

OPERATIONAL COMBAT SERIES

CRIMEA

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Introduction

Crimea is a simulation of the military operations during World War II in this part of the globe. Rather than being offered as a single continuous campaign, the conflict is instead presented in a series of seven (7) scenarios which follow the historical timeline.



1.0 General Special Rules

1.1 Map & Terrain

There is one map with hexes being identified by a map letter and number, e.g., hex F10.04 is a city hex in Sevastopol.

1.1a Geographic Regions. There are rules references to specific geographic regions:

Crimea. The land mass south of hex F16.26 and F27.23 inclusive and extending to F47.11.

Taman Peninsula. The land mass east of the Kerch Strait and south of F62.17.

Black Sea. The body of water on the western and southern edges of the map.

Kerch Strait. The striped coast hexes near F48.10. The Kerch Strait is considered part of the Black Sea.

Sea of Azov. The body of water that begins just to the north of the Kerch Strait and does not include the Sivash.

Sivash. The set of coast and all-sea hexes from F17.26-F17.27 inclusive, extending east to F29.24 and south along and including the F29.23 land spit to F34.10-F34.11 inclusive.

Ukraine. The land mass along the top map edge north of Crimea.

1.1b Terrain Effects Chart. The movement/combat effects of the different terrain types are explained in the aptly named Terrain Effects Chart (TEC). This

chart does not have an entry for Major City (Melitopol) since movement there is unlikely. It is the same as Minor City except for being Extremely Close Terrain and x1/3 for Armor in Combat.

1.1c Hedgehogs. A player may not build Hedgehogs higher than Level-2 during play, including "rebuilding" the Level-3 and Level-4 Hedgehogs that appear in some scenarios. Level-3 or Level-4 hedgehogs are reduced by two levels when captured. Level-2 or Level-1 are reduced by one level.

1.1d Ports and Sea Cap. If through a combination of Damage/unnegated EZOC, any controlled and active port's capacity falls below 1 SP, then:

For the Axis player, the port is no longer a Supply Source.

For the Soviet player, the port is a limited supply source capable of providing trace supply for 2 RE per 1T of current port capacity. Thus, a 2T port could provide trace for 4 RE of units.

Black Sea Ports. The Axis player can only use these ports if he controls Sevastopol. The Russians can always use them.

Sea of Azov Ports. These ports are usable by a side if it controls both sides of the Kerch Strait and when its condition is not Ice. The Germans are also required to control Sevastopol.

EZOC. When in a negated EZOC the capacity of a port is 50% (round up) but the Sea Cap used is doubled. *Example: a 1 SP port with a combat unit is in an EZOC. Its capacity is 2T, and shipping 2T of cargo to it costs 1 SP of Sea Cap. This represents night deliveries and*



creative cargo transport employed by both sides.

Small Ports. Use *OCS Optional Rule 21.11b*. The cost of Port Repair (19.0d) is reduced to the port's current capacity if damage has reduced that capacity to under 1 SP. *Example: if the current (damaged) capacity is 2T, it costs 2T to repair a level.*

Changing Port Capacities. Some Ports have different capacities depending on the date:

Alushra F21.05: 1T 41-42, 1 SP 43-44

Anapa F55.03: 2T 41-42; 2 SP 43-44

Sevastopol F10.04: 8 SP 41-42; during 43-44 it always has 4 hits so a 2 SP Port Cap. Sevastopol cannot be repaired during 1943-44.

Sudak F28.06: 1T 41-42, 1 SP 43-44

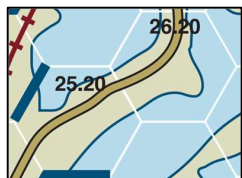
No Voluntary Port Reduction. Neither side may conduct Voluntary Reduction of ports (OCS 19.0c).

Note: The port of Sevastopol was severely damaged during Manstein's assault in June 1942. The Germans subsequently built up several minor ports as this was easier than the reconstruction needed at Sevastopol.

Axis Sea Cap Restrictions. Axis Sea Cap is only used between ports on the map, not to/from Off-Map Boxes. Double the Transportation Equivalent of any Axis unit that has Truck or Track MA on its Move Mode side.

(Note: Axis Sea Cap represents light craft and local shipping, which had difficulty moving heavy equipment and vehicles).

1.1e Spits. Terrain in the Crimea and Taman Peninsula feature several "Spits," or narrow fingers of land devoid of cover. Halve the combat strength of units attacking across a hexside that has water on both sides of the land, e.g.,



F25.20/F26.20 or F26.20/F26.21.

1.1f Dry Lakes. This terrain is Very Close for Combat but Open for Barrage.

1.1g Weather. Each turn's Weather is determined by rolling a die for Ground Conditions and a die for Flight Conditions.

The Weather Table gives the full effects of each condition for the current date.

Do not roll for Weather on the first turn of any scenario; the applicable conditions are listed in each scenario.

1.2 Railroads

Railroad lines are either Soviet gauge (broad gauge) or German gauge (standard gauge) depending on which side has converted them. The Axis may only use German gauge lines and the Soviets may only use Soviet gauge. 1941-42 Scenarios specify rail conversion rates; during 1943-44 players change gauge using Rail Repair units, per series rule 13.3f.

1.2a Off-Map Rail. Neither player may use Rail Cap to move cargo off or on the map edges, except that the Soviet Player may use Rail Cap to rail cargo to/from the Novorossiysk Box.

1.3 Off-Map Boxes

There are three Off-Map Boxes, each with a port and an Air Base: Constanta in Rumania is used by the Axis, Novorossiysk by the Soviets, and Odessa is used by both players at different times.

1.3a Boxes. No combat or barrage is ever allowed in these Boxes. Aircraft based here refit for free. These Boxes contain trace supply, however on-map units cannot draw SP or trace supply from them. The Air Unit range to an Air Entry Point is listed in each Box.

1.3b Air Entry Points (AEPs). Each AEP is associated with an Off-Map Box. Air Unit movement from the Off-Map Box to the appropriate AEP (or vice versa) requires the expenditure of the listed number of hexes.



1.3c Novorossiysk Box. The naval port of Novorossiysk is located one hex south of F59.01. During their Movement Phase, Soviet ground units can move between the Novorossiysk Box and

F58.00 or F59.01 by expending 1 MP, or by using Rail Cap to/from a Detrainable hex. No retreats and no entry/exit during the Reaction or Exploitation Phase are allowed. Units must stop movement when entering the Box. When leaving the Novorossiysk Box, units are fueled at no SP cost (as if by the "1T per unit" method). Contents of the Novorossiysk Box are kept hidden from the Axis player. The Novorossiysk Box has a nominal HQ for rebuilding Soviet units. Fighters in this Box do not project a Patrol Zone.

1.3d Constanta Box. This represents the Rumanian port of Constanta, which is located 85 hexes from the west map edge. It contains a nominal HQ for rebuilding Axis units. Units may move in/out of this Box only by air transport or the convoy route (see 1.6).

