

Operational Combat Series: *Case Blue Rules*

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Introduction

Case Blue is an addition to the existing game **Guderian's Blitzkrieg II**. Combined with **GBII**, **Case Blue** allows players to 1) play all of the Russian Front south of Lake Illmen from 1 Oct 41 until the spring of 1943, 2) play the second edition of **Enemy at the Gates**, 3) play just the advance of Army Group A into the Caucasus Mountains and 4) play the campaign for the Crimea.

Consolidating the Counters: GBII and Case Blue

A number of counters have been added to the **GBII** units here in **Case Blue** and some literal replacements have been made. In order to bring your consolidated counters in line with what they should have, do the following:

- 1) Remove all aircraft from **GBII** and only use the ones in **Case Blue**. These have been redrawn to be graphically superior to the old ones and **Case Blue** contains a complete replacement set.
- 2) Replace the German 20-4-3 Inf Div (707) with 15-4-3 Inf Div (707). The 707th ID was a later wave unit with a smaller organization than it was rated in **GBII**.

- 3) Replace the German 20-4-3 Inf Div (82) with the 17-4-3 Inf Div (82) for the same reason.
- 4) Replace the 105 Hun Sec Div (4-1-2) with the 105 Hun Sec Div (4-0-2). I don't want to overrate them.
- 5) There is a sheet of selected **GBII** counters included in the **Case Blue** game, these are the **GBII** counters needed to play **EatG/Case Blue** for players who do not have **GBII**. If you are consolidating your **Case Blue** counters with your **GBII** game, you will not need the units counters on that sheet (keep the spares Trucks & Wagons and Breakdowns, though).
- 6) Replace the **GBII** versions of 8 Tank Corps (8 Mtrd Inf Bde), 10 Tank Corps (11 Mtrd Inf Bde), 7 Tank Corps (62 Tank Bde, 87 Tank Bde) with the versions included in **Case Blue**. (The **GBII** backs are in error.)
- 7) Remove all Russian Guard Katy Battalions from the various Tank, Mech, and Cav Corps. (They were found to add to the work load, but not the quality of the simulation.)
- 8) Every effort was made to provide a complete set of the **GBII** counters that show up, however briefly, in the areas south of **GBII**. To cover for any mistakes, a small number of common unit counters are provided toward the end of Countersheet 10 as spares. These are "unnamed" infantry divisions from both sides and a few spare artillery and Truck/Wagon Extenders.

Rules Consolidation

To eliminate the need for multiple rulebooks, applicable **GBII** rules are replicated here. In order to play any of the linked or non-linked game possibilities **Case Blue** presents, you will only need this rulebook (in addition to the **OCS** series rulebook and the various charts & tables books). Your **GBII** rulebook will be needed only for **GBII** area scenario set ups that are not included here. Rules marked **GBII Only** apply when the **GBII** map area is fully in play, if those maps are not in play they can be ignored.

Note that these rules contain some changes to **GBII** (supply tables, rebuild lists, OoAs, and rules changes, to name a few). You should use this book to play **GBII**; the rules herein supersede those in **GBII**. If a pet rule of yours from **GBII** has been simplified out of this rulebook, feel free to use the original **GBII** rule or variant, but be sure to confirm its use with your opponent. Some of these are variants which had VP costs under the old system. I recommend giving your opponent 3 SPs at start per VP point cost in order to balance the use of the variant.

Map Sets

The rules frequently use the short-hand “map set” to describe certain areas of the entire game. These are identified by the game that brought them out, **GBII**, **EatG**, and **Case Blue**. **GBII** consists of the six maps making up the **Guderian’s Blitzkrieg II** game. **EatG** is the four maps of **Enemy at the Gates** (repeated here as **Case Blue** maps A, B, C, D and the new map E). **Case Blue** is the remaining five maps of **Case Blue** (maps F, G, H, J, and K).

To avoid confusion with the number one, there is no map “I”.

Table Specs Needed:

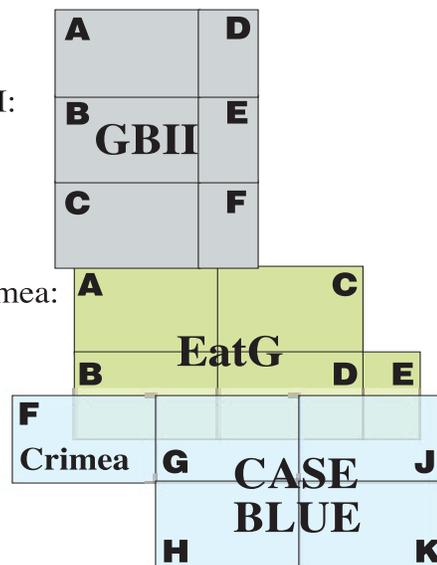
All maps, **linked** with **GBII**:
8’5” x 11’9”

EatG & **Case Blue** (all):
8’5” x 6’5”

EatG & **Case Blue**, 1/2 **Crimea**:
7’3” x 6’5”

Case Blue (all):
8’5” x 3’8”

Case Blue w/o **Crimea**
or **EatG** Stand Alones:
5’8” x 3’8”



Reserve Markers

Reserve markers are allocated by map set. If you are playing with more than one map set, the total is cumulative for your side. Once you have them in your sweaty palm, you can use them on any of the map sets in play as desired, no need to keep them isolated to the map set that gave them to you. If you are playing a non-linked game, you only get the Reserve markers for the game set in play.

Short-Sheeting

Some scenarios specify a set of maps that can be used to “short-sheet” the scenario (that is, play the scenario on a smaller map surface). The scenario will work on the smaller map area, but some common-sense will be needed in doing so. When playing a short-sheet version, ignore units setting up off the listed maps (they never enter play). This is a limited, ad hoc, way to play designed for the specific needs of players who want smaller map surfaces.

1.0 General Special Rules

1.1 Map & Terrain

1.1a Rivers. Both Major and Minor Rivers freeze according to the Weather Table. When this occurs, use the Frozen versions on the Terrain Effect Chart.

1.1b Volga-Class Rivers. Only the Volga itself on the **EatG** and **Case Blue** maps is an actual Volga-Class river. This level of river **cannot** be bridged by **HQ** bridging capabilities (pontoon units can bridge it). Units can never cross a thawed Volga-Class River hexside in any way without the help of a pontoon bridge. Supply draw & throw can be conducted across such a hexside using the “hex adjacent” rule.

There are no EZOC effects across the Volga, even at Ferry Crossings.

Such rivers are capable of three conditions based on temperature—Thawed, Ice Pak, Frozen. Thawed rivers are subject to all the above.

Ice Pak Volga-Class Rivers have broken ice floating in them, but have not fully frozen. These rivers can **still** be bridged by pontoon units. Supply throw **cannot** occur across Ice Pak, except for the usual “terrain free” last hex.

Handle frozen Volga-Class Rivers **exactly** as normal thawed Major Rivers—including the ability to be bridged by HQs. EZOCs **still** do not cross the Volga.

1.1c Permanent Volga Ferry Crossings. Each Stalingrad and Kamyshin (**EatG** C62.18) city hex is connected across the Volga to the east bank hexes via a Permanent Ferry Crossing hexside. These hexsides allow 1 counter (any type, size, or kind) per Movement Phase per hexside per direction to cross the river when it is thawed or Ice Pak. Transport Points can cross loaded. These hexsides also **allow** attack at x1/4 across the Volga. The ferries can apply to either side and apply to Retreats as well (with the same limitation on number of units per phase). Units (which must be in Move Mode) and SPs must start their movement in such a hex and use their entire phase to enter the opposite side (and they cannot move further in that phase). Retreating units can be in any Mode.

1.1d Dry Lakes. These features are for color only. They are the same as Open Terrain.

1.1e Swamps. Swamp hexes freeze over in Moderate Freeze and Deep Freeze weather. When this occurs, use the Frozen version on the Terrain Effects Chart. Swamp

hexes **cannot** be bridged in any manner.

1.1f Small Lakes. Small Lakes are those that cover one or more hexsides, but do not cover an entire hex. These freeze in Moderate or Deep Freeze weather. When not frozen, these lakes form impassable hexside barriers to all units and cannot be bridged.

1.1g Larger Lakes. A “Larger Lake” is a hex that is fully enclosed by a lake symbol. These freeze in Deep Freeze weather. When not frozen such hexes are impassable and cannot be bridged.

1.1h The Kerch Straits. These act like Frozen Lake hexes when they freeze. Ferries here are printed on the map and act like the ones over the Volga, with the exception that attacks are **not** allowed via them and they can be used to connect the railroad at Taman to those in the Crimea for trace supply purposes.

1.1i Rostov. The port at Rostov can only be used if a continuous river path from it to the Sea of Azov exists that is never adjacent to an enemy Combat Unit. This is in addition to the Kerch Strait requirement for any Sea of Azov port. Only one of the available paths needs to be clear to be able to use the port.

1.2 Units

1.2a Counter Ownership and Colors. **Case Blue** adds to the already complex series of nationalities players must recognize and keep aware of so that each player controls the counters that belong to him. Here goes:

Axis Player:

- German Army (Field Grey)
- SS units (Black)
- Luftwaffe (Light Blue)
- Belgian (Pink)
- Blackshirt Italians (Pale Green)
- Croat (White)
- Estonian (Salmon)
- Hungarian (Steel Blue)
- Italian (Greenish Blue)
- Latvian (Pale Green)
- Lithuanian (Grey)
- Rumanian (Olive)
- Slovak (Green)
- Soviet Collaborators (assorted flavors) (Pale Yellow)
- Spanish & French (WYSIWYG)

Russian Player:

- Red Army (Tan)
- Guards (Red-Tan)
- NKVD (Red)
- Red Air Force (Orange-Tan)
- Moscow Mil. District Aircraft (Orange-Tan with white X)

- Guards Aircraft (Red-Tan)
- Czech (WYSIWYG)
- Estonian (Salmon)
- Latvian (Pale Green)

You’ll note that both sides have Latvians and Estonians. The Axis ones are all Police Battalions.

