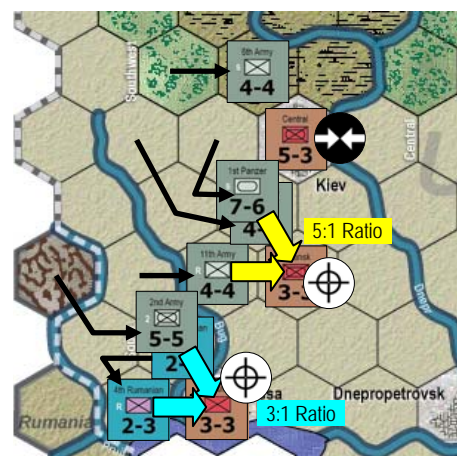


his units as shown below, setting up his two envisioned attacks:



But the Russian Player can read the map, too, and sees where this might be headed. It doesn't look good for his units around Kiev, so he plays his **Maskirovka** Event card to immediately bring an entrained Russian unit onto the map. He wants to place it in the hex southeast of Kiev (adjacent to both the **Central** and **Bryansk** Fronts) to keep his supply lines from becoming tenuous and lending some counterblow firepower if opportunity permits.

The Axis Player is fortunate, however, as he is holding his **Inexperienced Soviet Officers** Event card, which, after a bit of reflection, he decides to use to cancel the Soviet's card. The Soviet player grumbles and returns his unit to the Rail Movement Box.

With that excitement over, the Axis Combat Phase begins and the Axis player designates the Soviet **Bryansk** Front and **South** Front (in Odessa) as Target Hexes.

Seeing that Kiev is *not* an Axis Target Hex, the Soviet Player realizes that the Axis player is going to try to encircle *both* Kiev and Odessa, leaving his **Central** Front unit in Kiev to die from lack of supply. Since losing 1 VP *and* having to pay two cards to bail out his best unit from the **Surrendered Units** box in a future turn is *not* desirable, the Soviet Player launches a counterblow, discarding a card to activate the **Central** Front in Kiev as a Target Hex. He is trying to put the German Player on the horns of a dilemma by forcing an involuntary counterattack. He discards his **STAVKA** Event card and places a Counterblow marker on the **Central** Front.

Resigned to his fate, the Axis Player starts recalculating the possibilities around Kiev and takes another look at his own card hand. In it he finds his **Gott Mit Uns** ("God is With Us") card and then sees the **Erich von Manstein** event atop the Discard Pile from Soviet's recent discard (that was the Axis Event on that same **STAVKA** Event card). It's an ideal card play situation and the German Player makes it.

"Well, hoody-hoo!," the Axis player exclaims.

"I think Erich needs to double the strength of one German unit. Let me think about which..."

The German player decides that von Manstein will be used in the north at his crucial attack on Smolensk this turn and won't be appearing at our battles in the Ukraine.

According to his plan in the south, the German Player first proceeds with his Grand Attack (with the yellow arrows)

in the center of the line against the Soviet **Bryansk** Front, the success of which (and **Advance After Combat**) will greatly influence the other battles nearby. His strength ratio is 15:3 (5:1). Note that there is **no** shift to the right (1➡) for the **Armor Bonus** (10.6.3) as the target hex includes an **Armor** or **Mechanized Infantry** unit type. The German Player rolls on the 5:1 Odds column on the German Combat Results Table. A die roll of 5 yields a **DS** result, and the **Bryansk** Front is retreated two hexes and is then placed in the **Shattered Units** box.

The German Player advances his units after combat as shown (with his armor taking its **Advance Bonus** to move an additional hex, as per Rule 10.8.2) to isolate Kiev and maintain his Supply Path to the western map edge (i.e., the Mountain hex in Rumania). The two 4-4 Armies can trace directly to it, and the Panzer Army can trace to an **Alternate Source** (6.2) – the supplied 4-4 Army adjacent to its own hex as illustrated below:



This leaves the Axis Player two Target Hexes to deal with. He has one **Blitz!** marker (circled in red) that is not urgently required for battles in the north, but he opts not to use it in his next attack, which he decides will be against the **South** Front in Odessa (the blue arrows). With a 9:3 (i.e., 3:1) Ratio, and two shifts to the left (◀2), one each for the River and City terrain, you'd think the

Axis Player would desperately use a **Blitz!** marker at this battle; *but no!* He has one more Event card up his sleeve and plays it now: **Heinz Guderian**. 'Swift Heinz' turns an Axis attack into an automatic **DR** result, and that is *exactly* what the Axis Player wants. With nowhere to retreat, the **South** Front is placed in the **Destroyed Units** box, and the Axis units advance through Odessa.

