup, from which they are randomly drawn one by one. See section 7.0 for more details.
There is one corresponding Command Chit for each HQ in the game (see 7.2).

2.5 Chits for phases of games or events :

Reinforcements Supply Order

2.6 MARKERS

The following markers are used in this game:

Turn **Fortress** **Absolute Stand**

• **Turn Marker:** It is placed on the Turn Track to record the turn currently in progress.
• **Fortress Marker:** They are placed on the Major city hex as indicate fortification**.(see 14.0)**
• **Absolute Stand Marker:**

3.0 BASICS OF THE GAME

3.1 STACKING
Two or more friendly units in the same hex constitute a "stack."
3.1.1 A maximum of two units (whether full- or reduced-strength). A HQ unit is treated as a combat unit.
3.1.2 Soviet units and Axis units can not be stacked in the same hex.
3.1.3 The stacking limit is applied at the moment reinforcement units are placed on the map, or at the instant a unit finishes its retreat, or advance after combat or end of Movement Segment.
It is not applied during Movement Segment.

3.2 ZOC
All combat units exerts a Zone of Control (ZOC) into the six hexes surrounding it(**Zone of Control : ZOC**)

3.2.1 The *only* exceptions are that ZOCs do not extend into Water hexes or across impassable hex sides.
3.2.2 **ZOC** extend across major river hex side.
3.2.3 Two or more ZOCs overlapping in one hex have the same effect as a single ZOC.
3.2.4 ZOCs affect supply, movement, retreat, and reinforcement placement. See the respective rule sections

3.3 COMMUNICATION LINE
A communication line is a series of adjacent hexes going from a friendly supply source to the unit.
A communication line is used for the judgment of a supply states, and arrangement of reinforcement(see 11.0, 12.1), and judge of retreat path at combat.
3.3.1 Communication line cannot pass through an enemy-controlled city & town hex, an enemy-occupied hex, or an enemy ZOC unless the hex contains any friendly combat units or HQs
3.3.2 Communication line cannot cross impassable hex sides, or pass through Water hexes. (yet it can pass through all major rivers)
3.3.3 Communication line can pass through Mountain hex only when through road hex side. When Communication line enters Mountain hex, end the line without cross road hex side. Communication line may not extend from Mountain hex unless extend cross road hex side.
3.3.4 Soviet units have no limit for length of communication line except for above conditions.
3.3.5 Axis units have no limit for length of communication line as long as on the rail road hex which may trace communication line only trace by railroad hex side. When out of railroad hex, only trace within 6 hexes from such railroad hex. When leave more than 6 hex from such railroad hex, out of communication.

3.4 CONTROL
3.4.1 At the start of the game, **city and town** hex eastern of starting line are Soviet and western of starting line are German.
3.4.2 For control of these hexagons the last unit of a player that is entry in take the control.

4.0 PREPARATION FOR PLAY

4.1 The players select their side (Axis or Soviet).
4.2 Soviet player set up combat unit with belonging color line as following;
4.2.1 When set up information of the unit is indicated as SET UP HEX on the Map, set up at SET UP HEX or HQ hex of same set up information with the unit.
(1) may set up as stacking.
(2) must set up at least one unit at the SET UP HEX printed on the map.
4.2.2 When set up information of the unit is indicated as SET UP AREA on the Map, set up within SET UP AREA of same set up information with the unit.
• may set up as stacking.
4.3 Axis player set up combat unit with belonging color line by same procedure as Soviet player.
4.4 The players set up their HQs according to the information printed on the map.
4.5 Other combat unit with no Setup Information and HQ unit not set up on the Map is set up in Available BOX or Turn Truck(see 15.0).
it appears in the game as reinforcement.(see 12.0)
4.6 All unit is placed as full-strength side (front).
4.7 Command Chits : see 15.0
4.8 Soviet player set up Absolute Stand marker in each Major City. (see 16.1.2)
4.9 Place the Turn marker on the '1' space of the Turn Track.

5.0 SEQUENCE OF PLAY

The game proceeds by following the phases outlined below (more details appear in later rule sections, and in the expanded Sequence of Play at the back of this booklet). This sequence of phases constitutes a turn, and must be repeated until game end.(see 15.0)

5.1 COMMAND CHIT SELECTION PHASE

Both players choose a given number of their available Command Chits and place them into the same cup (see 6.0).

5.2 ORDER EXECUTION PHASE

A Command Chit is drawn randomly from the cup. The player to whom this chit belongs becomes the active player. Active player execute the drawn action chit.(see 7.0).

NB: the phases of supply and reinforcement take place when them counter is drawn. (see 11.0&12.0)

5.3 HQ ACTIVATION PHASE

When Active player activate any HQ at order execution phase, activate combat unit by activated HQ.(see 8.0)

5.4 ACTION PHASE

The active player can move and combat by his activated units as following procedure.
5.4.1 Movement Segment: The active player can move his activated units (see section 9.0).
5.4.2 Combat Segment: The active player can attack enemy units using his activated units (see section 10.0).

If there are Command Chits left in the cup, return to step 5.2 after 5.4 Action phase.
If there are none, go to the **END OF TURN PHASE.**

5.5 END OF TURN PHASE

Advance the Turn marker to the next box on the Turn Track, and return to the Command Chit Selection phase (5.1).

6.0 COMMAND CHIT SELECTION PHASE

6.1 PRINCIPLES

6.1.1 The players secretly select a given number of their available Command Chits and put selected chit into the *same* cup except for Guderian and Manstein.
6.1.2 The remaining Command Chits are placed face down at separate space and are not used this turn.

6.1.3 A player may not check the Command Chits in the cup or in his opponent's remaining Command Chit.

6.2 COMMAND CHIT SELECTION
Command chit is selected according to following conditions.
6.2.1 Soviet Com
The Soviet player selects the number of Soviet command chits indicated after 'SU Com' on the Turn Track.

