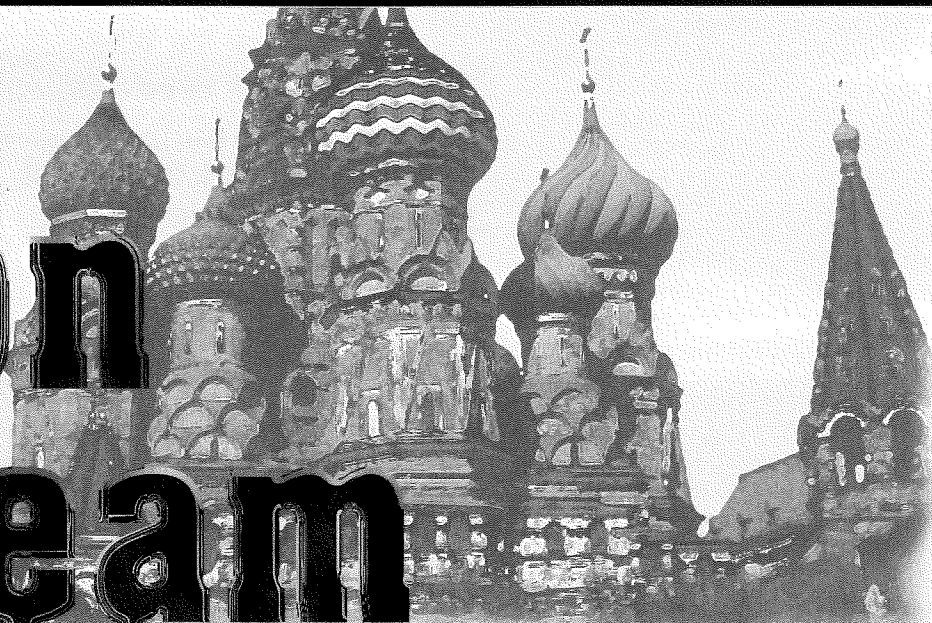


COMMAND

GAME SUPPLEMENT

The Iron Dream



Also Inside

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If this is your first XTR game read this box first.

If this is your first XTR wargame, read this box first. Don't try to memorize these rules! No one does that. Wargame rules are written to create game systems that simulate the realities of military command as much as possible. As you play the game, you'll find things move along according to a real-world kind of rhythm. After a few turns, that rhythm will become second-nature, and you won't need to refer to the rules as often.

Read the rules through in their entirety at least once before you punch out the playing pieces. During play, look up specific rules when you need to, and use a pen or highlighter to make notes and reminders to yourself at places that give you trouble.

The rules are numbered to help you find the ones you need. The first number indicates the major rules section. The number to the right of the decimal point indicates specific rules within each major section. For example, section 2.0 deals generally with the uses of the various components that make up a complete game, and rule 2.8 within that section explains specifically the meanings of the various abbreviations printed on the unit counters.

The bold-type headings are there to help you locate major topics more quickly. The boxed "Notes" distributed throughout the text give examples of play or explain the rationales behind various rules. In your first reading, skip those labeled "Old Hands Notes."

This is a wargame of low-to-intermediate complexity. That means you can learn to play it on your own, even if you and your opponent are completely new to the hobby. Like starting anything new, though, the best way to get into wargaming is have an old hand help you. If an experienced gamer is available to instruct you, use him.

During your first few matches of the game, skip the rules and sections marked with this symbol: Ω. That way you won't get the full competitive or historical experience of playing with all the rules, but you will become accustomed to the rhythm and flow, and that will make playing later with all the rules easier.

Most of all, remember — the main reason to play these games is to have fun. If there's some rule or section you're not sure you completely understand, don't let it throw you. Talk it over with your opponent and play it according to your best understanding at the time. Later on, after your gaming experience has increased and new understandings come to you, you can look back on those earlier matches and have entertaining and manly exchanges like this: "Hey! Remember that last game where you beat me?! Well, that wouldn't've happened if we'd been doing those attacks the right way!" And, "Oh, yeah?! Well, sit down here and I'll clean yer clock again!"

Credits

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Map: Larry Hoffman

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1.0 Introduction

1.1 In General

Iron Dream: The War in Russia, 1941-42 (ID for short) is a two-player, low-to-intermediate complexity, strategic-level simulation of the decisive phase of World War II's eastern front. The "German player" is primarily on the offensive, attempting to win the game by capturing key areas of the western Soviet Union. The "Soviet player" is primarily on the defensive, but must also be prepared to take advantage of any opportunities for counterattack, lest he risk defeat by allowing a too deep advance by the invaders, which can bring on communist political, morale and economic collapse. Game play encompasses the historic period that began with the Germans' launching of "Operation Typhoon," their final bid to try to capture Moscow in October 1941, and ends in late November 1942, when the Soviets succeeded in cutting off German 6th Army at Stalingrad.