1.3e Odessa Box. The city of Odessa is located on the north shore of the Black Sea, 16 hexes from the map edge. It belongs to the Soviet player with its port and Air Base active until 22 Oct 1941 (see 3.6c). Soviet ground units may only leave Odessa by Sea Cap and may not travel there. Only the Air Base is active while under Axis control, from 26 Oct 1941 until 1 Apr 1944. Odessa does not contain a nominal HQ for rebuilding units for either player.

Note: A Soviet force was besieged in Odessa at the start of Scenario 1. Once the Axis broke through the Perekop defenses it was decided to evacuate these units to help defend Crimea. The Soviets heavily mined Odessa's harbor rendering it nearly unusable. Soviet forces liberated Odessa in April 1944, during which the city suffered additional heavy damage.

1.4 The Kerch Strait

1.4a Permanent Kerch Ferry Crossings. These are printed on the map from Taman (F48.08) to both Kerch (F45.10) and Kamysh Burun (F44.09). The following applies to both of these crossings:

- The ferries do not function when the Kerch Strait condition is Ice (1.4c).
- Each ferry allows the transport of two units per turn (2 in one direction or 1

in each direction), disregarding existing Port Cap. Units must be in Move Mode.

- Ferry usage does not count against Port Cap, but supply points may not exceed the receiving port capacity and may only be transported in ONE direction.
- Units and SP to be transported must start in a ferry terminus and may not move further after being transported. Transport Points can cross loaded.
- The ferries function for both sides and cannot be destroyed.
- Attacks or retreats are disallowed across ferries.
- A terminus in a negated EZOC functions normally but does not function in an unnegated EZOC.
- Should the ferry route (as drawn on the map) be in an EZOC, a die roll is made for each unit/SP being ferried. On 1-3 there is no effect, while a 4-6 causes the loss of one (1) step or 50% of the SP (including Transport Points) with losses being rounded down to the nearest T.
- A Soviet Front HQ may not move via ferry, but its Command Range does extend across it, with each hex on the ferry line counting as one hex of its Command Range.

1.4b Taman Rail Connection. The Ferry Crossing can be used to connect the railroad at Taman to the one at Kerch for trace supply purposes as long as the Strait is not Ice. This is unaffected by an EZOC on the ferry line hexes.

1.4c Ice. The striped pattern hexes of the Kerch Strait freeze and unfreeze slowly. It takes three consecutive turns with "Freeze" weather conditions to make the Strait "Ice." Once "Ice," it requires three consecutive Mud or Dry turns to make the Strait "normal" again. Thus, if the Weather rolls generate "Freeze" on 29 Nov, 1 Dec and 5 Dec, the "Ice" condition takes effect at the start of the Dec 8 turn, regardless of that turn's Weather. Stripe-pattern hexes have different terrain costs when "Ice." During "Ice" turns, Ports in striped-pattern hexes



function for Trace only (no shipping is allowed) and ignore the two impassible hexsides in hex F47.10.

1.5 The Sivash

The "Putrid Sea" is a large system of shallow lagoons some 1 meter deep over 3-5 meters of silt. Being very shallow, its waters heat up in the summer and smell awful. The Axis believed the Sivash to be impassable, but the Soviets were able to establish bridgeheads across it.

1.5a Soviet Sivash Movement. (1943-44) Each turn, up to 6 Soviet Infantry unit symbol type RE's may cross from one Sivash Coast hex to an adjacent Sivash Coast hex at a cost of "All." These must be Infantry units which have Leg MA on their Move Mode side. They may attack across such a hexside, but their Combat Strength is quartered; movement or attack across the Sivash counts against this 6 RE limit. Once across, units may not move or attack into a hex that is out of Trace supply. Note that the limit is per turn, not per Movement Segment.

1.5b (1943-44) Soviet Pontoon units may bridge the Sivash (see 1.8).

1.5c The Sivash is prohibited terrain for all Naval units.

1.6 Sevastopol-Constanta Convoy Route

(1943-44) This Convoy Route connects Sevastopol to the Constanta Box via hex F1.02. It is active during 1943-44. It only functions for the Axis player. The Convoy Route capacity is 2 RE each way and may only be used during the Axis Movement Phase. If Sevastopol is in an EZOC, the Convoy Route still operates if the EZOC is negated. Units (which must be in Move Mode) and SPs must start their movement in a terminus and require the entire phase to transit to the other end (they cannot move further in that phase). Transport Points can cross loaded. Attacks or Retreats via the Convoy Route are not allowed. The Axis player may not move any ground unit from Sevastopol to Constanta until a Soviet unit is adjacent to the port of Sevastopol (F10.04).

Convoy Interdiction. The Soviet player may interdict the Convoy Route by conducting an Interdiction mission against hex F4.01. Only Soviet Torpedo bombers (1.9h) may conduct this mission. Normal Trainbusting mission rules apply (*OCS 14.8a*) as well as Soviet Mission Hex Limits (3.2d). If the result contains an asterisk, the interdiction is successful and lasts until the next Axis Clean Up Phase. The effects of Convoy Interdiction are:



- Half of SP shipped are destroyed (round fractions up to the nearest 1T).
- Each combat unit shipped must roll a die. On a 1-2 it is destroyed. On a 3-6 it arrives successfully. Multi-step units roll for each step.

1.7 Kherson Rail Ferry

Kherson (F6.34) is connected across the Dnepr to an east bank hex via a Permanent Rail Ferry Crossing. It is not used when playing only on Map F other than making F7.34 a Detrainable hex. Refer to *The Third Winter* for rules concerning the Kherson Rail Ferry.

1.8 Pontoon Units

The Soviet player can use Pontoon units to facilitate river crossings. Pontoon units, whether DG or not, when oriented to Combat Mode have special bridging capabilities as follows.



Major & Minor Rivers. A Pontoon unit creates a "Pontoon Track Bridge" for friendly units across all adjacent Major and Minor River hexsides (as if a "track" is crossing the river). These Pontoon Track Bridges disappear if the Pontoon unit leaves the hex. This Pontoon Track Bridge connects the hex the Pontoon occupies to all other transportation lines in the bridged hexes (per *OCS 6.2a*). An optional marker is included in the game as a play aid.



Play Note: The Pontoon Track Bridge that is created makes the cost to enter the hex across the bridged river 1 MP in normal weather (and more during mud, etc., per the TEC). Note also that OCS 6.1d applies, so if a Track or Truck MA unit crosses the river into a swamp hex, it will need to use a road, track or rail when exiting that hex.

Volga-Class Rivers. The Dnepr River runs from F4.32 to F17.35. In the unlikely event that ground action takes place there, refer to the game-specific rules for *The Third Winter*.