6.2.2 German Com
The Axis player selects the number of German command chits indicated after 'Axis Com' on the Turn Track.
Panzer Gruppe HQ may be selected two chits because those HQ have two chits.(see 6.3)

6.2.3 Axis Minors
The Axis player selects the number of Axis Minors command chits indicated after 'Axis /Rnf' on the Turn Track.

6.2.4 Common Order Chit(see 11.0)

supply chit is common order shit between both players.
supply chit must enter into the cup at every turn.

6.3 GUDERIAN and MANSTEIN

GUDERIAN and Manstein is special command chit as following.
6.3.1 This chit may not enter into cup but hold in hand when Axis player select it at Command Chit Selection phase in the number of 'Axis Com'.
6.3.2 This chit may execute Interrupting Order when it is executed from hand holding status.(see 7.3)

7.0 ORDER EXECUTION PHASE

7.1 COMMAND CHIT DRAWING
In the **ORDER** Execution Phase, Command Chits are randomly drawn one by one from the cup; which player draws does not matter.
The owner of the drawn chit becomes the active player and execute order of the drawn chit.
The player then places the drawn chit face up into his Played Command Chit Pool.
Drawn chit is spend in this turn and may not activated until next turn.

7.2 EXECUTE OF ORDER
Active player execute drawn action chit.

7.2.1 HQ COMMAND ORDER
Activate the HQ of drawn chit (see 8.0).

7.2.2 REINF ORDER
Receive specified reinforcement. (see 12.0).

7.2.3 RESERVE/OKH ORDER
May activate any unit directly without HQ activation. (see 17.1).

7.2.4 SUPPLY ORDER
Both player check communication line.(see 11.0)

7.3 INTERUPTING ORDER
Axis player may execute Interrupting order by using GUDERIAN or Manstein chit from hand holding status.(see 6.3)

7.3.1 Axis player may cancel and return the drawn chit into the cup and activate own HQ instead by Interrupting order after when any chit is drawn.
7.3.2 When Interrupting order is executed, following HQ is activated according to executed chit.
(1)GUDERIAN:2PzG
(2)Manstein:4PzG
7.3.3 The Interrupting order may be executed if the Interrupting order chit has not played yet after all the chit in a cup are pulled before the end phase of a turn.

8.0 HQ ACTIVATION PHASE
A drawn Command Chit activates the HQ with the same ID.
The activated HQ can activate combat units (*not* HQs) within its Command Range to move and combat.

8.1 HQs & COMMAND EXECUTION
8.1.1 The HQ corresponding to the drawn chit is activated.
8.1.2 Combat Unit Activation: The activated HQ can activate all friendly *combat unit*s within its Command Range, *regardless of IDs and type symbol colors*. A combat unit can be activated any number of times in one turn by different HQs following different chit draws.
8.1.3 HQ units cannot activate other HQs.

8.2 COMMAND RANGE
Command Range is expressed as a number of hexes, counted from the HQ. A HQ with a Command Range of 4 can thus activate friendly combat units up to 4 hexes away (3 intervening hexes).
Determine Command Range at the instant the HQ is activated : Activated units may later leave the HQ's Command Range as a result of movement, retreat, or advance after combat.

8.2.1 Command Range Limitations: A Command Range cannot extend across impassable hexsides or through Water hexes.
Supply status, enemy units, enemy ZOCs , or terrain type have no effect on Command Range.

8.3 NATIONALITY
Axis HQ may only activate units of same nationality.
Unit of different nationality with the activating HQ may not be activated.

9.0 MOVEMENT
In the Movement Segment, the active player can move his activated HQ and combat units.

9.1 MOVEMENT PRINCIPLES

9.1.1 Units are moved one at a time. A unit cannot start moving until the previous unit has completed its move.
9.1.2 Units are moved by either one of Normal Movement or Strategic Movement.
9.1.3 A unit may not move off map, into a Water hex, or across an impassable hexside.

9.2 NORMAL MOVEMANT
In a Movement Segment, each activated unit receives a number of Movement Points (MPs) equal to its movement allowance. A unit may use all, some, or none of its MPs.
Unused MPs are lost; they cannot be kept from one Movement Segment to another.
To enter an adjacent hex, a unit must expend the MP cost indicated by the TEC for the hex (and hex side, if applicable). A unit cannot enter a hex if it has insufficient MPs remaining.

9.2.1 Hex sides:
(1) River Hex sides:
River hex sides have the following effects on movement:

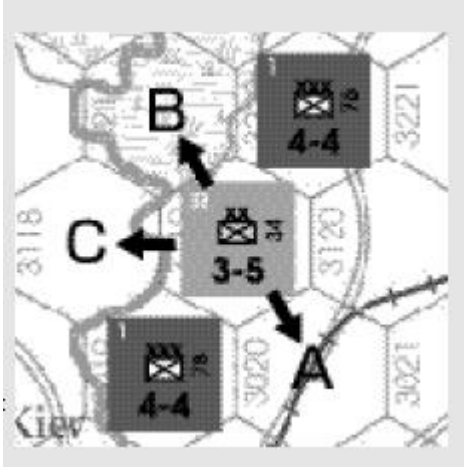
• To cross an un bridged *minor* river hex side, a unit must expend one MP in addition to the normal MP cost of the entered hex.
• To cross an un bridged *major* river hex side, a unit must start its move adjacent to the river. It moves across the river but must then stop, and can go no further in that Movement Segment.
• Crossing a bridged river hex side negates the river movement costs above.

(2) Road Hex sides:
If you move the unit along the road, unit spend one movement point by hex, regardless of the other terrain hex.