1.2 Game Scales

Each hexagon on the map represents approximately 20 miles from side to opposite side. The Axis-satellite and Soviet units of maneuver are primarily armies, though there are also some corps-sized Red Army "specialist" units included in the mix. All German units are corps. Air power is represented abstractly as an unspecified amount of ground support sorties sufficient to affect engagements of this size. Each full game turn represents half a month.

1.3 Halving

The general rule is whenever any number is to be halved, all remainders are rounded down. Thus, for example, half of three is one; half of two is one, and half of one is

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zero. There is an exception to that last, however, in that if it's a combat factor being halved, either attack or defense factor, half of one is one provided only one unit is being halved. That is, no single unit's combat factor is ever reduced below one for any reason(s). But if there were two or more units in the same battle and both were to be halved, then all the involved units' combat factors are first added together, and then only one division and rounding is made (also see 12.9 and 12.12).

2.0 Game Components

2.1 In General

The components to a complete game of ID include these rules, the 34x22" mapsheet and 156 die-cut counters (also referred to as "units" and "unit counters"). The other 20 units on the counter sheet are add-on pieces for *Warmaster Chess 2000*, which was published in an earlier issue of this magazine. Players must provide themselves with a standard (six-sided) die to resolve combat and other probabilistic game events.

Beginners Note. The die has nothing to do with moving units; it's used to resolve the uncertainties inherent in even the best-planned battles (see section 13.0).

2.2 The Game Map

The game map represents the militarily significant terrain found in the central-west portion of the Soviet Union in 1941-42. A hexagonal ("hex") grid is printed over the map surface to regulate the placement and movement of units across it, much like in Chess and Checkers. A unit is considered to be in only one hex at one time.

Each hex contains natural and/or manmade terrain features that can affect the movement of units and combat between units. The various terrains and water features on the map have had their exact, real-world configurations altered slightly in order to coincide with the hex grid; but the relationships among the terrains and water bodies from hex to hex are accurate to the degree necessary to present players with the same space/time dilemmas faced by their historic counterparts in the real campaign.

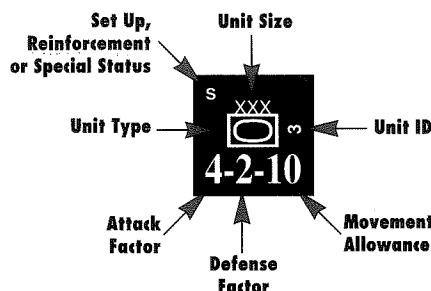
Note also that every hex on the map has a unique, four-digit identification number printed within it. They're provided to help you find exact locations more quickly, and to allow you to record unit positions if a match has to be taken down before it can be completed. For example, Leningrad is in hex 1601; Rostov is in 2143.

2.3 Counters

There are 156 unit-counters in the game, most of which represent combat formations; but a few others are also provided as informational markers and memory aids. After reading through these rules at least one time, carefully punch out the counters. Trimming off the "dog ears" from their corners with a fingernail clipper will facilitate easier handling and stacking during play and also enhances their appearance.

Each combat unit counter displays several pieces of information: nationality (and therefore the "side" each unit is on), specific historical identification, unit type and size, combat and step strengths, movement allowance, and reinforcement or other special status.

2.4 Sample Combat Unit



2.5 Nationality

A unit's nationality, and therefore the side it's on, is shown by its color scheme.

The German Side

German army units: white on black

Axis satellite-ally units: black on green

The Soviet Side

Red Army regular units: white on red

Red Army specialist units: red on white

2.6 Historical Identification

All units are identified by numbers, or by abbreviations, of their historic designations or names. The abbreviations are as follows:

- G - Guards
- H - Hungarian
- I - Italian
- LCFC - Leningrad Counter-Fire Corps
- LPMA - Leningrad People's Militia Army
- OBG - Oranienbaum Bridgehead Group
- P - Partisan
- PM - People's Militia
- R - Romanian
- SR - Stavka Reserve

2.7 Unit Sizes

Units' historical organizational sizes are shown by the following symbols:

XXXX - Army

XXX - Corps

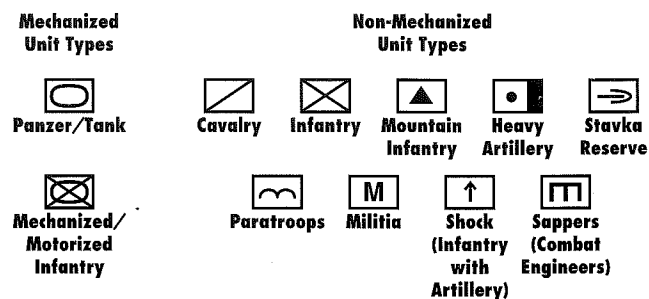
A bracket atop a size-symbol means that unit was an ad hoc or temporary formation.