Sivash. Beginning with the 1 March 1944 turn, a Soviet Pontoon unit may create a Pontoon Track Bridge to ONE adjacent Sivash Coast hex. The differences from the Pontoon Track Bridge process described above are that the Sivash requires the Pontoon unit to remain in place for 9 turns to emplace and it crosses only one hexside. The Pontoon Track Bridge becomes functional at the start of the 10th turn. Movement of the pontoon unit will cause a re-start of the process. Should one side of the bridge become enemy controlled, the process is halted but the turns invested are not lost – the count starts at this point once both sides become friendly again. Multiple Pontoon units do not speed emplacement. Both Sivash Coast hexes must be under Soviet control for the bridging to start/proceed.

1.9 Special Units

1.9a German Flak and Soviet AA Units.



Both sides deployed substantial anti-aircraft assets, particularly later in the war. These units add a Flak Die Roll Modifier (DRM) when in Combat Mode. Only one flak unit per hex may provide this DRM. These DRMs are printed on the counter: a battalion or regiment provides a +1 and a division a +2.

1.9b Rail Artillery. The Axis player has several rail artillery units. These act as normal artillery except for the following:

- They can only Barrage if oriented to Combat Mode.
- They may only move by rail and do so in Move Mode. This does not cost any Rail Cap. Follow the normal rules for rail movement except that the starting/ending hexes do not have to be Detrainable.
- Rail Artillery units are destroyed if forced to retreat.



1.9c Dora. (1941-42) The most massive gun ever built needs special rules, if for no other reason than they are fun. Everyone wants to fire Dora! Dora uses the Rail Artillery rules above and in addition....



- 1) Dora cannot move. *Note: Dora is present in Crimea for a short scenario, without enough time to reposition.*
- 2) Dora can only fire in the Combat Phase, never in Reaction or Exploitation. Dora cannot combine its barrage with other artillery units.
- 3) 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 step loss result occurs and a Hedgehog is in the target hex, reduce its level by that number. Hedgehogs can be eliminated by Dora. (Note: HR-7 doesn't apply to Dora!)

1.9d Special Soviet Assault Units.



(1943-44) Soviet assault engineer brigades were used to spearhead attacks on cities, forts, hedgehogs and across rivers. The printed Action Rating is only for attacks into/across a hex or hexside that includes these types of terrain. For any other purpose (attacking a hex without these terrain types, defending, attrition, etc.) the printed Action Rating is reduced by 1.

1.9e Artillery Divisions. (1943-44) The Soviets possess multi-step artillery and Rocket Artillery (Katyusha) divisions in some scenarios. Defense strength is the



current RE value, and Barrage Strength should be reduced in proportion to losses. This means a 78-factor, 3-RE unit with 1 loss has a Defense strength of 2 and a Barrage Strength of $78 \times 2/3 = 52$.

These artillery divisions may fire each RE independently, as if equal units of 1 RE were in the hex. Divide the Barrage Strength by the RE to get the strength per RE.

1.9f Breakdown Counters. The counter mix is intentionally limited. Soviet Guards Breakdown counters are not interchangeable with "regular"



Breakdown counters. Soviet Mountain divisions use Breakdown units of the same AR and Guards/regular type. Axis Jaeger units must use Breakdown counters of their same unit type.

1.9g Reserve Mode in Hedgehogs. Units in Hedgehogs within 2 hexes of the port hex of Sevastopol may be in Reserve Mode.

1.9h Torpedo Bombers. These units function as described in *OCS 18.3e*. In addition to barraging ships, Soviet Torpedo Bombers may conduct Interdiction missions against the Sevastopol-Constanta Ferry Route per 1.6. The German Torpedo Bomber may conduct an Interdiction mission against the NRP in hex F47.01, halving the Soviet Sea Cap any time an Interdiction marker is present in this hex.



1.10 Reinforcements

There are two types of reinforcements: those obtained from the player's Replacement Table and those listed on the player's Arrival Schedule.

1.10a Replacements. Each player rolls on his Replacements Table during his Reinforcement Phase.

Rebuild Restrictions. Pax and Eq units are not used. The handling of each player's ground unit rebuilds is as follows:

- **Flexible Axis Rebuilds.** Axis Replacements can be assumed to be in the hex with any HQ that is in trace supply.
- **Rigid Soviet Rebuilds.** Soviet Replacements can be assumed to be in the hex with a Front HQ when they are in play, otherwise they are in the Novorossiysk Box.

Replacement Table Results. Replacements are used as per *OCS 13.5* utilizing the Common Rebuild Table on page 12 of this booklet.

- **“Air”** One air replacement can rebuild a reduced on-map air unit back to full strength or rebuild one air unit at full strength from the Dead pile. They cannot be saved for future use.
- **“Eq (#)”** Receive an Eq. Eq have an Action Rating (AR) value indicated, requiring that a unit from the dead pile with that AR value or less be rebuilt. Eq cannot be used to rebuild aircraft. Eq cannot be saved for future use.
- **“Pax”** Receive this number of Pax which may be saved for later use.
- **“Alert”** Place one randomly chosen unit from the Alert pool (if available) with any Axis HQ.
- **“Special”** An un-modified roll of 11-12 provides a rebuild for a Regiment/Bde or Step of a multi-step division (Artillery, Mortar, Rocket/Werfer, Flak, AA).

1.10b Arrival Schedules. Each side has an Order of Appearance and Withdrawal, located on pages 15-18 of the Playbook.

Arrivals. Each entry indicates where the units appear.

Withdrawals. When a unit is called on to be “Withdrawn” by the arrival chart, it or a unit with identical values is immediately removed from play. The exceptions are HQs and the components of a multi-unit formation, each of which requires a specific unit be removed. Make withdrawals regardless of a unit’s current situation, even if in the Dead Pile. Fuel is not needed to exit the map (no actual movement is conducted), but internal stocks must be replenished (deducted

from the next Supply Table arrival before SP is placed on the map).

1.11 Random Events

Random events are used in all scenarios except for the “Mini” scenarios. Roll on the Random Events Table (located in the Playbook) each turn after determining the weather.

1.12 The Armies

Soviet units are:

- Red Army (tan)
- Guards (orange)
- Red Air Force (light orange)
- Guards Aircraft (orange-tan)

Axis units are:

- Wehrmacht (gray)
- Waffen-SS (black)
- Kriegsmarine (gray with purple at bottom)
- Luftwaffe (light blue)
- Rumanian (green)
- Ost (pale yellow)
- Slovakian (light green)
- Croatian (dark green)
- “German” collectively refers to Wehrmacht, Waffen SS, Kriegsmarine, and Luftwaffe units.

2.0 Axis Special Rules

2.1 Supply and Reinforcements

2.1a Axis Supply Sources. These depend on the shifting course of the war:

Novobogdanovka (F36.35) – Active from 1 Nov 1941 to 29 Sept 1943.