This leaves the German 4-4 **6th** Army to make an involuntary counterattack vs. the counterblow from the Soviet **Central** Front in Kiev (the green arrow). The attacker's 4:5 Ratio becomes a 1:2 Odds attack. Knowing that there are no shifts for terrain in a Counterattack, the Axis Player could commit his available **Blitz!** marker to bump the Odds up to 1:1, but again he decides not to.

Why? Because he's hoping for an indecisive result to keep the Soviet unit in place so that it will be **Unsupplied** (and, hopefully, removed from the map in that state) during the upcoming Soviet Player's turn.

The Axis Player launches his 1:2 Odds attack and the die roll is a 6, yielding a **CA** result. The Soviet Player seizes the opportunity to launch a 5:4 Ratio (1:1 Odds) Counterattack of his own (the pink arrow), as shown below:



Hoping to roll a '6,' the Soviet Player throws the die and rolls a 6 for a **No Effect**. Desperate, and despite his low chances for success (even a roll of '5' would help, as it would send his **Central** Front to the **Destroyed Units** box instead of the **Surrendered Units** box), the Soviet Player commits his last Event card, **Heroes of the Soviet Union**, and re-rolls the die. This time he tosses a 6 for a **CA** result. The Axis Player declines to make a Counterattack and the battle ends there.

NO RETREAT!

THE RUSSIAN FRONT: 1941-1944

Reference Booklet

Parts Inventory

- 1 11 x 17" map sheet
- 1 8.5" x 11" player aid sheet
- 1 sheet of 40, two-sided square units
- 1 sheet of 28, two-sided round markers
- 1 each: Rules, Reference & Scenarios booklets
- 24 Event Cards

Not included is one 6-sided die that you will need to provide for resolving battles.

[13.0] GAME TURN EVENTS

When conducting a Game Turn's **House-keeping Phase**, Turn Track Events (and other features of interest, such as the weather, Support marker availability, if it's a Sudden Death turn, etc.) are **noted** (where they have a lasting effect) or **applied** (if its effect is an immediate, 1-time occurrence).

[13.1] Weather: To review and summarize the effects of weather:

During **Clear** Game Turns:

- There are no special effects.

During **Mud** Game Turns:

- All units have a maximum of **three** (3) Movement Points.
- There are **no** Armor Bonus shifts (10.6.3) in combat.
- Multi-hex Advance After Combat (10.8.1) is **not** permitted (i.e., units can only advance into the Defender's vacated hex).

During **Snow** Game Turns:

- All units have a maximum of **four** (4) Movement Points.
- **Rivers 'freeze'** and have no effect (i.e., they provide no terrain combat shift).
- All Non-Finnish Axis attacks against Russian units suffer **one column shift to the left** (two on Game Turn 5).
- Multi-hex Advance After Combat is **not** (i.e., there a two hex Advance After Combat limit).

[13.2] Sudden Death (☠): At the beginning of this Game Turn, during the Victory Phase, check for Sudden Death Victory (12.2).



[13.3] Support Markers: The Axis Player receives a number of **Blitz!**, and the Soviet Player a number of **Shock!** markers at the **beginning** of that turn as indicated by their symbols on the Game Turn Track.

For Example: At the beginning of Turn 5, the Axis Player receives 0 **Blitz!** markers and the Soviet Player receives 3 **Shock!** markers.

These markers represent superior period training, doctrine, tactics and leadership, plus elements of surprise, airpower, artillery concentrations, logistical support, and so forth.

[13.4] GAME TURN Events: During these turns, a major event takes place in another theater of WW2 and the Russians score 1 Victory Point (VP) at the beginning of that Game Turn during the Victory Phase (as per 12.5).

[13.5] Game Turn Effects: The text in the Game Turn boxes reflect these effects as listed in **chronological order** (by Game Turn number) below:

1, 2 – No Extra Rail Moves: During Game Turns 1 and 2, no **additional** Rail Movement capacity may be purchased by either player (9.1.1). Note that players are still allowed to make their *one free* Rail Move.

This reflects the Axis difficulties converting the Russian rail gauge to European standards (and being stuck on the poor Russian roads). For the Russians, it reflects that much of their rail capacity early on was used to evacuate industries and workers to Siberia, away from the fast-approaching enemy.

1-4 – No Axis Replacements: During Game Turns 1 through 4, the Axis Player cannot discard cards in order to Replace or Improve units (7.1). Only certain Event Cards can be used by the Axis for these purposes during the first four Game Turns.