2.8 Unit Types

All ground combat units belong to one of two basic categories: Mechanized ("Mech") or Non-Mechanized ("Non-Mech"). Mechanized units are those whose primary means of moving across the battlefield is by wheeled and/or tracked vehicles. Non-Mechanized units are those whose primary means of locomotion is provided by legs, human

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and animal. This distinction is important in movement, combat and replacement considerations.



2.9 Combat Factors

These attack and defense factors are the measures of a unit's ability to conduct those types of combat operations. Their uses are explained in section 13.0.

2.10 Movement Factor

This number is a measure of a unit's ability to move across the hex grid printed over the map. Units pay varied movement costs to enter different hexes, depending on the terrain in them, along the hexsides around them, and the moving unit's type (see section 10.0).

2.11 Step Strength

All ground units in the game have one or two "strength steps" (or simply "steps"). That's an arbitrary term used to express the ability of a unit to absorb a certain amount of combat losses before ceasing to be an effective formation ("robustness" in current US Army jargon). Those units with printing on only one side of their counter are "one-step" units; those with printing on both sides are "two-step" units.

When units of these sizes are eliminated in play, it doesn't mean every individual within them has been killed. It means enough casualties and equipment losses have been suffered to render them useless for further operations. If a two-step unit takes a one-step loss, it's flipped over so its reduced side (the one with lower combat values) shows. If a one-step unit (or a two-stepper that's already been "reduced") takes a step loss, it's removed from the map ("eliminated") and placed in the "dead pile."

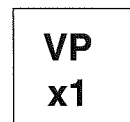
2.12 Reinforcements

Units that enter play after the game has begun, rather than starting play already set up on the map, are called "reinforcements." Reinforcements can be distinguished from starting units by the fact they (the reinforcement units) have only a one- or two-digit number printed in their upper-left corners, which refer to their game turns of entry into play (see section 9.0). Starting units have four-digit numbers or single letters printed in their upper-left corners, which correspond to their starting locations on the map.

2.13 Other Counters

The uses of these other counters are explained at appropriate points throughout the rest of the rules.

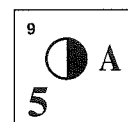
Beginners Note. Set aside the units above marked with an omega (Ω), you won't use any of them in your play.



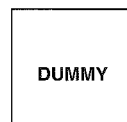
German Victory Points (4.0)



Game Turn & Couplet Indicator (5.0)



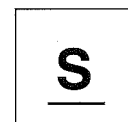
Ω Soviet Supply Concentration (8.1ff)



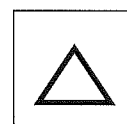
Ω Soviet Supply Dummy (8.1ff)



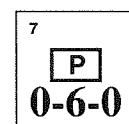
Ω German Aerial Supply (8.5 & 8.6)



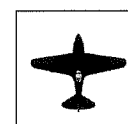
Ω Inclement Weather Indicators (11.0)



Ω Fieldworks (12.24)



Ω Partisans (9.9)



Ω Ground Support Aircraft (12.13)

2.14 Magnetic North & Game North

Notice there are two compass roses on the map. For play purposes, the one identified as "Game North" is the important one. That is, for example, the "west" side of the map runs from hex 1000 to hex 1044; judge the other cardinal directions accordingly.

3.0 Set Up & Hex Control

3.1 In General

Players should first decide which side each will command. After that they should each take their own side's units and sort them onto and around the map according to the instructions given below for the scenario they've chosen to play, the campaign game or the 1942 scenario. The campaign scenario begins with Game Turn 1 (I Oct 1941), and can last until the end of Game Turn 28 (II Nov 1942). The 1942 scenario begins only at Game Turn 18 (II Jun 1942), but can end just like the campaign game, going until Game Turn 28.