Tsyurupinsk (F7.34) – Active from 26 Sept 1941 until the “4th Ukrainian Front Arrival” per the Soviet OoA in Oct/Nov 1943. Ceases to be a supply source the turn this arrival is rolled.

Sevastopol (F10.04) – Active when controlled by the Axis player. When the Axis player controls Sevastopol, Black Sea ports can then be used as supply sources per 1.1d.

Taman (F48.08) – Active per 1.4b.

2.1b Axis Unit Arrivals. New or rebuilt air units appear Active at any Air Base in trace supply.

New ground units and SP:

1941-42. Appear at the 11th Army HQ location as long as it is in a German gauge Detrainable hex, or at a map-edge supply source. Up to 2T of the received SP may be placed in the Constanta Box.

1943-44. Appear in the Constanta Box.

Exceptions and special handling:

- Eq may only be used to rebuild German units. During 1941-42, Pax may be used to rebuild Rumanian or German units. During 1943-44, Pax may only be used to rebuild German units.
- Before 26 Oct 1943, Pax and Eq are assumed to appear at any Engineer-Capable (*OCS 13.8a*) Corps or Army HQ which is in Trace Supply. Eq & Air must be used immediately. Pax may be saved. Beginning 26 Oct 1943, rebuilds may only take place in the Constanta Box.
- SP are placed per the Supply Table notes. Placement requires no Rail Cap expenditure.
- Some random events provide a player additional SP to be placed as directed. This is in addition to SP received from the supply table.
- Alert units appear at any Axis HQ, even if surrounded.
- Breakout returns (*OCS 12.8e*) are placed at any Axis Engineer-Capable HQ in trace supply (*OCS 13.8a*).
- Note that reinforcements can entrain in an arrival hex that has a German gauge railroad (per *OCS 13.6b*).

2.2 Luftwaffe

2.2a Hip Shoots. All German air units may perform Hip Shoots during 1941-42. Only German Ju-87D units may perform Hip Shoots during 1943-44.

2.2b Luftflotte HQ. (1943-44) *Note: This rule only applies when playing*

Crimea with The Third Winter. The full rule is provided here for reference.



Each Axis Army Group on the Eastern Front had an associated Air Fleet. Luftflotte Krim operated in Crimea. It and its assigned air units are identifiable by the color stripe on the HQ and counters.

A Luftflotte HQ Marker has these qualities/limitations:

- It must be located at a village or city hex, or a friendly Air Base, a minimum of 10 hexes from an in-supply Soviet combat unit.
- The mission hex for Axis air units conducting Barrage, Fighter Sweep, and Interdiction missions cannot be further than 60 hexes away from a Luftflotte HQ Marker.
- A Luftflotte HQ Marker may be moved during the Movement Phase. It must be moved if a Soviet combat unit comes within 10 hexes. Just pick it up and place it at a friendly village, city or Air Base, 10 hexes or more from an in-supply Soviet combat unit. It may always remain or be placed in Sevastopol as long as that city is Axis-controlled. If no legal hex remains and the Port hex of Sevastopol becomes Soviet controlled, then remove the Krim Luftflotte from the game (and the bullet above still applies).
- If the hex occupied by the Luftflotte HQ Marker is attacked, it has no steps and contributes zero combat strength. It has no Flak DRM. If alone in the hex it is immediately displaced to any hex it can move to per above.

2.2c Air Drop Limits. No Axis combat unit may be air dropped. Air Dropping SP is allowed.

2.3 Axis HQ Capabilities



2.3a Army HQs. Army HQs represent a higher command level and have these special characteristics:

- A) They can only move by rail (counting as 1 RE against Rail Cap).

Follow normal rules for rail movement except the starting/ending hexes do not have to be Detrainable. *Note: at some points the German Rail Cap in Crimea is 2T. When this is the case, the Army HQ can move by using all Rail Cap for that turn.*

- B) They have a Throw range and function as any other HQ for supply, combat, Flak DRM and engineer functions.
- C) Army HQs participate in combat like normal HQs, except that they are destroyed if forced to retreat.
- D) If destroyed, they are rebuilt (at no cost) in the next Axis Reinforcement Phase, appearing in any friendly Detrainable hex that is not in an EZOC. Should no legal hex be available, the Army HQ is permanently eliminated, and all Axis units suffer a -1 AR penalty for the remainder of the game. *Note: This would most likely happen during a last stand at Sevastopol.*

2.4 Axis Miscellany

2.4a Axis Cooperation. Axis units of all nationalities may operate together in any way.

2.4b Alert Battalions. (1943-44) Alert units which don't start a scenario on the map are kept in an off-map pool. They may only appear via Replacement Table result. When destroyed, they are placed back in the pool for future selection. They are indicated by an alarm bell symbol.

2.4c Remnants. (1943-44) If a 16-4-3 infantry division (only these!) loses its last step in combat, not by Attrition or Breakout, it creates a remnant battalion two hexes away under these conditions:

- A remnant battalion is available (they are limited by the counter mix).
- The placement hex is further west than the destroyed division's hex and there is

a path free of EZOCs between these hexes (EZOCs can be negated).

- The remnant maintains the "marker & mode" status of its (destroyed) parent division.

In the Axis Reinforcement Phase, a remnant battalion that is stacked with a Corps or Army HQ can be removed in order to rebuild a 16-4-3 (with one step left) if a Pax is also spent. Removed or destroyed remnant battalions immediately become available for placement.

2.4d Kriegsmarine (KM) Units. (1943-44) May only operate within 3 hexes of an



all-sea hex. If forced to retreat, they must move at their earliest opportunity back within 3 hexes of the coast.

2.4e 22nd Infantry Division. (1941-42)

The Axis player may not have more than four AR-5 steps in play (this unit and breakdowns) at any given time. *Note: This unit, previously the 22nd Luftlande-Division, was intended for the invasion of Crete but replaced at the last minute. Thereafter it operated as extremely effective infantry due to its high-quality personnel.*

2.4f Sivash Fortifications. (1943-44) By



1944, the entrance to Crimea had prepared antitank ditches, mines and fire corridors represented by special fortification markers.

These defenses cannot move, only benefit the Axis player when attacked from the north and may not be improved upon. Axis units occupying these fortifications gain the benefits of a Level 2 hedgehog. Armor or Mech units are x1/2 when attacking these hexes. The terrain is classified as Very Close. Once occupied by a Russian unit, the counter is inverted, and it costs +2 MPs for all unit types to enter the hex for the remainder of the game. Rail cargo passing through an inverted counter uses double the normal Rail Cap.

2.4g Sevastopol Garrison Unit. (1943-44) The Sevastopol Garrison unit is a static 2-step unit which is also a Level-1



Hedgehog. It has 1 RE per step. This unit can never move, be transported, or retreat after combat. It is shown as “Attack-Capable” to give it a ZOC when not DG but is never allowed to attack because it is immobile. The counter only has one orientation, Combat Mode. Its inherent Hedgehog cannot be improved to Level-2.