9.2.2 ZOC Effect on Movement
Enemy ZOCs affect movement in the following ways:
Entering or leaving a hex in an enemy ZOC costs a unit 2 extra MPs. These extra costs are cumulative (see example).

9.2.3 Major River Hex sides:
Crossing a major river hex side is not allowed if the hexes on each side of the river (the hex in which the unit starts and the one it wants to enter) are in enemy ZOCs, *even if the river hex side is a bridged hex side, and even if there are friendly units in the enemy ZOCs*.

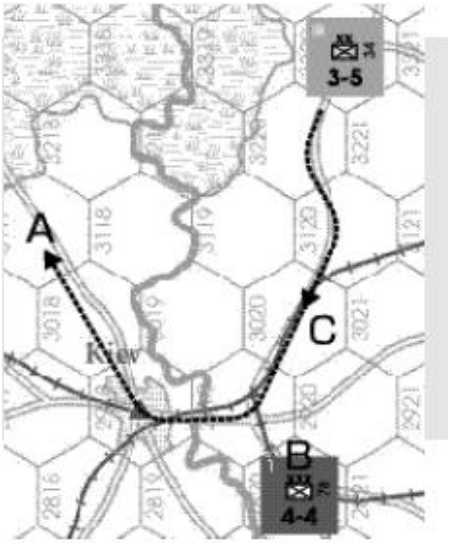
9.2.4 Mountain Hex:
Mountain Hex may not be entered except for following cases.
(1) When enter crossing road hex side, move as if normal hex.
(2)Mountain division may enter by spending all MPs. Though even Mountain division may not enter mountain hex if both hexes (the hex in which the unit starts and the one it wants to enter) are in enemy ZOCs,



[Example of normal movement] Axis infantry units with a movement value 5 moved.
(1) A Hex, costing 1 MP for clear hex and +2 for leaving ennemy ZOC, more +2 for entering ennemy ZOC, totaling 5MP.
(2) B, C Hex, this unit can not move to these hexagons.

9.3 STRATEGIC MOVEMENT

9.3.1 A unit using a road to enter an adjacent road hex expends only 1/2 MP instead of the normal MP cost of the terrain if the following conditions are met:
• The unit must start the Movement Segment in a hex containing a road and keep moving along the road during its entire move.
• The unit must neither start its move in an enemy ZOC nor enter an enemy ZOC during the Movement Segment.



[Example of move in column of route/strategic movement]
(1) A Hex Axis infantry unit with a movement value of 5 to move to hex A.
(2) When hex B include enemy unit, may not move to A and must end movement at the hex C.

10.0 COMBAT
In the Combat Segment, the active player can attack enemy combat units adjacent to his activated combat units. Empty hexes or HQs alone in a hex *cannot* be attacked.
The active player is termed the Attacker in the Combat Segment, while the other player is termed the Defender, regardless of the overall strategic situation.

10.1 COMBAT PRINCIPLES
10.1.1 An activated unit can participate in only one attack during a single Combat Segment. *Non-activated units cannot participate in attacks,* even when adjacent to enemy units.
10.1.2 Combat is voluntary; activated units are not forced to attack enemy units.
10.1.3 A single unit can attack only one hex; it cannot attack two or more hexes. Two units stacked in the same hex may attack two different hexes separately.
10.1.4 A single hex can be attacked only once per Combat Segment.
Units in two or more hexes adjacent to the same hex can attack it together. If two or more units want to attack the same hex, their attack strengths are added together, and only one combat is resolved.
10.1.5 If several enemy units are stacked in the attacked hex, the Attacker must attack all of them. The defense strengths of the units are added together.
10.1.6 A unit separated from an attacked hex by an impassable hex side cannot participate in the attack.

10.2 COMBAT PROCEDURE
Combats are resolved one by one, in the order of the Attacker's choice, according to the following procedure.
10.2.1 Declare which hex is attacked by which units.
10.2.2 Determine the total attack and defense strength, calculate the Combat Ratio, and modify it if necessary (see 9.3).
10.2.3 Axis player declare the use of Air Power.(see 15.0)
10.2.4 Roll one die on the CRT and apply the combat result (see 9.4).

10.3 COMBAT RATIO DETERMINATION

10.3.1 Attack and Defense Strengths: To resolve a combat, first combine the attack strengths of the Attacker's participating units,
Then combine the defense strengths of the Defender's participating units.
Several factors can affect attack and defense strengths:
• Units attacking across river hex sides (bridged or un bridged) halve their attack strengths. If a combat involves units that attack across a river hex side and units that do not, only those attacking across the river hex side halve their attack strengths.
When two combat units stacked in a hex must halve their combat strengths, first add them up before halving (or quartering) and rounding down.

10.3.2 Combat Ratio: Total attack strength divided by total defense strength gives the Combat Ratio. When calculating ratios, fractions are rounded *down*, to either the nearest column on the CRT or (when above 10–1) the nearest whole ratio.
EXAMPLES: 15:5 gives a 3–1 Combat Ratio. 26:9 gives a 2–1 Combat Ratio. 12:7 gives a 1.5–1 Combat Ratio. 18:13 gives a 1–1 Combat Ratio. 25:2 gives a 10–1 Combat Ratio.

10.3.3 Ratio Shifts:
When occupied by the Defender's units, some terrain types provide favorable ratio shifts (see TEC).

Ratio Shifts are cumulative.
Ratio Shifts causes to use either the Combat Ratio immediately down on the CRT,
When Combat Ratio is above 10–1, Ratio Shifts is applied from the column of 10-1+.

EXAMPLES: A Rough hex with a Town provides two Ratio shifts down in favor of the Defender, and thus a 3–1 attack would be reduced to 1.5–1 (first shift to 2–1, second shift to 1.5–1), 12–1 would be reduced to 8–1.