3.2 Soviet Campaign Game Set Up

The set up data printed in the upper-left corners of the units pertains to the campaign game. That is, those Soviet units with a four-digit number printed in their upper-left corners start the campaign game set up in those exact hexes. For example, the OBG *ad hoc* infantry corps starts in hex 1500. Those units with a one- or two-digit number printed in their upper-left corners enter play as reinforcements on or after the turn indicated by that number. For example, the 1st Engineer Army enters play on or after Game Turn 6 (Dec II 1941). Sort reinforcement units into the appropriate boxes of the Game Turn Record Track printed on the mapsheet.

Those units with a capital letter "D" printed in their upper-left corners start play in the Soviet deadpile, somewhere off to the side of the mapsheet within easy reach.

Those units with an asterisk (*) in their upper-left corners start play off the map and enter play according to special instructions provided for them (see 9.8ff).

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Those units with "M6" in their upper-left corners may begin play in any hex(es) within six hexes of any Moscow hexes, according to the Soviet player's choice. When counting "six hexes," don't count the relevant Moscow hex; do count the final hex. For instance, 1816 is "six hexes away" from Moscow hexes 2416 and 2417.

Exact set up procedure for this scenario is as follows: the Soviet player should first set up all his units other than the M6 units; then the German player completes his set up; then the Soviet players places his M6 units.

3.3 German Campaign Game Set Up

German starting units for the campaign game are all those with an "N," "S" or "C" printed in their upper-left corners. The relatively few German-side reinforcements have one- or two-digit numbers, corresponding to their earliest possible game turn of entry, and should be sorted onto the Game Turn Record Track printed on the mapsheet, just like their Soviet counterparts.

All starting German units begin play set up in hexes generally to the west of the start-line printed on the map. They may begin play set up in Soviet zones of control (see section 7.0). Note, though, the area west of the starting front line on the map is further divided into three army group zones, for Army Groups North, Center and South. Accordingly, all German units with an "N" printed in their upper-left corners may be set up anywhere within the map zone indicated for Army Group North units; units with a "C" are Army Group Center, and units with an "S" are Army Group South.

The fact units start deployed according to their historic army group assignments for 1 October 1941 doesn't mean the German has to keep them that way once play begins. He may, as he chooses, maneuver his units back and forth across the army group boundaries starting with his very first play-turn.

The weather for the first couplet of Game Turn 1 is always "D" (see section 11.0).

3.4 Campaign Game Starting Step Strengths

In the campaign game all German starting units begin play set up at full strength; but that's not true for the 1942 scenario (see below).

In the campaign game all but three Soviet starting units begin play set up at full strength. The three Soviet armies that begin play of the campaign game at reduced strength are: 4th (1803), 8th (1801) and 54th (1802). For the starting 1942 scenario step strengths, see 3.5 below.

3.5 The 1942 Scenario Set Up

This shorter scenario begins with the German player-turn of the second couplet of Game Turn 18 (Jun II '42), with that player required to use the fight/move sequence for that first turn. He must also reduce a total of 10 of his infantry corps and four of his panzers. One of the reduced infantry corps must be 49th Mountain. No German or Axis-satellite units are in the deadpile. Place German fieldworks counters in 1701 and 1815.

The German sets up generally to the west of the Soviet front line after that player has finished deploying the Red Army according to the instructions below. All German and satellite units that would normally have entered play prior to Game Turn 18 of the campaign scenario are available for set up; similarly, all reinforcements make their normal appearances once play is begun. German-side units may not be set up in any of the following hexes: 1804, 1705, 2015, 1917, 1921, 1926, 1830, 1832, 1835, 2038, 2040 or 2042.

Note that the historic army group assignments from the campaign scenario don't apply here; the German player may set up his German-nationality units anywhere to the west of the Soviet start-line (but see 10.21 for restrictions on Axis-satellite units).

Soviet Deadpile: 1st Engineer Army, 2nd Shock Army, 4th Airborne Corps, 39th and 57th Armies, the partisans counter.

Withdrawn: 19, 26 and 32 Armies

RVGK: SR1, SR2, 1st Gd Cav.

Anywhere (in Soviet controlled territory): Supply unit A and its corresponding dummy counter.