Wagon, Truck, Reserve and Railhead markers are colored for their side and can be used by any of the player’s units—regardless of nationality.

Reserve markers are available to be

used by any nationality of that side, but German Minors have their colors on the back of the normal German colored counters and the Guard color is on the back of the Russian ones for whatever purpose you find them useful.

The German “von Stumpfeld” Division (formed in Stalingrad) is an Ost unit (Yellow), but can form Breakdowns. Use German Breakdowns for this division.

1.2b Divisions and Size-Marking. Series rules regarding size markings on the counter (4.6, first bullet point) do not apply to Soviet Cav, NKVD and Rumanian Cav Divisions. These are one RE only.

1.2c Units that are not Multi-Unit Formations. These can be split up and used as desired, without penalty. Such units include Soviet Airborne Corps, the SS Brigades and a handful of other formations. These can be identified as those that have a higher unit ID, but do not have an identifying stripe (no, the SS Panzer Divisions do not fall into this category as a result!).

1.2d Rebuild Lists. Use the Common Rebuild Tables in **Case Blue**.

1.3 Weather

This game follows the weather through several years. As such, the Weather Table shows the progression throughout the seasons. Roll one die on the Weather Table and apply the result. Roll another die to determine the type of flight allowed that turn (full or limited)

The effects of each result are listed below the table and on the Terrain Effects Tables.

Some scenarios specify the weather on the first turn.

1.4 Off Map Resources

1.4a Off-Map Supply Airlift. Not available to either player.

1.4b Off-Map Rail & Shipping. Either player can use his Rail Capacity to rail units/SPs off any of their map edges and back again on any of their map edges. The only hexes that can be used for this purpose are those that would have allowed RR movement for that player normally. Nothing can ever end its movement off map. Other than off-map Rail movement, no other such movement is allowed and units forced off the map for any reason are destroyed. Rail hexes cannot be converted from off map.

1.4c Transfers. Numerous units are transferred from game set to game set. If both games involved are in play, then the transfer has no effect (ignore it). If one

Special Unit Types

-  Landeschützen (Local Defense Unit)
-  Alert Units
-  Jäger “Hunter” Troops
-  Students
-  School Units
-  Border Troops
-  Luftwaffe Troops
-  Korück Unit (Rear Services)
-  Assault Troops
-  Rail Artillery
-  Penal Troops
-  Area Defense Units
-  Wach “Guard” Unit
-  Oil Exploitation Unit
-  Eastern Allied Unit
-  Territorial Unit
-  Light Armor
-  French Tanks
-  KV Tanks
-  Flammpanzer Tanks
-  Captured Tanks
-  Tiger Tanks
-  Funklenk Tanks (Radio Controlled)

group is in play and the other is not, then the units listed must either be removed or added as reinforcements (depending on which direction the movement is done). Transfers can be made using units from the dead pile. When transfers are made as reinforcements, the units **must** enter via the map edges that would have connected the map sets if the games were linked into hexes controlled by the transferring side (i.e. on the correct side of the frontline as it hits the map edge).

1.5 Supply

Each player rolls on the Repl and Supply tables to see how much the player gets each turn. The Supply Tables are a little different in that they have a "Supply Status" based on time period that is modified by a number of factors to see which table column to use. Total the Supply Status numbers of all map sets in play (ignore any partial map sets).

1.5a Schwerpunkt or Main Effort. Both sides have a Main Effort they can dedicate to any desired map set. The Main Effort can be changed **only** on the first turn of each calendar month. When it is changed, it can be changed to any of the three map sets, but can only apply to one map set each month. The area chosen need not be announced to the enemy.

Having the Main Effort assigned to a map set gives **that** map set...

... a bonus Rail Cap and

... a modifier to the player's Supply Status.

The OOA tracks the historical Schwerpunkt allotment. This is for your information only, use of this location is optional in fully linked games. In smaller scenarios (those using less than the entire linked game), you must use the OOA's allotment (it is out of the player's hands).

1.6 Supply Sources

All **map edge rail entry hexes** (those where a rail line **exits** the map) provided to the player can be used as supply sources with the following specific rules.

Note: *Supply Sources* in this game are used for Supply Trace only. See below for the locations available for **reinforcing units** and **SP entry**.

1.6a Soviet. All east, north (east of Lake Ilmen), and south map edge rail entry hexes. Also, treat the road leading from Stalingrad to Astrakhan' as a Railroad (see 1.12d).

1.6b German. All west map edge rail entry hexes and the line running NW from F13.34.

1.7 Ports

Functional 1 SP or greater ports on the Black Sea, Sea of Azov and Caspian Sea are supply sources for either side, given the restrictions below:

- 1) **Map F Black Sea.** The Germans can only use these ports if Sevastopol' has been taken by the Germans. Otherwise only the Russians can use them.
- 2) **Sea of Azov.** Only if the same side controls both sides of the Straits of Kerch.
- 3) **Map J Black Sea.** The Germans can only use these if Sevastopol', Novorossiysk **and** Tuapse are controlled by the Germans. Otherwise only the Russians can use these.
- 4) **Caspian Sea.** Only the Russians, period.

1.8 Reinforcement Entry

Only a few points can be used for the entry of new reinforcements (units and SPs). Just because a hex is a supply source for trace purposes does not automatically give it reinforcement entry privileges. Reinforcements can enter at these hexes if the conditions are met at no cost to the player's rail, shipping or Port Caps. **Only** the given city hexes can be used for this purpose, not "some detrainable" hex along the railroad.

Both players can always bring on reinforcements via appropriate map edge Rail and Road hexes as well.

The following applies if currently controlled by the side in question via the means mentioned (none of these are supply sources unless it is specifically mentioned):

1.8a German.

- 1) **Smolensk** via the double track RR exiting at (GBII) B1.25
- 2) **Konotop** via the double track RR exiting at (GBII) C1.11
- 3) **Kursk** via the double track RR exiting at (GBII) C1.11
- 4) **Velikiye Luki** via the RR at (GBII) A1.09 or A1.12
- 5) **Khar'kov** via the double track RR north via Kursk, Konotop

and (GBII) C1.11 (if GBII not in play, then north off the **EatG** maps via (EatG) A35.35 will suffice.)

6) **Poltava** via (EatG) A1.25

7) **Elista (G16.19)** If occupied by Axis units. If functional, it is a supply source, but reinforcements (units or SPs) **cannot** enter here.

8) **Rostov** via RR to Khar'kov and Khar'kov must also be active.

If only the **Case Blue** maps are in play, then all reinforcements enter via the nominal off-map box and the player's **Case Blue** Rail Cap.

1.8b Soviet.

1) **Moscow** via any of the RRs exiting east off GBII maps D or E

2) **Stalingrad** via the RR east of the Volga or the Volga itself if no Axis units are adjacent to it north of Stalingrad.

3) **Sevastopol'** if the port is functional

4) **Khar'kov** if connected to the east map edge by any Russian functional RRs

5) **Voronezh** if connected to the east map edge by a functional double track RR.

6) **South Edge Box** (always)

7) **EatG Map C North Edge** (always). Any hex east of C19.35 (inclusive) along the north edge of the **EatG** map C.

8) **Sal'sk (Case Blue G49.21)** if not occupied by Axis units. If functional, it is also a supply source.

9) **Elista (Case Blue G16.19)** if not occupied by Axis units. If functional, it is also a supply source.

10) **Astrakhan' (Case Blue H59.18, H60.18)** if not occupied by Axis units. If functional, it is also a supply source.

9) **Rostov** via RR to Armavir (J43.35) and then Makhach Kala (K54.03).

10) **Frolovo (EatG C43.15)** If not occupied by Axis units. If functional, it is also a supply source.

1.9 Economic Issues

Economically, the most important points on the game maps are the oil fields near Maikop and Grozny in the far southern Caucasus. Similarly important are the important transportation routes which carried the bulk of the Caucasus oil to the Soviet war machine from the port of Astrakhan' to Moscow and central Russia. The Baku field was the most important field, and Astrakhan' the only way to effectively deliver oil to central Russia.

- 1) **Maikop Oil Fields.** If the Germans occupy all three oil fields near Maikop and the German Krasnodar Oil Exploitation Brigade unit is in any oil field hex, then the Germans get a modifier to their Supply Status. There is no negative effect for the Soviet Player. *Since the Maikop fields serviced primarily the Ukraine their loss did not materially add any negative effect to the Soviet war effort.*
- 2) **Grozny Oil Fields** If the Germans occupy all three oil fields near Grozny and the German Krasnodar Oil Exploitation Brigade unit is in any oil field hex, then apply the Supply Class modifiers to both tables. Note that if the Oil Bde is in any oil field hex, it can affect **both** Maikop and Grozny.
- 3) **Stalingrad Transportation.** If the Germans on the bank of the Volga occupy a contiguous distance of at least 3 **railroad** hexes, apply the Soviet Supply Table Supply Status modifier.
- 4) **Verkhniy Baskunchak Rail Lines.** If the Germans occupy the Russian rail line leading north from Verkhniy Baskunchak (**EatG** E14.10), the Soviet player applies the Supply Status modifier to his table.
- 5) **Astrakhaní.** If the Germans occupy Astrakhan', the Soviets apply #4 above even if the rail line is still open.

All of the above effects are cumulative.

Historical Note: *The oil fields around Grozny and south towards and around Baku were the single largest oil fields known in 1941. The Krasnodar (Maikop Field) and Armavir while smaller were critical in that they were connected by the largest pipeline to the western Ukraine, a 454 km 12" pipe, that was moving close to 1.5 million tons (m) of oil by the late 30s. The larger 'Baku*

Fields' were connected by pipes to Baku and thence shipped to either Astrakhan' or later to Gur'ev (a Caspian port farther east of Astrakhan'). The oil fields south of Gur'ev (the Emba Fields) were linked to Gur'ev by pipeline and thence to the Ural complex via a pipeline that became operational in 1936 moving 1.2 million tons (m). The other Caspian area fields near Krasnovodsk were linked to the port of Krasnovodsk by pipelines and then shipped to Astrakhan' or Gur'ev.