All options must be taken as step losses when the Sevastopol Garrison unit is attacked. The Garrison must be the last Axis unit eliminated in the hex.

Units stacked with the Sevastopol Garrison unit may be in Reserve Mode.

3.0 Soviet Special Rules

3.1 Supply and Reinforcements

3.1a Soviet Supply Sources.

- F59.01 and F62.02 are permanent Soviet supply sources.
- **Any controlled port** per 1.1d.
- **Novobogdanovka (F36.35)** and **Velikiye Kopani (F10.31)** are activated with arrival of the 4th Ukrainian Front per OOA die roll in Oct/Nov 1943 when playing the “Cross of Iron” scenario or 26 Jan 1944 otherwise. When they become active, the rail line from F36.35 to Velikiye Kopani (F10.31) inclusive becomes Soviet gauge, even though it goes off the map around F31.35.

3.1b Soviet Unit Arrivals. Newly arriving or rebuilt air units appear active at any Air Base that is in trace supply. Ground unit reinforcements appear at:

- Temryuk (F55.09)
- Taman (F48.08)
- The Novorossiysk Box
- A Front HQ location (during 1943-44)

- At a specific Entry Hex, if listed on the Soviet Arrival Chart

Exceptions/special handling:

- During 1941-42, Rebuilds are assumed to be in the Novorossiysk Box, which has a nominal HQ for this purpose. During 1943-44, rebuilds are assumed to be present at any Front HQ location. Eq, Air and Special Rebuilds must be used immediately. Pax may be saved.
- Breakout returns (*OCS 12.8e*) are placed at any Soviet Engineer-Capable (*OCS 13.8a*) HQ in trace supply.
- Arriving SP are placed in any distribution the player wishes at:
 - ◊ Any Front HQ location (if in play).
 - ◊ The Novorossiysk Box.
- Some random events award a player additional SP to be placed as directed. These are in addition to amounts from the supply table.
- Soviet reinforcements may entrain in an arrival hex that has a Soviet gauge railroad (per *OCS 13.6b*).

3.2 Red Air Force

3.2a No Hip Shoots. Soviet air units cannot conduct Hip Shoot missions.

3.2b Soviet Air Evolution. Soviet air capabilities developed over the period of the game. During 1941-42, Soviet aircraft are restricted in that they can only do Fighter Sweep and Barrage missions at or within 20 hexes of their base. (Other mission types are not restricted.) There are also some phasing restrictions:

- From 26 Sept 41 until 1 May 42, Soviet aircraft may only function in the Soviet Movement Phase. During this period, they are unable to move or barrage in the Soviet Reaction or Exploitation Phases.
- On 1 May 42 Soviet aircraft can function in the Soviet Movement and Exploitation Phases. They still cannot use the Reaction Phase until 1943.
- Soviet Fighters conduct Interception normally.

3.2c Frontal Air Armies. In the 1943-44 scenarios, further changes have taken



place. Some of the Soviet air units are allocated to specific Air Armies, each of which are associated with a Front HQ (see 3.3). Colored stripes are used to identify these counters, matching the color stripe on the Front HQ.

Each Frontal Air Army has an Air Army HQ Marker, which must adhere to the following:

- An Air Army HQ may be moved during the Movement Phase. Just pick it up and place it in any land hex within its Front Boundary (3.3b) no closer than 5 hexes from an in-supply Axis combat unit.
- If the hex occupied by the marker is attacked, an Air Army HQ Marker has no steps and contributes zero combat strength. It has no Flak DRM. If Axis combat units enter its hex, it is immediately displaced to any hex it can move to per above.

3.2d Mission Hex Limits. During 1943-44 scenarios, apply the following range restrictions to Fighter Sweeps, Interdiction, or any type of Barrage missions:

- The mission hex for independent air units (no stripe) must be within 15 hexes of any Front HQ or Air Army HQ Marker.
- Air units with Frontal Air Army stripes (3.2c) may only count this distance from their own Front HQ/Air Army HQ Marker.

3.2e Air Operations.

- Air units from different Air Armies may not combine in the same mission. Independent air units may combine with any air units.
- Air units assigned to a Front which is in Regrouping Posture (3.3d) may not perform Fighter Sweeps or missions which are resolved on the Barrage Table, with missions resolved on the Barrage vs. Facility Table unaffected. Fighters still project a Patrol Zone and may Intercept.

3.2f Air Drop Limits. The Soviet player may not conduct Air Drops of units. Air Dropping SP is allowed.

3.3 Front HQs

Note: This rule generally applies should several Front HQ appear in a game. The full rule is here for reference, and the Coastal Front will have an important logistical role.

Front HQs are used to simulate the Red Army's command structure in 1943-44. For scenarios taking place during this period there is just one Coastal Front HQ (the 4th Ukrainian arrives for one scenario). Some of the wording of this rule anticipates combined games when multiple fronts are active. Front boundaries and a Front HQ's "Posture" (Offensive or Regrouping, per 3.3c and 3.3d) are very important. Scenario setups will indicate each starting Front Posture.

3.3a Front HQ Qualities. Regardless of Posture, a Front HQ has these qualities:

- A) Front HQs may only occupy a rail hex with an unbroken line of Soviet gauge rails back to a Soviet supply source.
- B) The hex a Front HQ occupies becomes a Detrainable Hex.
- C) A Front HQ Flak DRM is +2.
- D) A Front HQ cannot be destroyed. It is unaffected by DG or Trainbusting/ Interdiction. Should an enemy combat unit enter the hex containing a Front HQ, or should it no longer have a rail connection to a Soviet supply source, simply displace it five hexes or more to another hex it can occupy (per 3.3d below). Any supply in its hex is moved along with the Front HQ.
- E) Each Front HQ has a "Command Radius" which:
 - ◇ Extends 10 hexes in all directions.
 - ◇ Does not extend into hexes with enemy combat units, un-negated EZOC or hexes which a Truck MA unit could not enter during current weather conditions. It CAN be traced along a Ferry route printed on

the map (each hex of the ferry line drawn on the map counts as one hex of the Command Range) and across Kerch Strait hexes when "Ice." *Note that this Command Radius functions differently than a "Throw Range." The intent is that a Command Radius extends 10 hexes in all directions until it encounters the front line or impassible terrain.*

- ◇ Allows an Army HQ Assigned (see 3.3b) to a Front and within the Command Radius of its Front HQ to Draw (OCS 12.3a) from the Front HQ hex (trace included). Only HQ units can do this (though the Detrainable hex created by the Front HQ functions normally).
- ◇ There is no penalty for an Army HQ assigned to a Front being outside the Command Radius of its Front HQ other than not being able to Draw from the Front HQ's hex.