Soviet Fieldworks: 1801, 1919, 1920, 2043, 2041, 2039

On Map: In this list, asterisked* units are set up reduced, all others begin at full strength:

OBG-1500	49-1919
42, LPMA-1601	50-1920
55-1700	3 Tank*-2120
8-1801	64-2321
54-1802	5 Tank*-2223
4-1803	10-1922
59-1704	61-1923
52-1606	16-2023
11-1607	3-1924
27*-1707	48-1925
34-1708	13-1827
53-1609	40-1829
1 Shock-1509	21-1831
3 Shock-1510	28*-1833
4 Shock-1511	38*-1834
41-1612	9*-1836
22-1712	37*-1936
30-1813	12-2039
29-1912	18-2014
31-2013	56-2043
2 Gd Cav & 20-2014	5 Shock-3215
5-1915	60-3227
24-1816	6-2532
33-1817	63-2533
43-1918	1 Gd Cav, 8 Engineer & 62-3340

3.6 Hex Control

In this game the idea of "hex control" — which side "owns" which hexes at any given instant — is only important for "Victory Point" hexes (see section 4.0). At the start of play of both scenarios, the German controls all hexes generally to the west of the start line, while the Soviet controls all

those generally to the east. The control status of a hex switches from one side to the other whenever a ground unit from the other side enters it or exerts an uncontested zone of control into it. Control switching is immediate, and may occur and reoccur in the same hex(es) any number of times during play.

Beginners Note. Don't confuse "hex control," explained above and in section 4.0, with "zones of control," which are explained in section 7.0.

4.0 How To Win

4.1 In General

The German player begins both scenarios generally on the offensive, and the main burden of attack is squarely on his shoulders as he strives to break into the Soviet heartland. More specifically, to win the game the German player must gain control of enough large town, city and other critical hexes to acquire sufficient "Victory Points" (VP) to give him victory during any one of the four victory check game turns (5, 17, 22 and 28). On the other side, to win, the Soviet player must prevent the German from achieving his VP goals or, better still, through successful defense and counterattack, drive down the invaders' VP total to levels that force an automatic defeat on them during any one of the four victory check game turns.

Only the German gains and loses VP; the Soviet does not keep track of any VP total of his own. Use the VP Track printed on the map sheet, and the two VP markers provided in the counter mix, to keep constant score of the German's VP situation.

Beginners Note. Ignore all references to supply in the rules below.

4.3 City VP

Each city hex — other than those of Leningrad (1601), Moscow (2416/2417/2516), and Stalingrad (3340/3341) — is worth three VP. That is, each time the German gains control of a new city hex, and that city hex is in overland supply to a German supply source hex, his VP total is increased by three. Control of the same city hex can be traded back and forth between the two sides any number of times during a game. Each time a city hex's control status switches, increase or decrease the German VP total by three. Note, too, that because of the overland supply requirement, the Soviet could in effect win back the VP for a city simply by cutting it off from overland German supply, even if the cut-off city hex itself remained German controlled.

4.4 Large Town VP

Each large town hex is worth one VP. That is, each time the German gains control of a large town hex, and that hex is in overland supply to a German supply source, his VP total is increased by one. Control of the same large town hex can be traded back and forth between the two sides any number of times during a game. Each time a large town hex's control status switches, increase or decrease the German VP total by

one. Note, too, that because of the overland supply requirement, the Soviet could in effect win back the VP for a large town simply by cutting it off from overland German supply, even if the cut off large town hex itself remained German controlled.

4.5 Leningrad, Moscow & Stalingrad VP

Each hex of Leningrad, Moscow and Stalingrad is worth a variable number of VP to the German, from one to six. That is, whenever the German gains control of one of those six hexes, and it's in overland supply to a German supply source, he should immediately roll a die and award himself that many VP. If the Soviet player over-turns German control of a previously captured hex of these three cities, he also rolls a die to determine the number of VP the German is then debited. Thus the same hex may trade sides any number of times during play, with a separate VP die roll made for it each time it does so. Note, too, that because of the overland supply requirement, the Soviet could in effect win back the VP for one of these three cities simply by cutting it off from overland German supply, even if the hex in question itself remained German occupied.

Design Note. The fact variable VP amounts are awarded for the capture of the key cities of Leningrad, Moscow and Stalingrad is meant to reflect the fact we can't really be sure just how much the loss of those places would've meant to the overall Soviet war effort. True, over 90 percent of Stalingrad was lost to the Germans for a time; but they really didn't stay there long enough in game terms for that seizure to be determinative. Thus we have to posit a variety of situations in which the varied possible circumstances of these places' loss to the Soviets — involving different amounts of troop casualties, lost industry, government ministries, high-ranking party officials, etc. — could have vastly different strategic outcomes ranging from decisive to unimportant.

4.6 Leningrad Siege VP

At the start of both scenarios, Leningrad is considered to be under siege. That situation is worth three VP to the German player, and those points are recorded as part of his starting VP total in both scenarios (see 4.10 below). Leningrad remains under siege as long as the German controls all three of the land hexes immediately south of the city (1501, 1602 and 1701). Any time the Soviet gains control of one or more of those hexes the siege is considered lifted and the German player is immediately debited three VP. If the German player then regains control of all three siege hexes, he is again awarded those same three VP. Such siege-breaking and besieging can potentially go on any number of times during each game.