With the outbreak of the war Astrakhan' on the Volga became the terminus for all oil shipments to Moscow and 'European Russia' with Gur'ev on the Ural River the source for all oil bound for the newly created Ural industrial complex. By 1942 the Axis had occupied the Krasnodar and Armavir fields but also controlled the Ukraine which was the primary destination for the oil. With the attack on Stalingrad the Axis interdicted the Volga, the primary transport means for oil to Moscow and central Russia. To counter this the Soviets ripped up the Baku-Batumi pipeline and re-laid it from Astrakhan' north to Saratov, starting in April and completed in November 1943.

1.10 Tree Bark Soup (GBII only)

There are 10 "Tree Bark Soup" markers in the game (not to be confused with the special-use "Sausages" below). These can be used by either player to obviate trace supply needs for one turn in the area where used. If an area is found to be out of trace supply in his Supply Phase, the player can place one or more of his Tree Bark Soup markers to keep from being marked Out of Supply and having to roll on the Attrition Table. The Soup marker can **only** be placed in a Heavy Woods hex (player's choice of where) which is not adjacent to (or occupied by) any enemy unit. All friendly units (any number) at or within **five hexes** of the Soup counter are "in" trace supply. Only units with Leg MAs printed on their Move Mode side can do this. Each unit must be able to trace a path to the marker free of enemy ZOCs (friendly units do not negate EZOCs for this purpose). Remove the marker at the end of the Supply Phase in which it was used.

The player can only use his Tree Bark Soup markers once. When used, give it to the other player for him to use. The number of Soup markers remains constant throughout the game, but they pass back and forth between the players.

Strat Mode units **cannot** use Tree Bark supply.

Design Note: *Obviously, this represents foraging going on behind pocketed troops. Both sides were capable of doing this, but the less-urban Russians were more prepared to do so at start (so they start the game with the markers in their possession). Naturally, players will attempt to hoard the markers so as to keep them out of the hands of the enemy—which is fine and expected. They will be used only when really needed.*

1.11 Sausages

Sausage markers abstractly represent the hoarded food supplies and austerity measures within Axis pockets. The Axis player is given 10 Sausage markers at the beginning of the game and they can be placed on the map at the start of any Supply Phase in order to give trace supply to local units. A Sausage can only be placed in Major or Minor City hexes. Each Sausage can feed (for trace supply) any number of Axis units. HQs can be used to draw and throw from a Sausage to the units.

Each Sausage can feed units for one Supply Phase. If used, the Sausage **might** be removed (see below), but if so it is, it is gone for good (it is not given to the Russian player afterward). Sausages must be used the turn they are placed. Place them in the Supply Phase right before checking for removal below.

1.11a Sausage Marker Removal.

There are two cases that can exist when a pocket uses Sausages for trace supply.

First, if the player is able to get 2T or more into the pocket (by air, land or sea) since the last Axis Supply Phase. The 2T must arrive in a location at or within Leg MP Draw range from the Sausage city hex. If this is the case, then roll one die. On a 1-3 remove the Sausage permanently (it does its job of feeding the pocket). If the result is 4-6, then the Sausage feeds the pocket, but is **not** removed from play (instead it is placed back into the pile of available Sausages for use in a future turn). The player must declare the use of the Sausage before the die is rolled.

The second case is if the Axis player was not able to get 2T into the pocket, in this case the Sausage is automatically expended when it feeds the pocket. Remove the Sausage from play permanently.

1.12 Railroads

1.12a **Map-Based Rail Caps.** Both players have Rail Caps which are different on different map sets. Obviously when rail movement is used on only one map set, use the Rail Cap from those maps.

Should the rail movement run from one map set to some other, **use the Rail**

Cap of the DESTINATION set. So, if you rail something from **GBII** to **EatG**, you would use the **EatG** Rail Cap to do it and there would be *no use* of the **GBII** Rail Cap. The Main Effort or Schwerpunkt bonus Rail Cap can **only** be applied to the chosen map set.

The boundaries of the **Case Blue** and **EatG** Rail Caps are shown on the map with the “Green Barbells”. South of the Barbells the **Case Blue** rail cap must be used, north of the barbells (up to the **GBII** map edge) use the **EatG** Rail Cap. Hexes containing the barbells themselves can use either Rail Cap. The Crimea is in the **EatG** Rail Cap area, while the Taman peninsula on the eastern portion of Map F is in the **Case Blue** area.

1.12b Rail Gauge. The at start German railheads are given in the various setups. It is up to the German player to extend them using his railroad engineer units. Likewise, the Russian player can convert them back to his gauge using his rail engineers.

Both players can **only** use their rail capacity on rail hexes of their own gauge (railheads themselves are considered to be German gauge). EXCEPTION: See the Captured Rolling Stock in 2.6f.

1.12c Rail GaugeóAxis South of Rostov. The Axis player can use *Russian* Gauge railroads for **trace** purposes (not actual Rail Cap) anywhere on Maps G, H, J, and K as long as no hex used is further than **10 hexes** from an attack-capable Axis unit. Beyond that, the railroad must follow the other rules regarding using Railroads for trace purposes.

1.12d Russian Road Trace. The Russians can trace supply using the road just west of the Volga from Astrakhan’ to Stalingrad as if it was a railroad. Rail Cap **can** be used there and connects to normal railroads as if the road was, in fact, a railroad. Use all the railroad rules regarding this road. The Axis player can never make use of this road as a railroad.

1.12e Rail Cap & Rail iSegmentsi. A segment of railroad can **only** be used by the player’s Rail Cap if that segment is *usably connected* to the rest of the player’s rail network. In other words, the player cannot use his Rail Cap in a portion of railroad that is not connected to the rest of his rail net for whatever reason (enemy units, lack of conversion, etc.) Segments such as these **can** be used for trace purposes, even though real rail cap cannot be used there.

1.12f The Dnepr River Bridges. The German player’s rail heads cannot cross the Dnepr River (**EatG** hexes A14.02 and B12.27) until 1 Nov 41.

1.12g Rail Artillery. Both sides have

several rail artillery units. These act as normal artillery except for the following:

1) They can move any distance along friendly rail hexes during the regular Movement Phase (only). This movement **does not** cost the player any of his Rail Capacity. If the unit moves, flip it to its “RR” side. It cannot fire while on its RR side. Flip the unit over to its regular side (the one with the barrage strength) in the next Clean Up Phase. Dora, of course, is *different*.

2) Rail Artillery units forced to retreat in combat against their hex are destroyed.

3) **Dora.** The most massive gun ever built needs special rules, if for no other reason than they are fun. Everyone wants to fire Dora...

a) Dora uses the Rail Artillery Rules above and in addition....

b) Dora uses 1 RE of Rail-Cap when moved

c) In order to flip Dora to its Combat Mode, all of th following must be true...

...it must be in a detrainable hex

...it must have been stacked in that hex with a Combat Mode German RR Bn for at least 4 continuous turns.

...and the player must expend 1 SP.

d) Dora can **only** fire in the Combat Phase, never in Reaction or Exploitation.

e) Dora fires on the 69-116 column on the Barrage Table with no shifts of any kind. Pay the normal supply cost for this barrage. In addition if a numbered result occurs and a Hedgehog is in the target hex, reduce its level by that number. Hedgehogs can be eliminated by Dora.

***Historical Note:** By far the most impressive gun used in the bombardment of Sevastopol’ was the enormous 80cm (31.5-inch) railway gun “Dora”, the biggest gun ever built. Originally designed in 1937 by the Krupp Works for use against the strongest fortifications of the French Maginot Line, it was not completed until early 1942. Built in secret on Hitler’s orders, in cooperation with the Heereswaffenamt or HwaA (Army Ordinance Office), it was known officially as the 80cm Kanone (E) “Dora”, (E-Eisenbahn-Railway).*

Dora was a masterpiece of mechanical and metallurgical engineering, but its huge size, weight, and expense, and the logistics and manpower (over 5,000 men) required for its transportation (twenty-five railcars alone carried the gun components), rail erection, and operation made it impractical. Dora

*weighed an incredible 1,170 tons and when ready for action was taller than a two-story building. It therefore required camouflage, a large detachment of antiaircraft artillery, and smoke projectors for protection. With a gun crew of 450 just to operate it, it could fire about **three** rounds per hour. Because it could not traverse, it fired from a special curved section of double track, which had to be laid in advance. Only the 280mm M65 “Atomic Cannon”, developed for the U.S. Army in the 1950’s could claim to be more powerful and destructive gun than Dora. Dora was grandiose in size and power, but finally came to naught, like Hitler’s maniacal dreams of conquest.*

Thanks to Roland LeBlanc and Steve Campbell.

1.13 Replacements

Each player rolls for Repls on his Repl Table each turn. The result is the number of each item the player can get or rebuild. Eq Repls are not used to rebuild aircraft in this game.

An air replacement from this table can either bring an aircraft on the map back up to full strength or bring a dead aircraft back into play (it **also** comes back as a full strength aircraft). If no dead aircraft steps of the right type exist, the result is wasted.

Additionally, the player might get one or more Artillery, Katyusha Brigade or Truck rebuilds. These can be used to rebuild any brigades or points of these types that are dead (these rebuilds are wasted if there are none available).

The German “Negative Truck Result” means the player must kill one Truck Point of his choice. These trucks can be rebuilt. The chosen Truck Point can be regular or Organic.

There are some German Repls listed on the German Order of Arrival—these are in **addition** to any he might get off the table.

Follow the directions on the table for linked games and various un-linked combinations.

The Russian player gets to roll **twice** on his Variable Reinforcement Table if there are Axis combat units north of the Don River between **EatG** C7.26 and C46.07 (inclusive).

1.14 Emergency Reinforcements

Both sides have small pools of Emergency Reinforcements. These arrive as numbers of counters via each side's Repl Table. Allow that number of raw counters, regardless of size, type or affiliation, to arrive when called for by that table. The player can choose any counters he likes to satisfy the number, or he can decide to not bring any on at all. Units can also be released from the Emergency Reinforcement Pools via the Order of Arrival.