10.3.4 If the final Combat Ratio is less than 1–1 once terrain effects have been applied, the attack is not possible. If it is greater than 10–1, the combat is resolved on the 10–1+ column of the CRT.

10.3.5 If the total defense strength in a hex is reduced to 0 by rounding down, the combat is automatically resolved on the 10–1+ column of the CRT, regardless of possible terrain Ratio shifts.

10.4 COMBAT RESULT DETERMINATION
10.4.1 Once the final Combat Ratio has been computed, the Attacker rolls one die and reads the result on the corresponding row under the appropriate column of the CRT.
10.4.2 All combat results is now represented by a number of steps and number of hex retreat :

Ax : number of step attacking lose
- : No effect
R : All defending units retreat one hex
RR : All defending units retreat two hexes
Number and RR : All defender units retreat two hexes more step loss

Example:
(1) "A1": The attacker lose one step in total from all the units that participated in the attack
(2) "R": defender to retreat one hex all units that participated in the battle
Must.
(3)「3RR」: defender lose tree step in total from all the units that then retreat two hex all units that participated in the battle.

10.5 STEP LOSSES
Remove one step by flipping a full-strength unit to its reduced-strength side, or eliminating a reduced-strength unit or a unit with no reduced-strength side. The owning player allocates steps losses as he pleases among his units. Eliminated units are removed from the map.
EXAMPLE: If two full-strength units in the same hex suffer a 2-step loss, the owning player can eliminate one unit, or flip both units to their reduced-strength side.

10.6 RETREAT
Units affected by 'R' or 'RR' results must retreat one or two hexes after combat.

10.6.1 Retreat is not normal movement; retreating units do not expend MPs. Units in a stack that is forced to retreat can split up and retreat into different hexes.
10.6.2 Retreat Restrictions: Units forced to retreat into following hexes are eliminated.
(1) off map
(2) prohibited or Water hexes
(3) across a impassable hex sides
(4) across a major river hexside at second hex of the retreating.
10.6.3 Enemy ZOCs: *Every* combat unit forced to retreat into an enemy ZOC (even if this ZOC contains friendly units) must lose one step (see 10.5).
10.6.4 Stacking Limit: If a unit exceeds the stacking limit in the last hex of a retreat, it must retreat one additional hex, within the 3.1 restrictions. If it exceeds the stacking limit in this new hex, it must retreat another hex, etc.

10.6.5 A retreating unit must retreats as closer to any one of hex may trace communication line.(see 3.3)
A retreating unit must satisfy as many as possible of the following conditions and **c**ondition **(1)** takes precedence over **(2)** if both cannot be satisfied in various retreat paths.
(1) A retreating unit always retreats in such a way as to enter the fewest hexes in enemy ZOCs (and thus to suffer the fewest step losses, see 10.5).
(2) The stacking limit is not exceeded in the last hex of retreat.

10.6.6 Units forced to retreat during this combat segment is treated as no combat factor after the retreat.
10.6.7 There is no stacking restriction of Nationality. All Axis units may stack with other Axis unit.

10.7 ADVANCE AFTER COMBAT
10.7.1 If an attacked hex becomes empty as a result of combat (the defending units either retreated or were eliminated), the attacking units may advance one or two hexes:
(1) Non-mechanized combat units may advance one hex;
(2) Mechanized combat units may advance one or two hexes (even if the Defender retreated only one hex);
10.7.2 Advance after combat is optional; the Attacker may advance all, some, or none of his attacking units. Advance after combat is not normal movement. Advancing units do not expend MPs and enemy ZOCs are ignored.
10.7.3 The first hex of advance must be the attacked hex. There is no limitation as to the second hex of advance, except that units cannot advance across impassable hex sides, into Water hexes, or off map. Mechanized units that participated in the same combat can end their advance in different hexes.
10.7.4 HQ unit is not special unit. HQ is normal combat unit except for additional availability of HQ.

10.7.5 Restriction: A mechanized unit may advance after combat only when both hexes is clear and not cross river hex side. A mechanized unit cannot enter to second hex during advance after combat when cross any river hex side or include non-clear terrains.

10.7.6 Can not advance after combat to hex corresponding below.
(1) out of map
(2) Beyond a full sea hex side
(3) Stacking limit is exceeded at the end of the advance after combat.

11.0 SUPPLY ORDER
If the marker SUPPLY is drawn ,both players execute the Supply Order procedure.

11.1 SUPPLY CHECK
Both players simultaneously determine the supply status of all their units. A unit is in supply if it can trace a communication line to a friendly supply source.
11.1.1 A unit lose a step when may not trace communication line (see 3.3.).
11.1.2 Status of communication line have no effect for combat factor and MPs other than above effect.

11.2 TRANSFER TO AXIS AVAILABLE BOX
Only Axis player may remove any friendly unit from the game map and transfer into Axis Available Box.
11.2.1 Unit may be transferred from anywhere of the map but may not select out of communication line and in an enemy ZOC.
11.2.2 Transferred unit into Axis Available Box may enter on the map when next AXIS REINF Order chit will be drawn by same restrictions with normal reinforcement units. (see 12.3)

11.3 FORTIFICATION
Soviet player may construct fortification marker at any Major City hex under communication line.(see 14.0)

12.0 REINFORCEMENT
From turn4, player receive reinforcements by friendly REINF chit from Available Box by following procedure.

12.1 PRINCIPALS
Reinforcement unit is placed on the map by railroad.
12.1.1 Reinforcement unit is placed on a railroad hex which may trace communication line by only railroad.

It may be placed even out of Command Range of HQ.
12.1.2 Communication line for reinforcement may not enter enemy ZOC and enemy controlled city or town hex even when occupied friendly unit.
12.1.3 Reinforcement unit is placed keeping same side in Available Box.