Hitler promised his Generals another **Blitzkrieg** victory in Russia, and so preparations and logistical support for a long, protracted war took time to organize.

3 – Begin Soviet Fortifying: Starting on this turn, and for the remainder of the game, Soviet (one-step) Regional infantry units (only) that can trace a Supply Path (6.1) can be upgraded into (two-step) Fortified infantry units (7.5). Other Soviet units can't be upgraded before Turn 6, nor



become two-step units before Turn 17.

(**Optional:** *Ostatky* Unit; see 15.3)

5 – Begin German Replacements: The Axis Player can commence discarding cards to Replace / Improve his units during his Organization Phase (7.0).

5 – ♦ v. Soviets: This Snow Weather Turn, the Axis player loses **two** shifts to the left when attacking Soviet units instead of the usual one.

6 – Begin One Free Soviet Upgrade: During his Organization Phase, the Soviet Player receives one free ("Education") unit upgrade per turn (7.2).

12 – Na Berlin!: During the Victory Phase, the Initiative shifts to the Soviets (12.7).

(**Optional:** *Kampfgruppe* Units; see 15.3 for their use)

13 – Begin Two Free Soviet Upgrades: During his Organization Phase, the Soviet Player receives a **second** free ("Experience") unit upgrade per turn (7.2.1).

15 – Remove the Italian 8th Army: Regardless of its location, this unit is immediately picked up and removed from play (see 11.3).

Italy just surrendered to the Allies!

16 – Remove the 2nd Panzer Army: Regardless of its location, this unit is immediately picked up and removed from play. If it is currently eliminated, the Axis player draws one fewer (-1) card that turn.

17 – Soviet Units Have Two Steps: All Soviet units (exception: the optional *Ostatky* "Remnants" unit) now have two steps (7.3).

18 – Remove the SS Panzer Army: Regardless of its location, this unit is immediately picked up and removed from play. If it is currently eliminated, the Axis player draws one fewer (-1) card that turn.

[14.0] SPECIAL UNITS

To review and summarize the effects of some special units and unit types:

[14.1] Regional / Fortified Units: Regional Infantry units can be upgraded in the normal way (7.1) to two-step Fortified units starting on Game Turn 3 (13.5). They can revert back to their one-step Regional Infantry side either by taking a step loss in combat or through voluntary reversion during the Soviet Organization Phase (7.5).



- Fortified units cannot voluntarily Attack (10.1.1), but they *can* use their Combat Strength for a Counterblow (10.1.2).
- Fortified units do **not** suffer the effects of any Retreat outcomes called for in combat (even ones that suffered a step loss in that battle and are now suddenly Regional Infantry units).
- The Finnish unit has two-steps, remains Fortified at both step levels, and can never move or retreat out of Finland.



[14.2] Axis Allies: Except for the Finnish unit, Axis Allied units have only one step. When the Optional Cadre Rule (15.3) goes into effect (when using it), Non-Finnish Axis Allied units cannot return to play, becoming *Kampfgruppe* units instead.

- Italy surrenders on Turn 15 (11.3).
- Rumania surrenders when a Russian unit is in a hex in Rumania (11.3).



[14.3] Armor-Type Units:

These represent large tank formations. They are disadvantaged when moving through difficult terrain (having their own “Armor” Movement Costs on the Terrain Effects Chart), but receive the following advantages in battle:

- A one-column shift to the right when attacking (or counterattacking) most infantry-type units in a Clear hex during a non-mud Game Turn (10.6.3).
- An additional hex of Advance After Combat on Clear weather turns (10.8.2).



Panzergrenadier or Mechanized Infantry

[14.4] Mechanized Infantry: These are better motorized formations with added anti-armor capabilities.

They move as infantry-type units (i.e., paying the “Other” Movement Costs on the Terrain Effects Chart).

When defending in combat, the Attacker cannot receive the Armor Attack Bonus (10.6.3) against them.

[15.0] OPTIONAL RULES

These Optional Rules add greater detail and realism at the expense of some added complexity. Players are free to use any or all of them by mutual agreement.

Elite Units

[15.1] German SS Panzer Army: This unit represents better equipped and elite German troops.



- This unit **always** receives the Armor Attack Bonus (10.6.3; 1➔) under all circumstances and at both of its step levels. Exceptions for enemy unit types, terrain or weather do not apply.
- Whenever this unit attacks (or even counterattacks), it **must** always take any required step loss in an **EX**change.

[15.2] Russian Shock Unit: This unit represents a concentration of assault troops and artillery.