In a change from **GBII**, these units are no longer under the control of the player with a VP cost for use.

2.0 German Special Rules

2.1 Hip Shoots

The Luftwaffe can conduct hip shoots. The Hungarian, Rumanian, Croatian, Slovakian, and Italian Air Forces **cannot** do so. *Any* Axis unit can spot for a Luftwaffe hip shoot (German Liaison Officers are all over the place).

2.2 Nikolayev & The Corner

Just off the SW corner of the **EatG** maps is that little corner between **EatG** and Map F, the following applies there.

2.2a Nikolayev Off Map Air Bases.

There is a major Axis air base at Nikolayev in this corner. The Axis player is free to base any of his aircraft there. There are two off-map Level 3 Air Bases available with free refits. There is a box representing these air bases on Map F. **There is no range cost to get to or from this box**, but all range counts must be made from **EatG** B1.25 or **Case Blue** F25.35. Ground units can never be in the box, and there is no supply in the box available for air transport.

2.2b Movement of Ground Units. Axis ground units can freely move from **Case Blue** F22.35 to **EatG** B1.26 (or vice versa) without any MP cost.

2.3 Russian Weather (Mud and Winter), 1941

Execute each of the following rules when the listed weather happens **within** the Weather Determination Segment. Use is based on the first such turn according to the Weather Table result for the area in play.

2.3a Panje Wagon Commandeering. In the fall of 1941, the Germans frantically

commandeered local transportation to shore up the collapsing German transport network. Apply this rule twice in the game (first Light Mud turn **and** first Mud turn) on a map-set by map-set basis.

Every other Major or Minor city hex held by the Germans generates one Wagon Point for the Germans. Work systematically across the map starting in the north-west corner in a manner such as: "Wagon Point... skip...Wagon Point...skip" and so on.

2.3b Truck Attrition. After the travails of the summer and fall campaigns, the German truck fleet was falling apart. The final blow happened as the mud season ended and the trucks were frozen in place up to their axles in the now hard mud. Efforts to pull them free resulted in many being permanently damaged.

Apply this rule the first turn of Freeze (any type) after any Mud turn. Apply only once in the game.

Roll one die for each truck point (organic and regular) in the German army. On a 1, remove the truck point (it is destroyed), place any load it might have on the ground (an exception to the organic truck unloading restriction). Any other roll has no effect. Truck Points contained in extenders are subject to this attrition normally and roll for each point independently. This rule is in addition to any Truck Points lost due to the German Repl Table. These Trucks can be rebuilt.

2.3c Frostbite. The Axis infantry suffered greatly when the first freeze hit in the winter of 1941. Ill-prepared for cold conditions, large numbers of men were incapacitated when their wet leather boots met with freezing temperatures. When the first Freeze (any type) turn of 1941 occurs, apply this rule: Roll one die for each Axis **infantry** division. On a 1-3, destroy one step of that division (this can be taken from a Breakdown regiment at or within 5 hexes of the division, if any). On a 4-6, there is no effect. This rule applies only once.

During the Spring of 1942, a number of Pax Repls appear on the German Order of Arrival. These are in addition to those rolled for on the German Repl Table and represent some of the men previously lost to frostbite returning to frontline service.

2.3d Frozen Engines. On the first Moderate Freeze or Deep Freeze turn of 1941 (once only), roll one die for each Axis Yellow symbol unit (Panzer, AG, SP AA, etc.). On a 1 or 2, destroy the unit, on any other roll the unit is unaffected.

2.4 Fortresses

The Axis player can declare a "Fortress" when out of trace supply in an area with a Major or Minor City within it. The Fortress can only include hexes at or within 10 hexes of such a city hex. The Fortress ceases to exist when trace supply is re-established.

Fortress declaration can occur at **any** time or phase.

While in a Fortress, Axis units get the following advantages:

- 1) Units can use Internal Stocks without needing to replenish them as long as the unit is within the Fortress.
- 2) Artillery can use Internal Stocks to fire barrages (same Low and Exhausted rules as other units).
- 3) One Fighter per Air Base can refit for free.
- 4) Defensive combat supply is free; no need to use Internal Stocks for defense. There is no freebie for artillery **even** if firing for defensive purposes—in those cases, they must use their Barrage Internal Stocks in #2 above.

2.5 German Strategic Choice

On 31 Dec 41, or at the start of any 1942 scenario *starting before* Sept 1942, the German player in a game involving the **EatG** or **Case Blue** maps must secretly choose his strategic objective in the south. This can **either** be the two sets of oil fields (if chosen, he must go get both) **or** Stalingrad. Once chosen, he need not reveal this choice until VPs are counted at the end of 1942 and cannot change it. It is up to the German player to use the Russian player's lack of knowledge as to his goal to keep him from allocating all his assets to the defense of one or the other.

Should the game be a complete linkage of all three games, the player **can** select Moscow as his 1942 objective. In that case, everything about victory in 1942 is wrapped up in Moscow and there are no southern objectives. Good luck.

***Design Note:** The purpose of this rule is to keep the Russian player from knowing his opponent's strategic goal and creating the world's greatest fortress on the **one** site he knows the Germans must take to win. As any wargamer knows, the 1942 campaign was marked by indecision and conflicting orders from Hitler. First, the armies were to*

drive down the side of the Don and screen Stalingrad to protect the flank of a general advance to the oil fields. Then, when Hitler became impatient, he split the advance to both take Stalingrad and the oil fields at the same time. Over time, this morphed into a single-minded obsession to take the city. In game terms, the rule makes all this happen indirectly. To do well (and take advantage of the Russian player's lack of knowledge), the player must make the advance toward both look convincing. While this wasn't what Hitler was trying to do, he did a fine job of keeping the Russians (and his own army) off balance.

2.6 Special Axis Units

2.6a Axis Minor HQs.

- Hungarian HQs can only supply Hungarian and German units.
- Rumanian HQs can only supply Rumanian and German units.
- Italian HQs can only supply Italian and German units.
- German HQs can supply German units and any Axis nationality not listed above.

Exception: German HQs can supply any Axis unit when Sausages are being used in the place of trace supply.

2.6b Hungarians vs. Rumanians. The Hungarian and Rumanian Armies would rather fight each other than the Russians.

Rumanian and Hungarian units (air or ground) can **never** do any of the following:

- 1) Stack
- 2) Attack the same hex
- 3) Draw supply from the same HQ, or
- 4) Use the same Air Base.

If any of these conditions are violated (even accidentally), remove **all** the units of **both** nations permanently.

2.6c T-34 and other Odd Tank Units.

The 2/66 Pz Bn was formed from captured Russian T-34 tanks. It was **not** used as a commando unit and is just a few extra tanks for the Germans to use. The Germans also have an abundance of French (Fr), Captured (Cap), Tiger (Tgr), and Radio-controlled Tanks (Fkl). These all act like regular armored units (given their values), with no special rules pertaining to them.

2.6d Porters and Camels. These arrive using the OOA, they are simply slow wagons.

2.6e German Alert Units. During any

friendly Movement Phase, the Axis player can generate as many Alert Battalions as he wishes (up to the countermix limit, based on the two die rolls possible). To do so, announce the intention, and roll one die.

The Axis player can make two of these rolls per turn in each of the first two Axis turns after a Soviet Massive Assault begins.

With the first of these rolls (once per Massive Assault), the Axis player automatically gets one "Alarm KG HQ" unit that must set up following the same rules as the Alert Battalions (below) and must stack with at least one of them. There are four of these HQs, one for each possible Massive Assault.

Place a number of Alert Battalions equal to the roll **at or within 3 hexes** of any German HQ, Airbase, German held Village/City, or German Gauge Railroad hex (even if the hex is occupied by Russian units). These units can be split up into as many of the above locations as desired. The placement hex **can** be adjacent to enemy units. Alert Battalions can be generated more than once in this manner—destroyed ones can come back on later rolls. The player can remove these units at any time so they might be available for future rolls.

2.6f Captured Rolling Stock. The Germans were able to put a small amount of Russian Gauge railroads into use for themselves while they waited for the regauging effort to catch up with the front.

The 2T capacity unit (Bryansk) comes into being the first time any German unit enters the Bryansk city hex.

One 1 SP capacity unit (Krasnogard) comes into being the first time any German unit enters the Krasnogard village hex (**EatG** A20.14).

One 1 SP capacity unit (Melitopol) comes into being the first time any German unit enters the Melitopol city hex (**Case Blue** F43.32).

They act as German trucks that can only move on **Soviet gauge** railway hexes and need detrainable hexes for loading and unloading. They require no fuel and cannot move on full-German gauge hexes (including the Railhead hexes). Weather does not affect them. The Russians cannot capture these trains and they are destroyed when a Russian unit enters their hex (they cannot retreat).

All these trains are removed from play during the Reinforcement Phase of 1 Feb 42.

2.6g RONA (Russkaia Osvoboditelnaia Narodnaia Armiia) Russian People's Liberation Army. (GBII Only) This anti-

partisan unit was formed from Russian volunteers operating in the Bryansk sector. By March 1942 it included six infantry battalions, one artillery battalion (20 guns) and one tank company (12 vehicles, surely captured ones). It was quite effective in keeping the Navlyam-Lokotiy-Dmitrovsk area (south of Bryansk) free of partisans, even though its methods were savage. This unit was later known as the *Kaminski Brigade*.

These units are shown in the game by four security battalions. These form in Bryansk one battalion per month, starting on the first turn of each month. This starts the month **after** the Axis captures it until all are in play.

No Partisan attack can be made at or within five hexes of a RONA unit.

3.0 Soviet Special Rules

3.1 Massive Assault

The Russian player can make four (4) Massive Assaults during the game. A Massive Assault lasts for two turns and, once used, it is gone permanently.

Declare a Massive Assault in the Russian Movement Phase. There will be no German Reaction Phase in that turn and the Russians have the initiative in the next turn as well. Essentially it allows the Soviet player to create a "double-move" at the time of his choosing (provided the player realizes it is best to do this at the bottom of a turn). This is a game-wide effect—it is not constrained to a specific map set or sets.