12.2 NUMBER OF REINFORCEMANT
Player receive reinforcements by a specific of Turn Table.
12.2.1 When REINF Order is executed, owning player receive and appears on the map corresponding number of units at his own option from Available Box.
It may include HQ unit.
12.2.2 When there are not remain any unit of specified number in Available Box, such reinforcement is lost.

12.3 SOVIET REENTRY OF REMOVED UNIT
12.3.1 Soviet removed non-mechanized unit and HQs by combat is placed into Soviet Available Box and it may reappear on the map by same procedure with other reinforcement.
12.3.2 Mechanized unit and removed unit by Supply Check may not place into Available Box so it could not reappear on the Map.

13.0 HQ UNIT

HQ unit represent the headquarters itself and units under direct control of the headquarters.
Headquarters has a step losses and ZOC in the same manner as regular combat units, advance and can retreat after combat-battle move.
Except for following rules, HQ units is treated as other normal combat units.
13.1 HQ units may not activated by other HQ units.
13.2 If any command chit of HQ not appears on the map is drawn, such command chit have no effect.
13.3 When HQ units removed from the map by combat, such HQ is placed into Available Box and it may reappear on the map by same procedure with other reinforcement.
13.4 Removed HQs by Supply Check may not place into Available Box so it could not reappear on the Map.

14.0 FORTRESS

Soviet player may build Fortress during a game.(see 15.0)
Except for following rules, Fortress Marker is treated as other normal combat units.

14.1 BUILDING
※This procedure is only applied in the game of Leningrad and Kiev. Fortress could not build in Smolensk game.
In campaign game, 14.1.3 is extended. see special rule(15.5).
Soviet player may build fortress during Supply Order by following procedure.
14.1.1 Fortress may be built at any friendly controlled Major City hex which may trace communication line.
14.1.2 Fortress may not be built within enemy ZOC.
14.1.3 Soviet player may build a step of Fortress for every Supply Order executing.
14.1.4 Place 1 step of Fortress marker when place a hex of no Fortress marker.
14.1.5 Flip upto 2 step of Fortress marker when there is already 1 step of Fortress marker.
14.1.6 Fortress may only be built maximum 2 step in a hex.
14.1.7 A step of Fortress marker lost a step by combat may return to 2 step if above conditions is filled.

14.2 EFFECT
14.2.1 Fortress marker of 2 step have one extra defend factor so may add when attacked. Fortress marker of 1 step have no extra defend factor.
14.2.2 Fortress marker may negate an effect of enemy ZOC for the occupied hex.
14.2.3 Fortress marker may not include the limit of stacking.
14.2.4 Fortress marker suffers step loss only by combat result. Fortress marker don't suffer by the result of Supply Check.
14.2.5 When a hex occupied Fortress marker is attacked, the combat result of "RR" may be converted to 2 step loss, "R" may be converted to 1 step loss.

Example: Result of “2RR” may be converted as 4 step loses. In this case, there is no need to retreat.

14.3 LIMITATIONS
14.3.1 Fortress marker can't move and attack and advance after combat.
14.3.2 Soviet player can't lose step of fortress by himself.
14.3.3 Fortress marker will be lost permanently when once removed from the game map.

15.0 SPECIAL RULES

15.1 SPECIAL SETUP AND TRANSFERING

15.1.1 Northern Front
(1)3PzG: 3 mechanized units of 3PzG is placed at Turn 7 of Turn Truck.(transfered from Central Front)
It may enter into Northern Front by Axis REINF procedure at turn 7.
In campaign scenario, this rule is no effect and remove this 3 mechanized units of 3PzG belonging Northern Front (indicated black circle marking at upper right of unit) from the game play.
15.1.2 Central Front
(1) Fortress(1)x1:set up in BREST(0927) at starting game.
(2)19A:10 combat units and HQ of 19A is placed at Turn 3 of Turn Truck.All units of 19A may enters into Central Front by draw of 19A command chit from turn 3.
(3) Transfered out:3 mechanized units at least 19 attaching factor is removed from Central Front(transfered to Northern Front) at the Supply Check procedure at turn 6.In campaign scenario, this rule is no effect.

15.2 COMMAND CHITS
15.2.1 Starting Command chit
At the starting of the game, only following command chits is available.
(1)Northern Front
Axis:4PzG,16A,18A,Manstein
Soviet:8A,11A
(2)Central Front
Axis:2PzG,3PzG x2,4A,9A,Guderian
Soviet:3A,4A,10A
(3)Southern Front
Axis: 1PzG x2,6A,17A
Soviet:5A,6A,26A

In campaign scenario,both camp receive above specified all chits.

(4)Supply x1
Only one Supply chit is available for all scenario even campaign scenario.

15.2.2 Accession of available Command chit
Following command chits could be available according to the progress of the game as the specific of Turn Truck.
(1)Northern Front
Turn 2: (Soviet)27A
Turn 3: (Soviet)23A
From Turn 4: (Soviet)any one HQ for every Turn.
(2)Central Front
Turn 2: (Soviet)13A,20A,21A
Turn 3: (Soviet)16A,19A,22A
Turn 4:(Axis)2A
From Turn 4: (Soviet)any one HQ for every Turn.
(3)Southern Front
Turn 2: (Axis) 11A,R3A,R4A(Soviet)9A,12A,18A
From Turn 4: (Soviet)any one HQ for every Turn.

In campaign scenario,both camp receive above specified all chits.

(4)REINF
From Turn 4: Axis REINF x1,Soviet REINF x1
Only one REINF chit for each camp is available for all scenario even campaign scenario.