If the German has the three siege VP in his tally at the time he captures Leningrad itself, he does not forfeit those siege VP; he keeps them in addition to whatever he earns when he makes his city capture die roll.

Old Hands Note. Unlike the other VP situations described above, the supply status of German units

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besieging Leningrad has no bearing on whether that player maintains those points in his VP total.

4.7 Caucasus VP

At any point in either scenario, the German can earn six VP by launching an expedition into the Caucasus. To do that he must first control Rostov (hex 2143) in overland supply, with no Soviet units in any hexes adjacent to the city, at the start of any of his movement phases throughout the game. That accomplished, he then removes from the board any five full-strength infantry units — no more than one of which may be Axis-satellite, and one of which must be the 49th *Mountain Infantry Corps* — and any three full-strength panzer corps. The units removed may be from anywhere on the map, but must be in overland supply at the time of removal. Place the expeditionary units in the German Caucasus holding box printed on the mapsheet; those units remain there for the rest of the game.

4.8 Soviet Response to a Caucasus Expedition

Whenever a German Caucasus expedition is launched, the Soviet must immediately respond by withdrawing any four full-strength 2-4-5 infantry armies from the map and/or his RVGK box (see 9.5ff) and placing them in his Caucasus holding box. Soviet units chosen to be withdrawn from the map for this purpose must be in overland supply at that time, and they also remain in their holding box for the rest of the game.

If the Soviet player declines to immediately respond, or is for any reason unable to immediately respond, to the launching of a German expedition into the Caucasus, play stops and the German is declared the victor of that game.

4.9 Defeating a Caucasus Expedition

A German Caucasus expedition is considered defeated the instant the Soviet player regains control of Rostov. At that time the German is debited six VP, which cannot be regained during the same game even if Rostov should again become German controlled. If a German Caucasus expedition is defeated, neither the four Red Army units sent to defend against it, nor the expeditionary units themselves, are returned to play. Those units are still engaged to the south, but with the German base of operations there switched to the Taman peninsula and Kerch Straits.

Historical Note. The Soviets actually defended against the historic German expedition to the Caucasus with eight armies. In the game, however, the Soviet player is only required to withdraw four armies because the other four historically spent the entire period of the game off the south edge of the map.

4.10 Starting VP

The German starts the campaign game with 12 VP, awarded as follows: one each for the large towns of Narva (1001), Dnepro-Derzhinsk (1038), and Novgorod (1605); three each for the cities of Dnepro-Petrovsk (1138) and Smolensk (1217); and three for besieging Leningrad.

The German starts the 1942 scenario with 24 VP, awarded as follows:

one each for the large towns of
Narva (1001)
Dnepro-Derzhinsk (1038)
Zaparozhe (1139)
Melitopol (1142)
Novgorod (1605)
Bryansk (1522)
Kursk (1728)
Stalino (1740)
Mariupol (1743)
Orel (1825)
Rzhev (1913)
Taganrog (1942)

three each for the cities of
Dnepro-Petrovsk (1138)
Smolensk (1217)
Kharkov (1634)

three for besieging Leningrad.

4.11 Checking & Recording VP

At the start of both scenarios, use the two VP markers to record the initial German VP tally (12 and 24, as described above). For instance, at the start of the campaign scenario place the "VPx1" marker in the "2" box of the VP Track and the "VPx10" marker in the "1" box. Make adjustments to the German VP total as soon as they occur, as described above, throughout every player-turn and game-turn.

The German player must check his VP total at the end of game turns 5, 17, 22 and 28 (see 13.1). At the end of Game Turn 5, play stops and the German is declared the winner if he has 30 VP or more; play continues until the end of Game Turn 17 if he has between 24 and 29 VP; and play stops and the Soviet player is declared the winner if the German player has 23 or fewer VP. The same tallies are used to determine the situation during the second victory check at the end of Game Turn 17.

At the end of Game Turn 22, play stops and the German is declared the winner if he has 41 VP or more; play continues until the end of Game Turn 28 if he has between 35 and 40 VP; and play stops and the Soviet player is declared the winner if the German has 34 or fewer VP.

At the end of Game Turn 28 play stops. If the German has 41 or more VP at that time he's declared the winner; if he has 40 or fewer VP at that time the Soviet is declared the winner. No Draws are possible.

Design Note. The rule above is summarized on the Victory Table, see 13.1.