Note that use of a Massive Assault allows the German player to make rolls for Alert Battalions and Alarm KG HQs.

Weather and Massive Assaults: Do not roll for flight conditions in scenarios that begin 19 Nov 42. On the first turn of these scenarios, the Russian player can select the flight conditions he desires.

Design Note: The Massive Assault rule is the result of much experimentation and discussion regarding the best and most elegant way to give the Russians a usable advantage that comes from their superior operational planning and discipline, not to mention their fine art of strategic masking operations. Historically, three of these Assaults were used in the time-frame of the game: *Moscow* in 1941, *Uranus/Mars*, and *Little Saturn* in 1942.

3.2 Seaborne Assaults.

Four times during the game, the Soviet player can execute a "Seaborne Assault". This allows him to land troops and SPs on parts of the coastline he could not normally get to, which do not allow normal shipping (i.e. no port or an enemy held port), and is a simplified version of the usual OCS landing rules. Each of the following applies to Seaborne Assaults:

- The landing hexes must be unoccupied coastline hexes at or within 50 hexes of Novorossiysk (J4.33) which, itself, must be Soviet occupied and a functional port. If these hexes are unavailable, no landings can take place.
- The landing capacity is 6 SPs of units and SPs, calculated in the usual manner. These units and SPs can come from any Black Sea port or ports (they can come from different locations in the same assault).
- The landings can only be done in the Soviet Movement Phase and any unused capability cannot be saved for later. The use of any of the landing capacity represents the use of one of the four available Seaborne Assaults.
- The landing hex or hexes can be of any terrain.
- Seaborne Assaults do not use the player's shipping capacity.

3.3 The South Edge Box

This is an off-map holding box for Russian units (ground and air) off the southern edge of the **Case Blue** maps. Units can move from the box to the map based on the hexes given, by normal movement, sea, or rail. Units can move into the box or out of it in a given turn (but never both). Yes, this makes for relatively rapid transfers of Soviet troops along the southern map edges, tell your fascist swine opponent to deal with it.

No MA or Range is used to get to these transfer hexes.

Axis units are never allowed to enter this box.

The box is...

...a supply source and can be used for the arrival of reinforcing units and supplies. All units in the box are always in trace supply.

...a nominal HQ for unit rebuild purposes.

...not a nominal dump available for any purpose, but is able to refit aircraft for free.

...a 3 SP port.

Note that HQs in the Box cannot throw to the map and HQs on the map cannot draw from the Box. Units can move to the box or from the box in a given game-turn, not both.

3.4 Red Air Force

3.4a Hip Shoots. The Red air force cannot use hip shoots.

3.4b Lack of Responsiveness. Until the reforms of the VVS in the spring of 1942 (from 1 Oct 41 until 1 May 42), Soviet aircraft are unable to move or barrage in the **Soviet Reaction or Exploitation Phases**. Until then, they can **only** function in the Soviet Movement Phase.

When the above restriction is lifted (1 May 42), the Russian aircraft can use the Russian Movement **and** Exploitation Phases, **but** they **never** get use of the Reaction Phase.

Neither of these restriction periods affect the normal air operations applicable to the various German phases (flak effects, etc.).

3.4c Moscow Military District. (GBII Only) The MMD aircraft (members of the 6 PVO for the most part) represent those aircraft dedicated to the defense of Moscow itself. These units are marked with a white X to differentiate them from other Soviet aircraft.

Such aircraft can be allocated **only** to the local defense of Moscow. These units can only be based **at or within 5 hexes** of any Major City hex of Moscow. They can be used (in any desired manner) **but only** at or within 5 hexes of a Moscow city hex (this **includes** Patrol Zone projection and interception). If no such base exists, destroy the MMD aircraft.

If any of these units suffer losses, available air repls from the Soviet Repl table must be used to replace MMD aircraft **before** using any to replace non-MMD aircraft.

3.4d Moscow Military District Hiding Aircraft. (GBII Only) Players are tempted to place non-MMD aircraft into the MMD basing area so they are safe from enemy attack. This is fine, but any aircraft that bases at or within 5 hexes of any Major City hex of Moscow are subject to all the MMD rules, even though they are not real MMD aircraft. This restriction applies until they transfer to a new base (outside that MMD area) and become Inactive at that base (in other words, they cannot transfer and remain Active). Obviously, such aircraft are not constrained by the 'if no base within 5 hexes exists, they are destroyed' rule.

3.4e Guards Aircraft Conversions. Guard Aircraft Conversions become available according to the Order of Arrival. The Soviet player can upgrade any aircraft he likes (see note below) in much the same way as ground unit Guards conversions. Place the removed aircraft into the dead pile (it is available to be rebuilt in the next Soviet Player Turn). The desired Guards aircraft is placed (Inactive) at the moment of conversion on any Russian airbase. The chosen aircraft can be reduced (the Guards still comes in full strength).

Guards aircraft cannot be rebuilt or have a step replaced using the normal aircraft replacement system. If destroyed, they go back into the available pool of rebuilds.

Note: An aircraft can only be upgraded to Guards status if it has the same parenthesized (or not) status as the Guard aircraft. In other words, a bomber cannot be upgraded to a Guards fighter, nor can a fighter be upgraded to a Guards bomber and so on.

3.5 Soviet Units

3.5a Guards Infantry Exchanges (modified from GBII version). The Soviet player is periodically given Guards Exchanges per the Order of Arrival. The player can exchange the Guards unit for the non-Guards unit of his choice given the following requirements at the start of the Soviet Movement Phase.

A Guards Exchange can be made using any Soviet unit of the same type with an Action Rating of no more than TWO less than the Guards unit obtained. In other words, if the Action Rating of the new Guards unit is four, it must be exchanged for a unit that has an Action Rating of at least two.

Exception: A three brigade Airborne Corps (even if Airborne in name only) can be used to convert into a Guards Division without following the above unit or Action Rating requirements. If not all brigades are available, the new division arrives with one step lost per brigade missing.

The new Guards unit retains any step losses, internal stocks, out of supply or DG status the exchanged unit might have had. Note that even if the step **size** of the unit changes during the conversion, one step lost before is one step lost after. This applies in the Airborne Corps exchange above as well, even if only one brigade is subject to any of these.

Place the unit removed to make the conversion into the dead pile (it can be rebuilt later).

3.5b Guards Corps Exchanges. The Order of Arrival lists some “Guard Corps Exchanges” (Cav, Tank, Mech Corps). These list both the new Guards units and the units to be removed. Replace them in place on the map with the new Guards unit taking on the status of the unit it is replacing. Some of these units might arrive in the dead pile as a result. If the incoming formation has more counters than the one being removed, simply stack any excess counters with any of the ones that exchange normally.

3.5c Soviet Tank Corps Coordination. All Tank Corps must stay together in a compact formation at all times. This means all on-map units of each Soviet Tank Corps must be adjacent to every other unit in the corps at the end of every Movement Phase (this rule **does not** apply in any other phase than the Soviet Regular Movement Phase). If this restriction cannot be met at the end of any Soviet Movement Phase, all the units of the offending corps are DG (including any units with which they happen to be

stacked). This rule has no effect on Soviet Cavalry, Mechanized Infantry or Airborne Corps, or the distance between different corps. This DG does not recover until the end of a Soviet Regular Movement Phase when the Tank Corps is again together. Do not recover normal DGs at that point, only those created by this rule.

Important: A point to consider is that if a Tank Corps has one of its brigades rebuilt it will automatically become DG unless or until the player gets the parts together again. It might be best to take the Tank Corps out of action, rebuild it, and then send it back (the way the Soviets did it...) to avoid this effect.

3.5d Soviet Tank “Battalions”. The Russian units shown as Tank Battalions are actually called Regiments in Soviet Orders of Battle. They are only battalions in the Western sense. This has little effect on the game (but might cause some to pause when thinking about the order of battle), basically only the RE size is an issue.

3.5e Soviet Artillery. To make a single Barrage attack, all the firing Soviet Artillery units **must** be stacked together.

3.5f Worker Alert Units. These units can only be created in 1941 in **Major or Minor City or Village hexes east of GBII 48.xx or EatG 25.xx (inclusive) or any city on the Case Blue map set.** Create these in the Soviet Reaction Phase. The Russian player can bring on any number of Worker Alert units he wants in the current Reaction Phase. No more than one such unit can be created in one hex each turn. These units cannot be created adjacent to German units.

The countermix restricts the number of these units in play at any one time.

Once created these units are the same as any other Soviet unit with the following two exceptions:

- 1) They **cannot** build Hedgehogs greater than Level 1.
- 2) They **can** build or improve air bases.

All Worker Alert units are removed from play during the Russian Reinforcement Phase of 1 Jan 42 (this does not include those created in Stalingrad below.)

3.5g Stalingrad Worker Alert Units. Independent of the above, in any phase that a German unit approaches at or within 5 hexes of any Stalingrad city hex, the Soviet player gets to place **two** Worker Alert units in each Stalingrad city hex. Unlike the Worker Alert units above, these are just regular combat units (in other words,

they can build any level of hedgehog and cannot build air bases). They cannot leave the Stalingrad city hexes and are destroyed if forced to do so.

3.5h Pontoon Units. The Soviet player has a number of Pontoon Bridging units. To bridge with a pontoon unit, the pontoon unit must be in Combat or DG Mode (Combat side up). Pontoon bridges, unlike HQs, **totally negate** the MP cost of the feature bridged, and can do so even to the Volga (even when Ice Pak). Pontoon units **never** negate a river hexside’s combat terrain effects. During any Movement Phase—even while in Combat Mode—a pontoon unit can “flip” across the river it is bridging into any hex across the river from where it is bridging. Pontoon Bridges negate all river hexsides of the hex they occupy—even if the hexsides belong to different rivers. Pontoon units cannot be captured or used by the enemy.

3.5i NKVD Border Regiments. NKVD Border Regiments (**only...not** “non-Bdr” NKVD units) **must** apply their AR to their stack when in defense (they have no effect on attack ARs). However, this comes with a cost: all defending options **must** be taken as losses (all other rules that limit, reduce, or negate them are voided in this case). Also, the NKVD unit **must** be the last step loss taken in the hex. Furthermore, if the NKVD unit is alone in a hex, it defends with an AR of zero (0). Use the zero AR for Attrition purposes, if the Border unit is chosen to provide the needed Action Rating.