15.3 REINFORCAMENT
From Turn 4,following reinforcement is available for every procedure of own REINF Order.
(1)Northern Front
From Turn 4: (Axis) x2 (Soviet) x6
(2)Central Front
From Turn 4: (Axis) x4 (Soviet) x6
(3)Southern Front
From Turn 4: (Axis) x4 (Soviet) x7

In campaign scenario,both camp receive above specified all numbers of units.

15.4 SOVIET STRATEGIC RESERVE
Following Soviet Strategic Reserve may use at Central Front and campaign scenario.
From Turn 6: (Soviet) x12
15.4.1 Soviet Strategic Reserve enters into Map from 5504/5507/5513(To Moscow) by normal or strategic movement at Soviet REINF Order procedure adding to normal reinforcement.
15.4.2 Soviet Strategic Reserve is selected from Available Box as normal reinforcement units.

15.5 BUILDING OF FORTRESS
(1)Northern Front: may build 1 step for every Supply Order procedure.
Soviet player may receive up to 3 Fortress marker during the game in Northern Front.
(2)Central Front: only use set up Fortress in BREST(0927) and may not build in Central Front.
(3)Southern Front: may build 1 step for every Supply Order procedure.
Soviet player may receive up to 3 Fortress marker during the game in Southern Front.
(4)Campaign Scenatio: Soviet camp may add above specified all Fortress as following.
Soviet camp may build 2 step(for 2 hex and only 1 step in a hex) for every Supply Order procedure and receive up to 6 Fortress marker during the campaign game.
Of course it may build in any Front even in Central Front at campaign scenario.

15.6 SURPRISE ATTACK BEFORE WAR
15.6.1 Before the 1st turn, the Axis player can activate and execute combat segment by all combat unit belonging PzG.
15.6.2 During procedure of Surprise Attack, following restriction is required.
(1)movement segment is skipped.
(2)All effect of river is negated.
(3)cannot activate combat units out of set up hex belonging PzG.
15.6.3 During Turn 1 to Turn 3, All Axis units may ignore an effect of Supply Check.

16.0 VICTORY CONDITIONS

16.1 MAJOR CITY
Both player won the 10 victory points(VP) each Major City hexes which is under own control and can trace communication line.
As for target hex out of communication line, won only 5 VP per the hex.

16. 2 ABSOLUTE STAND

Both player won extra 10 VP each Major City hexes set Absolute Stand marker which is under own control and can trace communication line.(As for target hex out of communication line, won only extra 5 VP per the hex.)
16. 2.1 At start of game, set up an Absolute Stand marker following Major City hexes.
(1)Northern Front:LENINGRAD(3602,3603,3702)
(2)Central Front:VITEBSK(3510),SMOLENSK(4112),GOMEL(3726),
RHZEV(5003),VYAZIMA(5009),BRYANSK(5120)
(3)Southern Front:KIEV(3507,3607,3608)
16. 2.2 From turn 4, Soviet player may remove one Absolute Stand marker from Map for every Supply Order procedure when target hex is under control and may trace communication line only through rail road.

16. 3 BREAK THROUGH

The Axis player (only) won 15 VP when control and may trace communication line to at least one Soviet Supply source hex on Eastern edge.
Additionally, the Axis player (only) won extra 15 VP when control and may trace communication line to at least one "To Moscow" hex(5504,5507,5513).
Therefore, Axis player won 30 VP by Breakthrough at control of "To Moscow" hex but could not receive more than 30 VP by Breakthrough even when control more than two "To Moscow" hex.

16. 4 UNIT LOSSES
The Axis player (only) lose victory points when following units is destroyed by combat or Supply Check.
(1) Each German mechanized units 2VP
(2) Each German non-mechanized 1VP
(3) Each Axis minors unit 0VP

16. 5 MODIFICATION FOR SCENARIO
Following modifications is only applied in separated scenario.
16. 5.1 Northern Front scenario: None
16. 5.2 Central Front scenario:
The Axis player (only) won extra breakthrough VP by control at least a hex(4230 or 4730) as following.
(1) before Turn 8: 20VP
(2) before Supply Order procedure of Turn 8: 15VP
(3) after Supply Order procedure of Turn 8: 10VP
(4) Turn 9: 5VP
The Soviet player won 40 extra VP as adjustment.
16. 5.3 Southern Front: Not count VP by Absolute Stand marker.

16.6 VICTORY DETERMINATION
The game immediately end after Supply Order procedure of Turn 9.
Player won victory when acquire more VP than opposite player at end of game.

17.0 OPTIONAL RULES
Please use optional rule when any camp may be superior against other camp.

17.1 RESERVE/OKH

Reserve for soviet and OKH for Axis command chit may be selected in Command Chit Selection phase as other command chits.
When Reserve/OKH command chit is drawn in Order Execution phase, owning player may activate any unit directly without HQ activation by Reserve/OKH Order.
17.1.1 Roll a die and following number of unit may be activated.
1-4:3unit
5: 4unit
6: 5 unit
17.1.2 Reserve/OKH Order may activate HQ unit as other combat unit but such HQ may not activate other unit except for itself.
17.1.3 Only Soviet Reserve Order is applied following restrictions.
(1)Only activated unit within Command Range of other HQ may move and combat by normal ability.
(2) Activated unit out Command Range may only move by half MP and not execute combat.

17.2 COMMUNICATION LINE OF SOVIET
Soviet unit use normal road but railroad for trace communication line. When out of normal road hex, only trace within 12 hexes from such road hex.

17.3 LIMIT OF GERMAN MECHANISED UNIT
German HQ may only activate 10 Mechanized unit for every Execute of the Order.

17.4 COMMUNICATION LINE FOR GERMAN PzG
Only German Panzer HQ is applied following restrictions during a Game Turn.This restrictions is not applied to Army HQs.