- While this side of the unit is face-up, it **always** receives one combat shift to the right (1➔) when attacking (or counter-attacking) against any type of enemy unit, in any type of terrain or weather.
- Whenever this unit attacks (or even counterattacks), it **must** always take any required step loss in an **EX**change.

Cadre Units

German *Kampfgruppe* (KG) units and the Russian *Ostapky* unit are collectively called “**Cadre**” units.

[15.3] Cadre Units: Cadre units represent a hodge-podge mix of stopgap units and Army remnants, put together as ‘scratch’ formations to plug an immediate hole in the line and as a veteran core around which a regular unit can be reformed.

Cadres have only one-step and cannot initiate Voluntary Attacks (10.1.1), but they can participate in counterattacks and against counterblows (10.1.2).

[15.3.1] Arrival: The Russian *Ostapky* unit arrives on **Game Turn 3** and is placed in the Cadre Units Available box. German *Kampfgruppe* units are found on the reverse side of non-Finnish Axis Allied Armies. **Starting on Game Turn 11**, these allied units are **can be removed from play by the Axis Player** when, for any reason, they are **not** located in a hex on the map or in the Rail Movement box. *This happens to them immediately if found to be in any of the non-Rail Movement off-map boxes at the start of Game Turn 11.* Those units then become *Kampfgruppe* units for the remainder of the game and are placed on the Game Turn track as per 15.3.3.

[15.3.2] On-Map Placement: Cadre units in the Cadre Units Available box are voluntarily placed on the map by their owner in a hex where a friendly (non-Cadre) unit was just **eliminated** (10.7.1) to fulfill the step loss requirement of a

DD or **EX** result. Removal of a non-cadre unit from the map by any other means (inability to retreat, lack of supply, etc.) does *not* allow a Cadre unit to be placed in that removed unit’s hex.

[15.3.3] Removal from the Map: When removed from the map for any reason (**except** to Entrain for Rail Movement; 9.1) – such as becoming Shattered, a Cadre unit is placed on the Game Turn Track to arrive on the *next* Game Turn as a Reinforcement. If there is already a **friendly** Cadre unit scheduled to arrive as a Reinforcement on the next Game Turn box, that Cadre unit is placed instead on the *next* Game Turn box where there is not already a Cadre unit scheduled to arrive. *That is, each player’s Cadre units arrive at a rate of one per Game Turn, maximum.*

Note that this means a Cadre (or, starting on Game Turn 11, an Axis Allied unit) removed from the map while Unsupplied does *not* go into the Surrendered Units box, nor does it score the opponent 1 VP.

[15.3.4] Cadre Reinforcement Arrival: When received as a Reinforcement, Cadre units are **not** placed on the map, but are instead **added to the Cadre Units Available** box for later placement as per Rule 15.3.2.

[15.3.5] Replacement Location: Eliminated and Surrendered units that are Replaced as per 7.4 (only, not Reinforcement or Recovered Shattered units) may, in addition to those locations prescribed in Rule 7.1, also be placed in a hex where there is a friendly Cadre unit that can trace an overland Supply Path (6.1) to a friendly map edge. When placed in that hex, that Cadre unit is removed from the map and placed on the Game Turn track as per Rule 15.3.3.

In effect, that eliminated unit is “rebuilt” on the front lines around a surviving Cadre formation.

[15.4] Faster Reorganization: As an exception to Rule 7.10, discarding a card where *your side’s Event* shows the *current side’s Initiative symbol* on it allows the removal of up to **two (2)** Disorganized markers.

For Example: During an early Game Turn, the Russian player discards his “Raspultisa” Event card (with its Axis Initiative symbol on it) to Reorganize units during his Organization Phase. Thus he can remove up to two (2) Disorganized markers.

[16.0] EXTENDED EXAMPLES

Supply Path Example



The German 16th Army can trace a valid Overland Supply Path 4 hexes back to Riga, an Axis-friendly city (6.1); this Supply Path must be traced across a Prohibited hexside at Lake Peipus, *which is permitted* (6.3).

The (one-step) German 18th Army can trace its Supply Path to the 16th Army (an adjacent supplied unit is an Alternate Supply Source if it can trace an Overland Supply Path, as per 6.2).

With Smolensk cut off from the Axis, the German 4th Panzer Army cannot trace a valid Supply Path (as shown by the yellow arrows) and so is tagged with an Unsupplied marker. It can’t trace through the 18th Army in a ‘chain’ back to the 16th Army, as the 18th Army does not, itself, have an Overland Supply Path.