4.12 Soviet Sudden Death Victory

In both scenarios play stops immediately and the Soviet player is declared the winner if, at any time after the end of Game Turn 2 (II Oct 1941), one or more of his ground units occupies any hex(es) along the western board edge (supply state irrelevant).

5.0 The Turn Sequence

5.1 In General

Each game turn of *Iron Dream* is divided into two player turn "couplets" of sequenced steps (also called "phases"). Every action taken by a player must be carried out in the appropriate phase as described below. Once a player has finished a particular phase he may not go back to perform some forgotten action or redo a poorly executed one unless his opponent graciously permits it.

Beginners Note. This is war to the hilt; don't feel compelled to be gracious.

5.2 Game Turn Sequence Outline

The turn sequence for both scenarios is given below in outline.

I. First Player-Turn Couplet

- A. First Couplet Weather Determination Phase Ω
- B. German Operations Segment
 - 1. German Movement or Combat Phase
 - 2. German Combat or Movement Phase
- C. Soviet Operations Segment
 - 1. Soviet Movement or Combat Phase
 - 2. Soviet Combat or Movement Phase

II. Second Player-Turn Couplet

- A. Second Couplet Weather Determination Phase Ω
- B. German Operations Segment
 - 1. German Movement or Combat Phase
 - 2. German Combat or Movement Phase
- C. Soviet Operations Segment
 - 1. Soviet Movement or Combat Phase
 - 2. Soviet Combat or Movement Phase

III. Victory Check Phase

5.3 Move or Fight

At the start of every one of his operations segments in both player turn couplets, the player who is up must declare in what order he will carry out his movement and combat phases that couplet. That is, he may choose to have his units move first and fight second, or fight first and move second. The decision is always up to him. No matter what phase order you choose for one of your segments, all your units are allowed to participate to the limit of their normal capabilities in both phases. Moving or fighting does not preclude a unit performing both tasks during each couplet; only the order of execution is variable.

Each player only makes one phase order declaration per couplet, at the start of his own operations segment, which is then applied to all his units throughout that couplet. You may never choose one phase order for some of your units and the other phase order for others. Further, neither player may ever decide to have two of the same kind of phases during the same operations segment. Both players must always take one movement and one combat phase; only their order of execution may be varied.

5.4 Turn Sequence Peculiarities

Whenever the German player chooses the fight/move sequence, all his attacks that couplet gain a one column rightward (1R) odds shift in addition to any other applicable odds shifters, see section 12.0.

Whenever German panzer or Soviet tank units attack city hexes during a couplet in which their side is using the move/fight sequence, those units must use their defense factor as their attack factor for such battles.

Whenever the Soviet player chooses the move/fight sequence, all his attacks that couplet suffer a one column leftward (1L) odds shift (in addition to any other applicable odds shifters, see section 12.0).

Whenever Soviet SR artillery units and/or Shock armies attack during a couplet in which that player has chosen the move/fight sequence, those units must use their defense factor as their attack factor for such battles.

Whenever either player picks the move/fight sequence, all his attacks against defenders in forest hexes suffer a one column leftward (1L) odds shift (in addition to any other applicable odds shifters, see section 12.0).

6.0 Stacking

6.1 In General

"Stacking" is the word used to describe the piling of more than one unit into a single hex at the same time.

6.2 Stacking & Movement

Stacking rules are in effect at all times throughout the game turn. Players should therefore pay attention to the order in which they move their units in crowded areas of the board; otherwise, moves made carelessly early in the phase may block your ability to move other units later in the phase. But there are no limits to the number of units that may enter and pass through any given hex over the course of a segment, phase, player turn or game turn, as long as the stacking limits are met on a hex-by-hex, instant-by-instant basis.

If any hex containing stacked units of either side is found to be "over-stacked" (exceed the stacking limits described below) at the end of any phase, the opposing player is immediately allowed to remove to the deadpile his choice of the minimum number of involved enemy units necessary to bring the violating stack back into limits.

6.3 Axis-Satellite Stacking Limits

Axis-satellite units (Hungarians, Italians and Romanians) may never stack with any other units, not even of their own specific nationality. There may never be more than one of them in any hex at any one time, nor may they stack with German units.

6.4 German Stacking Limits

The German player may stack any two of his German units in non-city hexes. In city hexes the German player may stack up to any four of his German units.

6.5 Soviet Stacking Limits

In non-city hexes the Soviet player may stack up two units, but at least one of them must be a specialist unit (see

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2.5). That is, in non-city hexes the Soviet player may have one regular unit plus one specialist, or two specialist units; but he may not stack two regular units in non-city hexes.