(1)Player must determinate the communication line using to trace supply source at the moment of Combat Unit Activation.
(2)If the communication line may not be traced at the moment, that Panzer HQ may not activated again during current Turn.
(3)Spend rail road may not use for activate 2nd command chit of same HQ again during current Turn.

18.0 GUIDE LINE FOR PARALLEL P PLAY
This game would difficult to execute parallel play so this shows a guide line for parallel play for multi players as following;

18.1 PLAY MASTER
Players elect a play master for multi players play.
Play master may be elected from a participating player but elected player must judge neutrally as playing role of master.

18.2 PROCEDURE OF PARALLEL PLAY
18.2.1 Play master draw a command chit from cup normally.
18.2.2 Play master show the content of chit and order to execute when there are no executing command chit.
18.2.3 Play master may draw next chit during the execution of previous chit when judge it needs not a few time to execute of previous chit.
18.2.4 Play master set out drawn executing command chits in order for easy understanding.
18.2.5 Play master check content of drawn chit secretly and show and order to execute when judge it would be few operation for current executing command chit.
When Play master judge there would be any operation for current executing command chit, holding face down that drawn chit and advance to next draw of command chit.
18.2.6 Play master draw command chits in sequence by above procedure and judge executing or holding.
18.2.7 When there finish any executing command chit, Play master show and order to execute next command chit from lined up holding chits judged available to execute.
18.2.8 Play master break drawing of chit when judge there may be few possibility to execute next chit by next drawing and proceed with drawing when judge there would be some possibility to execute next chit by next drawing.
18.2.9 Play master repeat above procedure until all command chit is drawn from cup.

18.3 RESOLVE OF CANCELING
When ordered command chit is cancelled by Guderian or Manstein, Play master resolve by following procedure.
18.3.1 When cancel is executed, all holding chits is cancelled with current cancelled chit and returned to cup together.
18.3.2 Canceling by Guderian or Manstein is no effect for all command chit already executed even when it is drawn earlier than current cancelled chit notionally.

Combat Results

Table

Die	1-1	1.5-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10+
1	A2	A1	A1	-	-	R	R	RR	RR	1RR	1RR
2	A1	A1	-	-	R	R	RR	RR	1RR	1RR	2RR
3	A1	-	-	R	R	RR	RR	1RR	1RR	2RR	2RR
4	-	-	R	R	RR	RR	1RR	1RR	2RR	2RR	3RR
5	-	R	R	RR	RR	1RR	1RR	2RR	2RR	3RR	3RR
6	R	R	RR	RR	1RR	1RR	2RR	2RR	3RR	3RR	4RR

Ax : number of step attacking lose
- : No effect
R : All defending units retreat one hex
RR : All defending units retreat two hexes
Number and RR : All defender units retreat two hexes more step loss
Example:
(1) "A1": The attacker lose one step in total from all the units that participated in the attack
(2) "R": defender to retreat one hex all units that participated in the battle
Must.
(3)「3RR」:defender lose tree step in total from all the units that then retreat two hex all units that participated in the battle.

Turn Track

Number of Reinforcement

		Ger REINF				Rum	Soviet REINF				
Turn		Cnt	Nth	Sth	Camp		Cnt	Nth	Sth	Camp	SR
1	22-Jun										
2	30-Jun										
3	10-Jul										
4	20-Jul	4	2	4	10	2	6	6	7	19	
5	30-Jul	4	2	4	10	2	6	6	7	19	
6	10-Aug	4	2	4	10	2	6	6	7	19	12
7	20-Aug	4	2	4	10	2	6	6	7	19	12
8	30-Aug	4	2	4	10	2	6	6	7	19	12
9	10-Sep	4	2	4	10	2	6	6	7	19	12

Number of Command chit

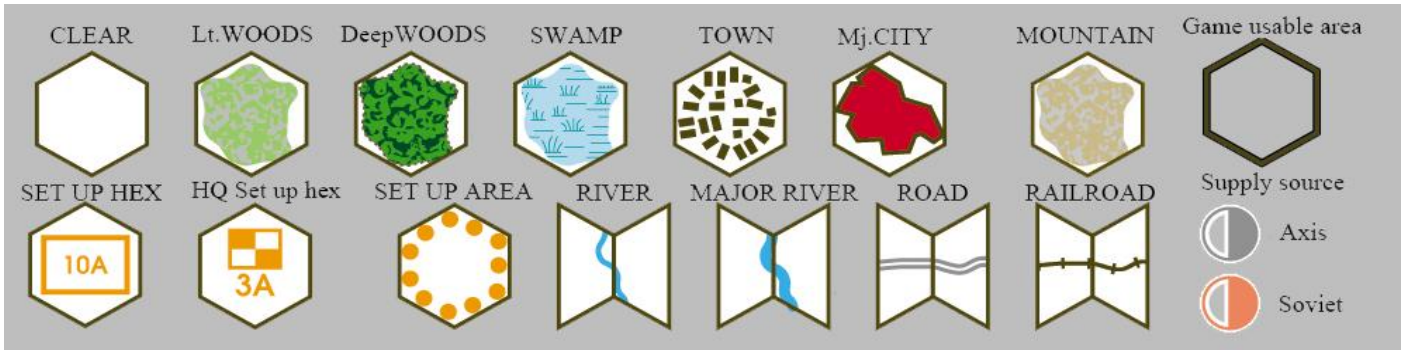
		Ger Com				Rum	Soviet Com			
Turn		Cnt	Nth	Sth	Camp		Cnt	Nth	Sth	Camp
1	22-Jun	6	4	4	14		3	2	3	8
2	30-Jun	6	4	5	15	2	6	3	6	15
3	10-Jul	6	4	5	15	2	8	4	6	18
4	20-Jul	8	5	6	17	2	8	5	6	17
5	30-Jul	8	5	6	17	2	8	5	6	17
6	10-Aug	8	5	6	17	2	8	5	6	17
7	20-Aug	8	5	6	17	2	8	5	6	17
8	30-Aug	8	5	6	17	2	8	6	6	18
9	10-Sep	8	5	6	17	2	8	6	6	18