3.5j Ski Units.

Separate Ski Battalions. These were formed locally in the winter of 41/42. When these units become available, they can be formed in any Soviet Movement Phase in any Infantry Division hex (generate two ski battalions for each divisional step eliminated—follow the AR requirements of Breakdown regiments). Once on the map, these can be used as any normal unit (given ski movement abilities). They can be reabsorbed like Breakdown regiments if the player desires and there are two such units in the division’s hex. Removed (or held back) battalions can be reused any number of times. These units are removed from play during the Russian Reinforcement Phase of 12 April 42 and can never be used again. During their existence they are limited by the countermix.

Any Separate Ski Battalion that is destroyed in combat is removed from play and cannot be rebuilt or used again in the game. When the battalions are pulled en masse from the game on 12 April 42, convert any remaining to Pax Repls at the rate of one Pax per Bn.

Ski Brigades. In the winter of 42/43, the Red Army formed actual Ski Brigades rather than the more ad hoc battalions of the winter before. When these become available they can be built using Pax Repls. The player can build as many or as few as he wants (given the countermix) and use them normally until disbanded. Once disbanded, they revert to Pax Repls that can be used normally again. During the Russian Reinforcement Phase of 12 April 43, all remaining Ski Brigades must be disbanded and converted back into Pax Repls at the rate of one Pax per Bde.

Place the recovered Pax Repls into Stalin's or any Soviet Army HQ's hex.

4.0 GBII Special Rules

These rules apply to **GBII** when played as a stand-alone or when **GBII** is linked with the other games.

4.1 Start Dates

Guderian's 2nd Panzer Group got a leg up in OPERATION TYPHOON by beginning the attack a day or two earlier than the rest of Army Group Center. This equates to about 1/3 of a turn of extra movement.

Guderian's troops (for simplicity, all Germans starting on **GBII** Map C) are set up in their 30 Sept 41 jump-off positions. To reflect the extra operational time, they can move an extra 1/3 MA in each phase of the 1 Oct 41 turn the units could move normally. Round the resulting value normally. In other words, move the units normally but use 133% of the printed MA instead. They get no further benefits, additional phases or combats.

Turn 1 reinforcements, even if they come in on Map C, do not get this movement benefit.

Meanwhile, other troops on **GBII** Maps A and B got started on 2 Oct 41. So, while Guderian's Map C units are getting a bit more movement on the first turn, these guys will get a little less. On Maps A and B, **no** German unit in or entering Reserve Mode can move their usual extra 1/4 move in the German Movement Phase (they move normally in the Reaction or Exploit Phases).

4.2 Stalin's No Retreat Commands

Soviet Rail Capacity **cannot** be used to move any attack capable combat unit to a position further east than it loaded until a German unit moves east of the **GBII** A41.xx or B41.xx hexrows (inclusive) or 1 November 41, whichever happens first. Up to that point, non-attack capable units and SPs are free to use rail movement in any direction. Attack capable units can only use rail movement if they end up in a hexrow as far or further west than they started the phase (this requirement to end further west does not affect the actual route used to get there).

The **GBII** 41.xx tripwire **does not** extend onto **GBII** Map C or comes into effect due to any unit "skirting" around it on Map C or further south.

***Design Note:** This rule does not deal with the micro-management of units, but rather the inability to create a withdrawal of major proportions using the railroads. Such freedom was not available. For the most part, units were able to execute tactical withdrawals with freedom. Here, I'm trying to keep 'strategic' withdrawals under control.*

4.3 Soviet Defense Lines

The printed Level 1 Hedgehogs represent the Soviet Defense Lines. They are normal Level 1 hedgehogs in all respects except they cannot be destroyed.

4.4 Partisans

Partisans represent bands of soldiers who escaped the early pockets in the Army Group Center area and which loosely harassed German rear areas in the winter of 1941/42. True organized partisan activities (occurring later) are not covered explicitly in the game). The player can use the Partisan Attack markers provided to keep track of the location of Partisan Attacks and the number remaining to be used. The marker remains on the map until the effect is over. The markers have no other effect beyond being a memory aid.

The Soviet player is given a number of Partisan Attacks available each month per the Order of Arrival. Each Partisan Attack can only be used once during that month and any left over at the end of the month are converted into Pax Repls (place them in Moscow). The player can use any number of the available Partisan Attacks in one turn.

All Partisan Attacks are announced and executed during the Soviet Movement Phase.

The Soviet Player can use his Partisan Attacks in any hex at or within 10 hexes of any Swamp or Heavy Woods hex on the **GBII** maps.

Each Partisan Attack can be used in **one** of the ways below:

1) **Railroad Interdiction.** The Soviet player identifies a Railroad hex. This does not affect the railroad for trace supply but **doubles** the rail capacity cost of anything moving through that hex. There is no additional effect for more than one attack along a single rail line. The railroad remains interdicted for the remainder of the calendar month.

2) **Airbase Raids.** Partisan Attacks can "raid" any airbase using the Barrage vs Facility Table. Each Partisan Attack does this independently during the Soviet Movement Phase (so more than one can hit a target hex, but they do so separately). Treat the Partisan Attack as a 13 point barrage, but subtract from this value the combat strength of any Axis units in the target hex. Do not apply the terrain shifts from the table.

3) **Conversion into Conventional Units.** Partisan Attacks can be exchanged for the "real unit" Partisan Irregular Battalions. Each Partisan Attack can generate one such battalion, given the countermix limit at any one time (8) and the following requirements. Once created, the Partisan Irregular Battalion becomes just another Russian unit with no special abilities or exemptions.

To create a Partisan Irregular Battalion, each of the following must be fulfilled:

a) There is an Airborne or Guards unit in the desired hex.

b) The Phasing and location requirements of any Partisan activity are met.

c) One or more Partisan Attacks are available to be exchanged and the countermix allows additional battalions to be formed.

If all these are met, place the number of desired battalions in the unit's hex fulfilling part a). Any number of battalions can be made at one time and one place, given the countermix limit and the number of available Partisan Attacks.

4.5 Stalin and the Government

The Soviet Government (Stalin) is in the Kremlin in Moscow. Stalin cannot move normally, but the Soviet player can evacuate him (and the Government) for a cost of 5 SPs of Rail Capacity (he can only move by rail from city hex to city hex, or off map). Each time he is evacuated, give the German player 1 Strategic Victory Point.

Stalin has no combat ability and requires no supply expenditures. He may act as an HQ for the purposes of building or rebuilding units.

If any German **attack-capable unit** enters his hex, he is captured and the Germans get bragging rights.

5.0 Strategic Victory

Winning this game in a strategic sense is a matter of seizing geographical locations by the times specified. Victory going to the player that accumulates the most "Strategic Victory Points" in the time played. These campaign victory conditions supercede the ones in **GBII**. These victory conditions are superceded by any victory conditions belonging to the scenario itself.

Evaluate Strategic Victory on 31 Dec 41, 31 Dec 42 and at the end of play May, 1943.

In 1941, Strategic Victory is determined using Moscow, Khar'kov, Sevastopol', and Rostov.

In 1942, Strategic Victory is determined using Moscow, Sevastopol', and the result of the German Strategic Choice (either Stalingrad or the Maikop/Grozny Oil Fields).

At the end of the game, Strategic Victory is determined using Smolensk, Khar'kov, Rostov, Sevastopol' and the result of the German Strategic Choice (either Stalingrad or the Maikop/Grozny Oil Fields).

Each location listed above is worth One Strategic Victory Point (SVP).

The player must physically occupy or be the last to pass through *each* hex of the given feature to gain credit for it.

If playing through more than one period, total all available points. If a set of maps containing an objective is not in play, neither player gains the points.

You must play better than history to win. A win is having at **least two more** SVPs than the enemy.

Historical Victory:

1941: *The Russians hold Moscow, Sevastopol', and Rostov while the Germans hold Khar'kov. 3 SVPs for the Russians, 1 SVP for the Germans. Russians win 1941.*

1942: *The Germans chose Stalingrad and held it at the end of the year (though they are currently surrounded and doomed), and they have taken Sevastopol', while the Russians hold Moscow. 1942 is a tie for the year (2 SVP vs 1 SVP) and the campaign (3 SVPs each).*

1943: *The Russians now hold Rostov and Stalingrad, so the Russians get 2 SVPs and the Germans get 3 SVPs (Smolensk, Sevastopol', and Khar'kov). This brings the campaign victory tally to a 5 SVP to 6 SVP tie.*

6.0 Optional Rules

Salt and Pepper to taste...

6.0a Wiggle. In any scenario, allow any unit in the frontline (adjacent to an enemy unit) to set up at or within 1 hex of the listed set up hex. Allow any unit that sets up in the rear (not adjacent to an enemy unit), to set up at or within 2 hexes of the listed hex. This set up wiggle can be used to 'splay out' an infantry division into Breakdown regiments in the given range. Apply the wiggle to each unit listed in a set up hex independently.

6.0b VVS Restrictions. The Russian Air Force went through a major period of development during the time frame of these games. Players who want to explore the increasing effectiveness of the Russian airpower should use this rule. There are two parts: Range and Re-Basing Restrictions.

Range Restrictions. Until May 1942, no Russian aircraft can conduct a mission further than 10 hexes from its airbase. On and after 1 May 42, the range restriction is extended to 20 hexes. Exception: Long Range Bombers and Transports are exempt from this rule, these are: IL-4, TB.3, Pe.8, Li.2 and G.2.

Re-Basing Restrictions. No Russian Fighter can take advantage of Series rule 14.11 (base transfer and remain Active). All Russian base transfers must include the inactivation of the aircraft.

6.0c Commandos. The two German Brandenburger companies (9 & 10/800 zbV Commando) and Soviet Special Forces Battalion can be set up in any friendly HQ hex at the start of any friendly Movement Phase.