3.3b Front Boundaries. *Note: This rule does not apply in Crimea. It is provided for continuity with Third Winter but ignore it when playing Crimea as a stand-alone game. When the Soviet forces closed in on Sevastopol, the 4th Ukrainian Front took command of all units on the peninsula.*

- A) Boundaries between Fronts must be clearly delineated (not necessary if only one Front is on the map). During the Soviet Reinforcement Phase, place a boundary marker counter sprue (or some other thin straight marker) with one end at the front line to indicate which hexes are part of which Front. Be sure there are no ambiguous hexes. A boundary marker can be oriented in any direction, but the line it creates extends 10 hexes forward and 10 hexes behind the front lines. Once placed, this boundary is fixed until the player's next Reinforcement Phase.
- B) During the Reinforcement Phase, all Army HQs on the map must be Assigned to a specific Front. Any number of Army HQs may be re-assigned at this point, but the Assignment is fixed until the next

Reinforcement Phase. It is not necessary for the HQ to be within the Front boundary to which it is assigned if it is intended to move it there later in the Turn.

- C) A minimum number of Army HQs must always be assigned to and within the boundary of each Soviet Front. Each Front must also have a minimum set of units/ formations within throw range of an Assigned Army HQ located within the Front's Command Radius.
- D) Units are free to move across Front boundaries as long as the above minimums are maintained.
- E) Any supply located within the Command Radius of a Soviet Front HQ Marker may not be transported (by rail or transport point) outside the Front boundary. (Exception: A loaded Organic Truck can carry up to one SP if traveling with its formation.) An assigned HQ may not draw or throw supply across its Front Boundary marker. The mechanics of a unit "making its Trace" during the Supply Phase are unaffected and can be traced across Front Boundaries.

3.3c Offensive Posture. An eligible (see 3.3e) Front HQ may be changed into Offensive Posture (flip the counter) at the **start** of a Soviet Reinforcement Phase.

A Front HQ in Offensive Posture has these characteristics:

- A) It cannot move.
- B) Only Fronts in Offensive Posture may use Artillery Markers.

3.3d Regrouping Posture. A Front HQ can be changed into Regrouping Posture (flip the counter) at the **end** of a Soviet

Reinforcement Phase. A Front HQ in Regrouping Posture has these characteristics:

- A) It may move.
 - ◇ It may only move by rail and must end movement in a valid hex (per 3.3a). The cost is 5 RE of Rail Cap (adjust normally for multi-track lines



and Trainbusting). Any supply in the hex may be transported along with the Front HQ at no additional cost. *Note: The Soviets never have 5 RE of Rail Cap in the game. A Front HQ can move by using all Soviet Rail Cap for the turn, from either the Taman or Crimea Rail Cap as appropriate. It cannot cross the Kerch Strait by either Ice or the Kerch Ferry.*

- ◇ It cannot end its movement within 20 hexes of another Front HQ or within 5 hexes of an in-trace Axis Combat Unit.
- B) Units which are within a Front's Boundary and can also receive trace supply from an assigned Army HQ located within the Command Radius of the Front HQ have these attributes/limitations:
 - ◇ They add 1 to the lead unit's printed AR when defending.
 - ◇ They do not have to pay for defensive combat supply.
 - ◇ They may not conduct Artillery Barrages. Should the Axis player attack units which meet these conditions, conduct a barrage on each attacking stack using the 12-16 column on the Barrage Table with no shifts prior to combat. There is no supply cost for these barrages, nor do any artillery units need to be in range. This applies to overruns and to attacks in the Combat Phase. This barrage takes place after step 2 of the Combat Sequence (*OCS 9.2*).
 - ◇ They subtract 2 from the lead unit's printed AR if they conduct an attack.
 - ◇ Are subject to a 2 SP limit on attack supply per turn per Front HQ.
 - ◇ Units which do not meet the conditions listed in B above do not receive these benefits/penalties.
- C) It cannot use an Artillery Barrage Marker.

3.3e Change Limits. Use the Soviet Off Map Display provided to keep a record of

the turn a Front HQ changes to Offensive Posture, as each must adhere to the following:

- A Front HQ must remain in Offensive Posture for a minimum of three turns. It may switch to Regrouping Posture after three turns and must do so after nine turns.
- A Front HQ must remain in Regrouping Posture for a minimum of three turns with no maximum. After three turns, a change to Offensive Posture can be made per 3.3c.
- Random Events may change these limits in some cases.
- Soviet Front status is not hidden from the Axis player.

Play Note: The effects given to units defending in Regrouping Posture will severely limit Axis attack possibilities in these areas. However, "Regrouping" does not mean a Front's units are "Inert"—they are capable of limited operations and considerable movement.

3.4 Artillery Barrage Markers

Each Soviet Front has an Artillery Barrage Marker available when in Offensive Posture. Each scenario will list which are "Ready" and "Not Ready" at game start.

3.4a Ready. A "Ready" Artillery Barrage Marker can be spent during any Soviet Air & Ship Barrage Segment by placing it on the map. The effects and restrictions are:

- The Front HQ must be in Offensive Posture and the placement hex must be both adjacent to a Soviet combat unit and within the Throw range of an HQ which is both Assigned to and within the Command Range of that Front.
- During the Air & Ship Barrage Segment, Soviet artillery units which are a) in Combat Mode, and b) in the same or contiguous hexes, may barrage the placement hex and any two

adjacent hexes. These barrages are 'free' (no supply cost).

- Units which conduct such a barrage are free to fire in the Barrage Segment of the same turn, paying normal supply costs.

3.4b Not Ready. After conducting the free barrages (above) flip the marker and



put it 9 turns ahead on the Player Aid Card (or use the turn track). The marker is "Ready" in the Soviet Reinforcement Phase of that turn (some Random events may shift the marker's position).

Design Note: This rule reflects the stockpiling of munitions prior to major Soviet offensives and the barrages that preceded them. These barrages take place in the "Air & Ship Barrage Segment" to allow the Axis player some ability to use Reserves.

3.5 Soviet Naval Operations

3.5a Amphibious Landings. Amphibious Landings of combat units require a certain number of preparatory turns. It requires 3



turns to prepare an amphibious landing that uses only Marine (Naval Infantry) units. It takes 5

turns if any non-Marine units are included. During this period, the units/SP and sufficient Naval Transport to carry them must be in the Novorossiysk Box. Designating a specific landing hex is not required. Amphibious Landings need not occur on the turn the marker is available; they can remain ready indefinitely. Units making Amphibious Landings are in trace supply on the turn they are landed.

Naval transport of units or SP which unload using a Port's capacity or within 2 hexes of a Beachhead Marker do not require preparation.

3.5b Beachhead Marker. During 1943-44 the Soviet player has one Beachhead Marker with these properties:



- It may be placed in a friendly coast hex within 10 hexes of the Coastal Front HQ during the Reinforcement Phase.