Cnt: Central Front
Nth: Northern Front
Sth: Southern Front
Camp: Campaign game
Rum: Rumania(use at Southern Front or Campaign game)
SR: SOVIET STRATEGIC RESERVE(use at Central Front or Campaign game)

TERRAIN EFFECT

	MP cost	ATTACK	ADVANCE after combat
CLEAR	1MP	0shift	Max2hex
Lt.WOODS	Mech: 2MP	1shift	1hex
	Non-Mech: 1MP	(Town:+1)	
DeepWOODS	Mech: 3MP	2shift	1hex
	Non-Mech: 2MP	(Town:+1)	
SWAMP	Mech: 3MP	1shift	1hex
	Non-Mech: 2MP	(Town:+1)	
MOUNTAIN	may not enter	2shift	1hex
	without across road hexside		
SEA	may not enter	Impossible	Impossible
TOWN *	*	+1shift	1hex
Mj.CITY	1MP	2shift	1hex
RIVER	+1MP	1/2	1hex
MAJOR RIVER	all MP	1/2	1hex
	Impossible ZOC to ZOC		
ROAD	Normal: 1MP	*	*
	Strategic: 1/2MP		
RAILROAD	*	*	*
Supply source	*	*	*

* : follow other terrain



SET UP HEX

SET UP AREA

HQ set up hex

English Translated by T.Nakamura
Feb/2015

19.0 NON MASTER PLAYING VARIANT(Presented by T. Kondo/ Translated by T. Nakamura)
This variant is progressed by Master Control Chit without Play master.
This rule is used completely alternate as rule 18.0.

19.1 General rule
In this variant, command chit is divided to Master Control Chit and HQ command chit.

19.11 Master Control Chit
Following chits is treated as Master Control Chit.
(1)Axis Master chit x8
(2)Soviet Master chit x8
(3)Axis Reinf. chit x1
(4) Soviet Reinf. chit x1
(5)Supply chit x1
(6)OKH chit x1
(7)Reserve chit x1
Available number of Axis Master chit and Soviet Master chit is changed for the Turn.(see 19.22)
All Master Control Chit is put into a Master Cup.

19.12HQ Command cup
Other command chit is treated as HQ command chit.
In this variant, HQ command chit Cup is prepared with same number of players and each player have a HQ Cup.
HQ command chit is put into HQ Cup for each player.

19.2 Sequence of Play
In this variant, game sequence is altered as following.

19.21 Selecting HQ Chit
Both camp have available command chit for 1st Turn shown by setting up at beginning of the game.
Axis player get a command chit(2A) at Turn4.
Soviet player may get up to 3 command chit per a Turn.
At the beginning of each turn, each player select own available command chit and put into own command chit cup.

Each player may put into any friendly available chit.
Exception1:HQ command chit of 1st Pz must put into same HQ cup of the player.
Exception2: HQ command chit of 3rd Pz must put into same HQ cup of the player.
Manstein and Guderian chit is hold into the hand of Axis Player and not put into any cup.
Only friendly player may know selected chit for each player.

19.22 Put into Master Cup
According to following Table, both player put Master Control Chit into the Master cup.

	Turn1	Turn2-3	Turn4-
German Master Control	7/5	8/6	8/6
Soviet Master Control	7/5	8/6	8/6
Axis Reinf.	0	0	1
Soviet Reinf.	0	0	1
Supply	1	1	1
OKH	1	1	1
Reserve	1	1	1

(Left for 2 player game/Right for 3 player game)

19.23 Surprise Attack Phase of 1st Turn
After putting into the chit of Turn1, German 4 Pz Groups is activated without drawing of chit before each rounds.
In this activation, Axis camp decide freely any Pz. Group is activated by any Axis player .
Axis players may resolve the activation concurrently.

19.24 Chit Drawing for every round
Head player draw a Master Control Chit from Master cup at random.
Then execute following procedure according to the drawn master chit.
(1)Axis Master chit
All Axis player draw and open a HQ command chit from own HQ cup.
Then each Axis players activate that HQ and execute movement and combat.
(2)Soviet Master chit
All Soviet player draw and open a HQ command chit from own HQ cup.
Then each Soviet players activate that HQ and execute movement and combat.
(3)Axis/ Soviet Reinf. chit
Execute reinforcement as normal procedure. (see 12.0)
(4) Supply chit
Execute supply order procedure as normal procedure. (see 11.0)
(5) OKH/ Reserve chit
see 17.1

19.25 Interrupt by Manstein and Guderian
When Reinf. or Supply or OKH/Reserve or HQ chit is drawn, Axis player may interrupt by Manstein or Guderian chit before that procedure is executed.
When interrupt procedure is executed, all Master chit or HQ chit is canceled so return that chit into proper cup and execute interrupt procedure by Manstein or Guderian.

19.26 Dummy of HQ Commnd Chit
This rule is applied to prevent Axis offensive is aborted because Soviet HQ is activated too earlier at the front only fewer Soviet HQ than that Master Command chit.
When Axis player want in any front, Soviet player of that front must use Dummy HQ Command chit.
(1)When there is any difference of HQ command chit between each HQ cup of Soviet player, low number HQ cup must be added dummy HQ Command chit comparable amount of that difference.
(2) Dummy HQ Command is used from any unallocated command chit.

(3)When Dummy HQ Command is drawn, of course that command chit is no effect because there is no proper HQ on the map.