They can be used as an airdrop **or** as a ground-only unit. If airdropped, they can never enter Move Mode. If used as a

ground-only unit, they cannot airdrop and must use their Move Mode side.

In either case, they **cannot** be placed into Reserve or Strat Mode.

The German units **cannot** airdrop onto Moscow.

Regardless of the insertion method, the commandos are free from all supply considerations (fuel, trace, combat).

A commando can execute the following:

- 1) Act as a normal combat unit in attack or defense.
- 2) Spot for artillery or air strikes.
- 3) Capture enemy airfields, supply dumps, trucks, wagons and such.
- 4) **Anti-Partisan Fighting.** The Brandenburgers can be used in an Anti-Partisan Mode. Remove the Brandenburger unit devoted to this use and eliminate half (round normally) of the available Partisan Attacks from the Russian player for each of the next six months. (*German commandos only*)

6.0d Better Winterized Locomotives.

Historically the German units least equipped for the Russian winter weren't the combat troops, but German railway engines. This variant assumes that German locomotive designers somehow understood the future need for engines to withstand ridiculously low temps. Ignore the Dec-Jan, 41-42 Supply Table columns and use the Oct-Nov, '41 column until 1 Feb 42, then switch to the appropriate column at that point.

Abbreviations

23.Mar—23 March
 3.Gen—3 January
 Abn—Airborne
 AG—Assault Gun
 AH—Adolf Hitler
 Armen—Armenian
 Arty—Artillery
 Astkn—Astrakhan'
 Azerb—Azerbaijani
 AT—Anti-Tank
 Aufk□Aufklärung
 Bde—Brigade
 Bdr—Border
 Bergmn—Bergmann
 Bn—Battalion
 Brkdwn—Breakdown
 Brs—Bersaglieri
 Brynsk—Bryansk
 Cap—Captured
 Cauc—Caucasus
 Cav—Cavalry
 Cdo—Commando
 Co—Company
 Com—Composite or Communist
 d—Dismounted
 Deutld—Deutschland
 Div—Division
 Donbas—Don Basin
 Dp—Deep
 DR—Das Reich Panzer Div
 Est—Estonian
 FA—Field Artillery
 Finn—Finnish
 FJ□Fallschirmjäger
 Fkl—Funklenk
 Fld—Field
 Flg—Flieger
 Flm—Flamethrower
 Fr—French
 Ftr-Pico—Fretter-Pico
 Füs□Füsilier
 GD—GrossDeutschland
 Gd—Guards
 Georg—Georgian
 Germ—Germania
 Gren—Grenadier
 Grp or Gp—Group
 Hun—Hungarian
 Ind—Independent
 IRGD—Infanterie Regiment
 GrossDeutschland
 Jg□Jäger
 Katy—Katyusha
 KG—Kampfgruppe
 Kor□Kortück
 Krd—Kradschutzen
 Krsndr—Krasnodar
 Krysg—Kreysing
 L—Lehr
 LAH—Leibstandarte Adolf Hitler
 Lat—Latvian
 Ld□Landeschützen

Lngmk—Langemarck
 Lt—Light
 LVF□Legioné Volunteer Francais
 LW—Luftwaffe
 M or Mech—Mechanized
 (m)—Motorized
 MC—Motorcycle
 M.Cerv—Monte Cervino
 MG—Machine Gun
 Mil—Militia
 Mod—Moderate
 Mos—Moscow
 Mtn—Mountain
 Mtr or Mtrd—Motorized
 Nat Gd—National Guard
 NKVD—Soviet Internal Security
 Nordld—Nordland
 OMSBON—“Separate Special Designation
 Motorized Rifle Brigade”
 Para—Parachute
 PG—Panzer Grenadier
 Pio—Pioneer
 PJ□Panzerjäger
 Pol—Police
 Pz—Panzer
 PzVb—Panzer Verband
 R—Reich or Rifle
 Rec—Reconnaissance
 Rgt—Regiment
 RONA—Russian People’s Army
 RR—Railroad
 Rum—Rumanian
 Schbrg□Schönberger
 Sec—Security
 Sep—Separate
 Sp—Spanish
 Stgrd—Stalingrad
 SVP—Strategic Victory Point
 T—Totenkopf Mtrd Div
 Ter—Territorial
 Tgr—Tiger
 TK—Totenkopf Panzer Div
 Tk—Tank
 Trng—Training
 Turk—Turkistani
 UR—Fortified Area
 Voro—Voronezh
 VV—Railroad Security
 W—Wiking
 Werfer—Nebelwerfer
 Westld—Westland
 zbV—For special employment

Case Blue Designer’s and Player’s Notes

Many of you have been waiting for this game for years. The design effort was of a magnitude I had never dreamed of before undertaking it. It dwarfed the previous job done to create **DAK**. Before moving on, let me single out several of individuals deserving great praise.

Roland LeBlanc, chief Axis researcher. Where he found some of this stuff, I’ll never know, but he’s the one guy on the planet who knows where every Axis unit was at all times (including the most fleeting of temporary units) and can provide sources to prove it. Without him, the Axis OOB would never have gotten to the level of detail you see here. His information was so good, I was forever in the situation of an embarrassment of riches (something I’d only seen once before, in the much smaller framework of North Africa). He did an super-human level of work to get all this data.

Lynn Bower, chief Russian researcher. Once again, Lynn was the backbone of the Russian OOB effort. He provided month to month OOBs for the entire Russian military from the original Soviet microfilms. I don’t want to know how many hours that took, but I can imagine.

Kurt Gillies. In spite of the tragic passing of his wife and a number of deployments to Iraq, Kurt was able to track down the Red Air Force for me in great detail. Once again providing more information than I could possibly use in a playable game.

All the Playtest Teams. These guys found that playtesting is work, not necessarily fun. Have at it, boys, now you can relax and just *play* the game.

This game started as an extension of **GBII**. Along the way, it ate **EatG**, mutated to reproduce many **GBII** counters, and eventually dropped its **Crimea** scenario set ups into a small, stand-alone game (which will be coming along at a later date). This was all done as the project found the edges of what was needed and tried to come to grips with just how large it was.

Originally, I was using the **GBII** tables for supply and so on directly, but repeated testing showed that they were generally a little too lenient on SP amounts and repls, especially late in the game’s time period. The revised tables here are the ones that should be used in games of **GBII**, especially

when using the new **v4.0** series rules. I also reworked a large number of special **GBII** rules (or just plain deleted them) here both to conform to the non-VP based structure of the linked game and to just chop away some clunkiness in the older game's gears.

The precise requirements for various reinforcement entry locations come from the operational concerns of the sides involved. For example, Kharkov needs to be connected to the western map edge, which everyone expects, but specifies the exact rail lines that must be used. This does a number of things in the context of the linked gameset and in 1942 in particular. The Germans become very sensitive to threats to that railroad and actually find the initial Blau offensive to take Voronezh to be a useful thing to do.

The economic issues (1.9) are the answer to the guys who always wondered "How are you going to make the Germans drive deep or go to Stalingrad?" Of them, the **additional** SPs for the Germans is a bit exaggerated, as my German researcher pointed out: "getting the crude is one thing, moving it to a refinery and making something useful out of it something else." The rest is what one would expect of the disruptions to the Russian war effort. There is value there in the long run. The Germans are not forced to do these things, they are merely in their interest to do them.

Sausages are the answer to a thorny problem that dates all the way back to the original **EatG** playtesting in 1992-3. Without giving the guy sub-types of SPs to deal with (geometrically increasing workload), the trick was to give the Stalingrad Pocket enough to live on for the historical amount of time. When we did, players instantly used that 'food' to fuel panzer divisions and cause problems they shouldn't be able to create in the opening moments of the Russian offensive. The ability to eat horseflesh from artillery and wagons was the final method in the old game. Here, Sausages do the same job plus they are designed to completely avoid counting the units in the pocket which, as a side effect, means the German player is actually better off allowing a lot of units to be in the pocket (such as Romanians) which makes for a more accurate simulation of what was going on.

I followed the **DAK** (you know it when you win) model for victory. This is a massive game for those that want to see the how, whys and get into detail of what went on in these campaigns. The fun comes from the process of finding out and trying your plan against the enemy. For those looking

to count points at the end and think the fun of the game comes then, I'm happy for them, there are plenty of toys for them to play. This is a game for guys who take their history seriously.

Guys will find the initial **EatG** situation to be familiar to the 1994 game, but very different in feel. Gone are many of the special rules needed in the original. Why? Simply because the drop in available supply made it so the actions I had to use brute force to stop before became either not reasonably possible or unproductive side-shows. Testing has shown this to be a superior representation of the concerns, strengths, and limitations of both sides.

The German player will want a goodly-sized (and strong) pocket. Not only will you find the desire to not burn precious fuel stocks in the pocket to run out with some pretty beat up Panzer Divisions, but you'll welcome as many Rumanians as possible to help form a solid wall. The very limited 'real' supply in the pocket means that there will come a time where the 6th Army just can no longer do a "Thunderclap" offensive to break out...and just like in real life, you'll have the ability to do it only once. The inability of the Russians to go pushing on the Donets right away means that he can (and should) launch a reasonable relief attempt. It might even work, giving the Russians something to worry about. With the Sausage rules, it is important to give your best effort to a real air lift (and the last thing you want to do is ditch the close airfields and go rushing to the West in retreat).

On the Russian side, the very limited number of SPs coming in each turn means you'll need to save up for the next offensive (if you want it to have any meaning). If you play games with the pocket or waste energy zipping back and forth (or trying to push West too soon), you'll find your offensive stalled and of limited power. The offensive to finish off the pocket will take a major amount of effort as well, not an afterthought or something done too early like it used to be in the old game.