- As long as the Beachhead Marker is within 10 hexes of the Coastal Front HQ, it is a Soviet 1 SP port with the same qualities as an LST port (see *OCS 18.4f*).
- Soviet Naval Transports may land units or SP at a friendly coastal hex within 2 hexes of the Beachhead Marker (including into an EZOC). This does not require planning (3.5a) but does require an ALT Roll.
- Units may Draw SP from the Beachhead Marker as if they were drawing from the Front HQ's hex. However, units which draw SP in this way must consume double the SP required (e.g., fueling a tank battalion would require 2T, not 1T).
- The Soviet player may remove the Beachhead marker at any time. If the hex containing the Beachhead Marker is captured, the marker can displace to another legal hex or be removed at the Soviet player's option.
- Once removed, place the Beachhead marker 9 turns ahead on the record track, at which point it will be available again.
- If positioned in the Sea of Azov or a Kerch Striped hex when the Kerch Strait is Ice, the only impact on the above is that cargo cannot be shipped to it.

Note: The Soviets maintained an army-sized force near Kerch from Nov 1943 to April 1944 without use of a normal OCS port.

3.5c Soviet Ships.



The Soviet BB, CL and Black Sea ships may not enter the Sea of Azov in this game. *Note: The Sea of Azov is shallow and unsuited for "deep water" naval operations.*

Soviet ships can enter and end their move in friendly ports. They may enter coastal hexes adjacent to a port to do so, but not stop there. When in port, add 1 to the unit's protection and do not double the Barrage Strength of attacking air units (*OCS 18.3c*).

Note: The Soviets found that their ships were much more vulnerable to the Luftwaffe when at sea than in port. At Sevastopol they were integrated into a very effective artillery fire control system. During 1942 the Luftwaffe improved its anti-ship operations (deploying KG 26 and using Italian motor torpedo boats), forcing the Soviets to pull their navy back to Poti (near Turkey) except for periodic raids or amphibious landing support.

3.5d Naval Release Points (NRPs).

These are "AEPs for ships." NRPs function only for the Soviet player and connect to the Novorossiysk Off-Map Box. It costs no movement points for a ship to transfer to or from either NRP. A naval unit can only move in one direction in a given phase (into the Novorossiysk Box or out of it). Ships may not move directly from one NRP to the other.



3.5e Soviet Naval Transports.

These function as Landing Craft as follows:



- Naval Transports move at normal ship speed (20 hexes) and have flak values as marked.
- They may carry and unload units and SP either at a port or by the ALT table. SP loaded on a Naval Transport is NOT available for use by units even in the same hex.
- **1941-42:** Naval Transports are limited to transporting units that have Leg MA on their Move Mode side and SP. They are placed in the Dead Pile immediately after landing units/SP via the ALT table. They cannot be rebuilt.
- **1943-44:** They may transport units with Leg or Truck MA as well as SP. Immediately after landing units/SP via the ALT table or if destroyed in combat they are automatically rebuilt in the Novorossiysk Box 9 turns later.

Note: Soviet Naval Transports were a wide variety of craft pressed into service to carry units and supplies. They were nothing like Normandy-style Landing Craft.

3.5f Coastal Hexes.

All ships may enter coastal hexes in order to:

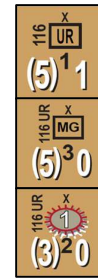
- Enter/leave a port.
- Traverse the Kerch Strait.
- Travel past F15.01.
- Travel past F1.17/F1.18.

Use the route that requires ships to enter the fewest possible coastal hexes. Ships cannot enter hexes containing enemy ground combat units except F15.01, F1.17 and F1.18 (when they are actually sailing around the land).

3.6 Soviet Miscellany

3.6a Soviet Artillery. During 1941-42, all Soviet artillery units making a single Barrage must be stacked in the same hex.

3.6b UR Brigades. (1941-42) The Soviet 82 UR Brigade has full engineering capability.



(1943-44) Any turn when a UR Brigade is within a Regrouping Front boundary, does not move, and can receive Trace Supply from an HQ assigned to that Regrouping Front, its associated MG Brigade and Field Engineer Brigade may be placed in the same hex.

The Field Engineer unit is also a Level-1 Hedgehog. These two units are eliminated if the UR Brigade either moves for any reason (including retreat), or if it is within an Offensive Front boundary. Units attacking such a UR Brigade stack suffer the Regrouping Front benefits plus the fortification benefits. A UR Brigade stack can benefit from Hedgehogs in their hex, but the combined effect of the Hog and Field Engineer Brigade cannot be greater than Level-2. A UR Brigade eliminated in combat must be rebuilt normally, but its associated MG and Field Engineer units are always available with no rebuild cost during the next Soviet turn the UR Brigade is eligible for this placement.

Note: The use of UR brigades in their true role has been abstracted. Backed by numerous defensive Front assets, this is a better attempt to reflect their true capabilities later in the war.

3.6c Odessa. (1941) In certain scenarios the Soviet player will start with designated units in the Odessa Holding Box. These

units are activated and available for transfer to the map on the turn any Axis ground unit moves south of the xx21 hex row. Sea Cap must be used to transport them to any viable port or the Novorossiysk Box. The Reserve Marker that starts in the Odessa Box is available to the Soviet player the turn after the Maritime Op Group HQ is moved out of the Odessa Box. Once activated, the Soviet player has four player turns to withdraw units from the Odessa Box. After the fourth turn, any remaining units in the Box are placed in the Dead Pile. The turn after the Odessa Box is empty it changes control to the Axis player.

3.6d Soviet Rail Cap. The Soviet player has two separate Rail Caps, one for Crimea/Ukraine and one for the Taman Peninsula. These may not be combined in any way. The Crimea Rail Cap requires Soviet control of a network containing two or more Detrainable hexes, connected by a rail line, at least one of which is a Port of at least 1 SP capacity or a map-edge supply source. The boundaries of the different Rail Caps are shown on the map with a “Green Barbells” symbol in F48.08.

4.0 Optional Rules

4.1 Combining *Crimea* with other OCS games

Case Blue. The *Crimea* map is an updated version of *Case Blue* map F, with the hex grid shifted 7 hex columns to include the Taman Peninsula. You can use the map from *Crimea* if you prefer but will need to transpose any hex references.

You can combine *Crimea* Scenario 1 with CB Scenario 7.2 using these steps:

- Set up CB Scenario 7.2 normally, except do not place any of the units that start on Map F on or south of Fxx.25 (CB Map F)/Fxx.26 (Crimea Map F).
- Use the *Crimea* Scenario 1 setup for Soviet ground units, Air Bases and Hedgehogs and German ground units (except do not use the 11th Army HQ).

Place the German gauge railroad in Crimea F10.31/CB F17.31.