The Soviet Kalinin Front can trace an Overland Supply Path directly to the eastern map edge (denoted by the red border). Note that the Axis Finnish Army projects no Zone of Control to hinder that Supply Path as it is a Fortress unit.

Even the Soviet Leningrad Fort unit is in supply (being in a coastal hex on the Baltic Sea). For the record, it could also trace an Overland Supply Path: its first hex trace would be through Lake Ladoga (again, a Supply Path can be traced across and through Prohibited hexes, including this large Lake hex), and its second hex through the one occupied by the Kalinin Front (since friendly units negate EZOCs for the purposes of tracing a Supply Path; 6.3), and from there along the same route as the Kalinin Front traced its Supply Path.

Movement Example

It is the Axis Movement Phase of Game Turn 4 (a Snow turn). During the preceding Supply Check Phase, it was discovered that that all of the units shown were in supply.



Despite the bad weather, the Axis Player decides to conduct an attack against the Kalinin Front unit and try to eliminate it while it is surrounded (by Axis units and ZOCs).

Counting his units’ Combat Strengths, the Axis player determines that if he can reposition the 16th, 9th, and 4th Panzer Armies, he’ll be able to muster a potential 15 to 4 (i.e., a 3:1) attack.

First he moves the 9th Army (blue) through the Forest squares. The colored movement arrows and circled numbers indicate how many Movement Points were spent to move that far. Remember, it costs one additional (+1) MP to leave an EZOC (8.5.2).



This allows the 4th Panzer Army (purple) to move into that same hex because now there is a friendly unit in it; so the 4th Panzer Army deftly moves directly from one EZOC to another (8.5.3). It must stop immediately upon entering that hex (because it entered an EZOC), and expends 3 MPs to get there (1 to leave the EZOC plus 2 to enter the adjacent Forest hex). *Notice that moving his units in the proper sequence was important!*

The Axis Player moves the 16th Army next and has a couple of options. The **white** option would push it forward onto the one-step 18th Army for one Movement Point (the Fort has no ZOC remember), but there its position could become tenuous, because there’s always the danger that the Soviet Player could flip the Fortified unit to its Regional side – this would suddenly give it a Zone of Control and would thus enable it to cut off supply to that hex. So the Axis Player takes the **black** path through the Marsh (for two Movement Points) and into the Forest instead. The one-step Axis 18th Army is just going to have to fend for itself... *Notice how most of the Axis movement is made around EZOC hexes and not through them.*

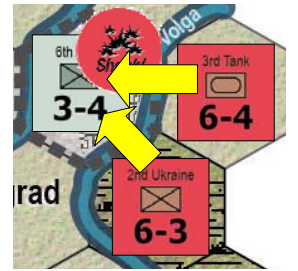
Finally, the Axis Player moves the 2nd Panzer-grenadier Army westward (green). Why? He did this to maintain the integrity of his line (i.e., the positioning of his units and their ZOCs) and prevent the Soviet West Army from simply walking into Smolensk during the following Russian Player Turn.

Notice that he kept the 3rd Panzer Army in place next to Moscow to hold that valuable ground and threaten the Objective hex. *Planning*

ahead and thinking things through like this are all game-puzzles you’ll discover.

Combat Example

The German 6th Army in Stalingrad is being attacked by the Russian 3rd Tank Army and 2nd Ukraine Front during a Snow Game Turn. The



Russians commit a *Shock!* marker to the battle, and neither player commits any cards.

The Initial Ratio is 12:3, which reduces down to exactly the 4:1 Odds Column on the Soviet Combat Results Table. During the Final Odds Step (#4), shifts occur as follows:

The Attacker committed a Combat Support marker to the battle (1➔). The Defender’s force is located in a City hex (◀1) and across Objective hexsides (◀1).

Note, because all of the attacking units are also attacking across River hexsides, this would normally cause another (third) shift to the left. But as it is a Snow Game Turn, for combat purposes the rivers essentially ‘disappear,’ and so do not provide a combat shift.

The Final Odds Step will see this 4:1 Odds battle shifted a net of one column to the left, thus being rolled as a 3:1 battle.

Combined Example

It is the start of the Turn 2 German Movement Phase; here see the situation in the Ukraine:



The Axis Player plans to blast his way through the center at high odds, and then use Advance After Combat to firmly encircle Kiev (and, with luck, to have the Soviet unit there whither and die in an unsupplied state during the Soviet Player’s turn) and to surround Odessa and attack that unit so that it has no retreat route and kill it before the Soviet Player can evacuate it on his turn via Rail Movement (well, “Sea Movement” in this case). The Axis player moves