Every offensive the German player tries to do here will be marked by the sheer lack of resources to get the job done (after he gets done cussing about it). Mechanized movements start and stop in lurches because of short fuel supplies. Any player who moves Panzer Divisions a 'few hexes a turn' to keep up with the infantry will go crazy (and lose). The 1941 drive to Rostov is incredibly difficult to do. The Russians can't do a lot to stop your advance, but they won't have to, your supply situation will

do that for them. 1942 is different, then it is a matter of making bold moves when you can and sitting and waiting when you can't. It is doubtful you'll be able to form any large pockets of Russians, as they will be able to continue to back up while you get your logistics in order, your best bet is to try to kill off the weakest parts of the herd (since it is unlikely the Russian player will rebuild them and they are needed by him as placeholders in the lines he hopes to set up later). Driving deep toward the mountains is an art-form similar to running an offensive in North Africa. The retreat from there is likewise very difficult and a good test of a player's efficiency... I recommend the **19 Nov 42 Case Blue** scenario as a benchmark a good player can use to see how good he is and for guys starting out who want a low unit density difficult puzzle to solve.

For the Russians, as is the case in **GBII**, the first step is to learn how to not lose heart. All those cool Panzer units the German player is bragging about have a very short leash. Once you learn to keep a cool head, your next step is to learn how (and when) to launch local counterattacks to derail the German advance while at the same time avoiding entanglements that will keep you from salvaging as much of your army as possible for later. Let's face it, your guys don't go very fast. You'll learn about city defenses at the same time as the German player learns how to take them, so neither of you are getting any hints. Just like the Germans, in the **19 Nov 42 Case Blue** scenario you can learn all about running an offensive on fumes (that's fair, since the Germans have to do that all the time). Time will come when you can start running offensives of your own (real ones, not spoiler attacks). These require planning, imagination, and quite a bit of logistical preparation. It will take **weeks** to build the initial dumps you need for something like Uranus. Don't skimp, you will regret it.

Both players will frequently be scratching their heads regarding the ability to get all that is required of them done with as little as they are getting. Fear not, you can do it if you treat each SP as if made of pure gold and spend them as if you had to pay for them yourself. Always remember, you see your situation (and think it stinks) and think the other guy is getting over easy compared to what you have to deal with...well...the mug across the table is thinking the exact same thing. The one of the two of you best able to appreciate that (and make the other guy feel he's right, his situation stinks and your rolling in wealth) will win.

Common Rebuild Table

Aerosan	No Rebuild	Mech Infantry Bde (Soviet)	1x Eq, 1x Pax
Alert Bn	Return to Pool	MG Bn	1x Pax
Alert Bde	Return to Pool	Militia Div Step	1x Pax
Aircraft	Only via Repl Table	Militia Rgt	1x Pax
Arm Car Bn	1x Eq	Mortar Bn	1x Eq
Arm Recon Bn	1x Eq	Motorcycle (MC) Bn (Track Mvt)	1x Eq
Artillery Bde	2x Eq	Motorcycle (MC) Bn (Truck Mvt)	1x Pax
Artillery Bn	1x Eq	Motorcycle (MC) Bde (Truck Mvt)	2x Pax
Artillery Battery	1x Eq rebuilds two	Motorcycle (MC) Rgt (Truck Mvt)	2x Pax
Artillery Grp	2x Eq	Mtn Cav Div	2x Pax
Artillery Rgt	2x Eq	Nehring Inf KG	1x Pax
Assault Engineer Bn	2x Pax	Oil Exploitation Bde	No Rebuild
Assault Gun (AG) Bn	1x Eq	Ost Bn	1x Pax rebuilds two
Assault Gun Co	No Rebuild	Panzer Bn	1x Eq
Anti-Tank (AT) Bn	1x Eq	Para Infantry Bde (Soviet)	3x Pax
German Aufk (Arm Recon) Bn	No Rebuild	Para Inf Rgt	3x Pax
Bicycle Bn	1x Pax	Para Inf Bn	2x Pax
Bicycle Cavalry Bn	1x Pax	PG (Arm Inf) Rgt	1x Eq, 1x Pax
Bicycle Rgt	2x Pax	Pio Bn	2x Pax
Border (Bdr) Rgt	No Rebuild	PJ (Antitank) Bn	1x Eq
Blackshirt (Blk) Rgt	2x Pax	Pol Bn	1x Pax rebuilds two
Bryansk Train	No Rebuild	Pol Rgt	1x Pax
Cap Pz Co (or T-34 Pz Bn)	No Rebuild	Pontoon Grp	1x Eq
Cavalry Bde	2x Pax	RR Arty Bn	No Rebuild
Cavalry Bn	1x Pax	RR Arty Rgt	No Rebuild
Cavalry Div	2x Pax	RR Bn or Rgt	1x Pax
Cavalry Div (dismounted)	2x Pax	Schnell Bn	1x Pax
Cavalry Rgt	2x Pax	Sec Bde	1x Pax
Cavalry Artillery Bn	1x Eq	Sec Bn	1x Pax rebuilds two
Cavalry Artillery Rgt	2x Eq	Sec Div Step	1x Pax
Commando Co	No Rebuild	Sec Rgt	1x Pax
Fkl Pz Co	No Rebuild	Ski Bn	Return to Pool
Flak (Antiaircraft) Co	1x Eq rebuilds two	Ski Bde	1x Pax
Flak (Antiaircraft) Bn	1x Eq	Stalin	No Rebuild
Fln Panzer Bn	No Rebuild	Tank Bde (non-Soviet)	2x Eq
HQ (any size or type))	1x Eq, 1 Pax	Tank or Lt Tank Bde (Soviet)	1x Eq
Infantry Bn	1x Pax	Tank Bn	1x Eq
Infantry Bde	2x Pax	Tank Co	1x Eq rebuilds two
Infantry Div Step	2x Pax	Territorial Bn	1x Pax rebuilds two
Infantry Div (Red Symbol) Step	2x Pax	UR Bde	1x Pax
Infantry Rgt	2x Pax	Werfer Bn	1x Eq
Irregular (Irrg) Bn	Return to Pool	Werfer Rgt	2x Eq
Jäger (Jg) Div Step	2x Pax		
Jäger (Jg) Bn	1x Pax		
Katyusha Bde	2x Eq		
Katyusha Rgt	2x Eq		
Korück (Kor) Bn	1x Pax		
Luftwaffe (LW) Div (or KG) Step	1x Pax		
Luftwaffe (LW) Rgt	1x Pax		
Naval Bde (Soviet)	2x Pax		

Use the basic version above for Mountain or Motorized variants.

For example, a Mtn Inf Rgt would rebuild the same as a regular Inf Rgt.

Terrain Effects on Movement

<i>Weather-></i>	<i>Normal</i>			<i>Lt Mud</i>			<i>Mud</i>		
MA Type->	Track	Truck	Leg	Track	Truck	Leg	Track*	Truck	Leg
Open or Dry Lake	1	1	1	3	8	2	8—3	All	3
Secondary Road	1/2	1/2	1/2	1	2	1	3—1	4	2
Track	1	1	1	1	4	1	6—2	8	2
Railroad	1	1	1	1	4	1	6—2	8	2
Light Woods	2	3	1	6	All	2	All—6	All	4
Heavy Woods	3	4	2	All	All	2	P—All	P	4
Minor River	+3	+5	+1	+3	+5	+1	+3	P	+1
Major River	P	P	All	P	P	All	P	P	All
Volga-Class River	P	P	P	P	P	P	P	P	P
Ice-Pak Volga-Class	P	P	P		NA			NA	
Hills	1	2	1	2	6	1	6—2	All	2
Rough	3	5	2	4	6	2	All—6	All	3
Mountain	P	P	All	P	P	All	P	P	All
Swamp	P	P	3	P	P	4	P	P	6
Lake	P	P	P	P	P	P	P	P	P
Frozen Lake	P	1	1		NA			NA	
Frozen Kerch Strait	P	1	1		NA			NA	
Frozen Swamp	5	6	3		NA			NA	
Frozen Volga-Class River	P	P	All		NA			NA	
Frozen Major River	+4	+6	+2		NA			NA	
Frozen Minor River	+2	+3	ne		NA			NA	

Features not listed have no effect on movement.

“Normal” weather is everything except Lt Mud or Mud.

Use **Normal** for calculating Draw, Throw and Extender MP counts, regardless of weather.

Trucks can load or unload in place, regardless of the weather effects above. Trucks finding themselves locked down due to weather in P terrain, remain in place unaffected, but cannot move and are destroyed if forced to do so.

*—For German Tracked units, apply the MP cost before the dash (if any), Russian ones use the value after the dash.

p—Prohibited

ne—No Effect

NA—Not Applicable

Terrain Effects on Combat

<i>Type</i>	<i>Combat Line</i>	<i>Armor</i>	<i>Mech</i>	<i>Other</i>
Open or Dry Lake	Open	[x2]	[x2]	x1
Light Woods	Close	x1	x1	x1
Heavy Woods	Close	x1/2	x1	x1
Hills	Close	x1	x1	x1
Rough	Very Close	[x1/2]	[x1/2]	x1
Mountain	Extremely Close	x1/3*	[x1/2*]	x1
Swamp	Very Close	x1/2*	x1/2*	x1
Major City	Extremely Close	x1/3	[x1/2]	x1
Minor City	Very Close	x1/2	[x1/2]	x1
Village	Close	x1	x1	x1
Major River	ot	[x1/4]*	[x1/3]	[x1/2]
Minor River	ot	[x1/2]	[x1/2]	[x1/2]
Volga-Class River	ot	P	P	P
Ice-Pak Volga-Class	ot	P	P	P
Lake or Lake Hexside	P	P	P	P
Frozen Lake	Open	P	[x1/2]	[x1/2]
Frozen Kerch Strait	Open	P	[x1/2]	[x1/2]
Frozen Swamp	Close	x1/2	[x1/2]	x1
Frozen Major River				
or Frozen Lake Hexside	ot	[x1/2]	[x1/2]	[x1/2]
Frozen Minor River	ot	[x1/2]	x1	x1
Frozen Volga-Class River	ot	[x1/4]	[x1/3]	[x1/2]

*Road Only

[#] affects attackers only, defending units are x1.

Features not listed have no effect on Combat, use other terrain to determine any combat terrain effects.

ot—Use Other Terrain

P—Prohibited. Attacks are allowed across P terrain at roads or Pontoon Bridges

in all such cases, the terrain effect is [x1/4]