- Players deploy air units from the *Case Blue* Scenario but may only move units equal to the number listed in *Crimea* Scenario 1 (the Axis uses the three Bf.109 air units available).
- Start play with the 26 Sept 1941 turn. Only units from the *Crimea* Scenario may move. All other units are frozen until the 1 Oct 1941 turn, when the Axis automatically wins the Initiative die roll and all units are released.
- During Sept 1941, available air units may only perform missions where the mission hex is in Crimea. The Soviet player uses the *Crimea* Rail Cap. Each side uses the *Crimea* Supply and Replacement Tables on 29 Sept. Reserve Marker use is limited to the *Crimea* Scenario 1 limit.
- Starting 1 Oct 1941, use the *Case Blue* Rules, OOA, Supply and Replacement Tables, and Victory Conditions, except the Soviets use the Odessa box per *Crimea* 3.6c and NRPs instantly transfer Soviet ships to/from any Black Sea port on CB Map J. Use the 1 Oct Soviet movement restrictions.

The Third Winter. Combining *Crimea* with *The Third Winter* eliminates the “edge of the map” effect south of the 4th Ukrainian Front. Place the Crimea map beneath *Third Winter* Map D.

When conducting rail movement between the *Crimea* map and *Third Winter*, use the Rail Cap of the destination map set.

German Player:

17th Army (1943-44). ALL Axis units beginning in the Crimea or Taman Peninsula must remain on Map F and south of F16.26 and F27.23 inclusive (unless affected by a game-specific rule). All allocated reinforcements and replacements must remain in Crimea (or be shipped there from Constanta). Sevastopol is an Axis Supply Source as long as it is Axis occupied. The Odessa Box is not in use.

Three divisions (73, 111, 336) marked as arriving in Crimea are withdrawals from TTW. These transfers are

mandatory. Movement costs to the Crimea are free. If Crimea is isolated, then 1 step per turn from the 3 divisions arrives at Sevastopol.

Should Russian forces move within 15 hexes of Sevastopol (F10.04), the German player may attempt evacuation. Two REs a turn may be evacuated to Odessa if German controlled. Roll 1d6 for each unit/RE: on a 1-4 the evacuation is successful, on a 5-6 the unit(s)/REs are lost. Only units that are Leg MA in Combat Mode may be evacuated.

Other than this evacuation, neither Odessa nor Kherson function as ports for cargo and Crimea Sea Cap cannot be used on the Third Winter Maps. Both function as trace supply sources. Kherson ceases to be a trace supply source if enemy units occupy any hex on the north bank (D9.03 to D13.03) AND any hex on the south bank (D9.02 to D14.02 or D10.01 to D14.01). Any of the hexes are sufficient; the enemy units could be several hexes apart.

Special event rules will also allow the movement of troops in and out of Crimea.

Use the Axis Krim Luftflotte Marker. Make separate weather rolls for the Crimea map. If flight is Limited on one but Normal on the other, it affects air units both at their Air Base and mission hex.

Soviet Player. There will be five Front HQs instead of four. The Coastal Front HQ posture (Offense/Regrouping) is independent of the Fronts in *The Third Winter*, but minimum/maximum turns in that Posture must be followed. Turns that the Coastal Front is Regrouping may be played as simulcast turns if agreeable to both players. When playing with *The Third Winter*, the Coastal Front minimums are one Army HQ and one RE of artillery. The big Soviet unit withdrawal of the 4th Ukrainian Front units on 1 Apr 1944 still takes place, as these units refit before their Crimean offensive.

The 26 Jan 44 Crimea setup indicates five Soviet units/stacks which shift their positions from *The Third Winter* setup.

The 4-4-6 Gd Tank Bn (6) appears in the 26 Sept 43 setup for both games. Pick one (the unit moved around a lot).

The 8 Apr 44 scenarios for both games are not designed to be played together, but if you wish to, two other Soviet units appear in the setup/OOA for both games: the (5)-1-1 AA Div (76) and the SU Bn (1449) (a 2-2-6 in *Crimea* and an upgraded 3-3-6 in *Third Winter*). Both units are difficult to pin down in historical sources. You will need to choose one map set for each of them.

Victory Conditions. Use the victory conditions from *The Third Winter* but add Soviet capture of both Sevastopol hexes as +2 VP.

4.2 Series Optional Rules

We recommend use of Proportional Loss (*OCS 21.2*) during play. Supply Caches (*OCS 21.10*) are not used in this game.

Errata Counters

Hungarian Rhapsody:

The Fusilier Regiment of the Axis FHH (Feldherrnhalle) PG Division had a misprinted unit identification (just the umlaut appeared). Corrected counter provided.

Smolensk:

Two German infantry divisions have the wrong Move Mode values. The 35th should be a 10-4-5, the 78th a 10-5-6.

Sicily II:

The missing MC.202 is now provided.

Korea II:

The Move Mode values of four of the UN counters have been corrected.

The Blitzkrieg Legend:

The Dutch 5th Cavalry Battalion had an incorrect AR in Move Mode.

Common Rebuild Table

Units that cost 1 Pax:

- "Infantry type" Bn (Inf, Pio, Sec, Construction, Kor, Mountain, Cavalry, Engineer, Ld)
- Wagon Point
- Pontoon Bde
- Rail Engineer Rgt.

Units that cost 2 Pax:

- "Infantry type" Regiment, KG, Brigade or Step of a multi-step division (UR, Infantry, Mountain, Cavalry, Jg, Motorized Infantry, Motorized Cavalry, Police, Marine, Naval Infantry)
- HQ with Leg MA

Units that cost 1 Eq:

- "Equipment type" Battalion (Artillery, Mortar, Rocket/ Werfer, Flak, AA, Armor, Recon, Motorcycle, Assault Gun/Stug, SU, Anti-tank/PJ)
- Some specific Regiment/Bde/ KG (Motorcycle, Armor, Armored Recon, Anti-tank, Light Tanks)
- Truck Point

Units that cost 1 Eq and 1 Pax:

- PG (Armored Infantry) step
- HQ with Truck MA

Units that return to a Pool:

- Axis Alert units (arrive by Repl Table roll)
- Soviet Partisan units (arrive by random event)

Units that require a "Special" result from a Repl Table roll:

- "Equipment type" Regiment/ Bde or Step of a multi-step division (Artillery, Mortar, Rocket/Werfer, Flak, AA)

Units that are No-Rebuild (marked with a yellow circle):

- Ski units
- Rail artillery
- Siege artillery
- Assault Engineers
- Unique Armor units (Flammpanzer, French tanks, Fkl)

Crimea Contents.

A complete game should contain:

- OCS Rulebook (version 4.3)
- *Crimea* Game-Specific Rulebook
- *Crimea* Game-Specific Playbook
- OCS v4.3 Charts and Tables
- One Game Map (22x34)
- Two Game Specific Countersheets and one v4.3 Marker Countersheet
- 6 Display Cards (Axis Charts & Tables, Axis Player Display, Soviet Charts & Tables, two Soviet Player Displays, Terrain Effects Chart)
- Box and Dice

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To contact the developer, email:

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