In city hexes the Soviet player may stack up to four units, but no more than two may be regular units (see 2.5). That is, in city hexes the Soviet player may stack up to two regular and two specialist units; or he may stack up to one regular and three specialist units; or he may stack up to four specialist units; but he may never stack more than two regular units in a city hex.

Ω 6.6 Free Stacking Units

Aerial supply, offensive supply markers, ground support, and fieldworks counters don't count for stacking; they may be added to any stack according to the rules governing their particular uses.

7.0 Zones of Control

7.1 In General

Every ground unit in the game, other than Soviet supply and dummy units (see 8.12 & 8.13), exerts a "Zone of Control" (or "ZOC") into the six hexes surrounding its location hex. There is no qualitative difference in effect between a hex containing ZOC exerted there by one unit or by several. The ZOC of both sides may be simultaneously exerted into the same hex(es).

7.2 Limits

ZOC do not extend across all-lake or all-sea hexsides; but they otherwise extend into and out of all other hexes and hexsides and are exerted equally by units in all supply states and all step strengths.

7.3 ZOC Effects on Movement

All moving ground units must stop their movement for that phase in the first hex they enter that contains an enemy zone of control ("EZOC"). Units beginning their side's movement phase already in a hex containing an EZOC may move out of that hex provided the first hex they enter contains no EZOC. Units in such situations can enter another EZOC hex after that first ZOC-free hex, but would then be forced to halt their movement there. Most units in the game are not allowed to move directly from one EZOC to another; but carefully note the important exceptions given below.

7.4 EZOC to EZOC Movement

In all weathers except "M" and "S," German units that begin their side's movement phase in an EZOC hex (their supply state is irrelevant) can move from such locations into hexes immediately adjacent that also contain EZOC ("EZOC to EZOC movement"), but having done so they may then move no farther that same phase. Soviet and Axis-satellite units never move directly from EZOC to EZOC, and German units may not do so during couplets having "M" or "S" weather.

Beginners Note. Ignore the weather references above; in your play, German units may move EZOC to EZOC all the time.

Ω 7.5 EZOC & Supply

Supply lines may be traced into, but not through, hexes containing unnegated EZOC.

7.6 Negating EZOC

The presence of friendly ground unit(s) in a hex containing an EZOC negates that EZOC for the purposes of tracing supply lines through the hex and conducting retreats-after-combat into it (see 12.33ff). But friendly unit presence does not negate EZOC for movement purposes. EZOC never work to block advances-after-combat (see 12.38).

Ω 8.0 Supply

8.1 In General

Units of both sides need supply to operate at their full, printed movement and combat potential. There are no counters representing the actual materiel consumed; instead that process is represented by "supply line tracing."

8.2 German-Side Supply States

There are four supply states for units of the German side, and each ground unit of that side always exists in one of them: 1) overland supply; 2) coastal supply; 3) aerial supply; and 4) out of supply (also called "OOS" and "unsupplied").

8.3 German-Side Overland Supply

A unit of the German side is in overland supply if it can trace a supply path of any length consisting of contiguous hexes, unblocked by enemy ground units and/or their unnegated ZOC, from its location hex to an appropriate overland supply source. German-side overland supply source hexes are all the hexes along the western board edge from 1000 to 1044, inclusive. But note that Axis-satellite units may only trace to supply source hexes from 1028 south, inclusive. Units of the German side with overland supply have their full, printed movement and combat factors available for use.

Design Note. See 4.12 to remind yourself why we don't need any proviso here about German supply source hexes losing their supply providing capacity when enemy occupied.

8.4 German-Side Coastal Supply

All German units able to trace a supply line no more than two hexes in length to any Gulf of Finland coastal hexes are in supply for defensive purposes only; their movement and attack factors are halved as if OOS. Likewise, all units of the German side able to trace a supply line of no more than two hexes in length to any Sea of Azov coastal hexes are in supply for defensive purposes only; their movement and attack factors are halved as if OOS.

When counting the two-hex supply line length, count back from the unit or stack in question to the coastal hex being used as a supply source. Don't count the location-hex of the unit; do count the coastal hex being traced into. Thus, for example, 1641 is "two hexes away" from coastal hex 1643.

8.5 German Aerial Supply — Stage I

At the start of the campaign scenario the German has two aerial supply markers he can use to provide supply for one or two hexes' worth of his units, German and/or satellite, anywhere on the map within 15 hexes of a German-controlled and overland-supplied population center (town, large town or city). Only one aerial supply marker may be committed per hex.

Non-mechanized units receiving aerial supply have full movement and combat abilities. Panzer corps receiving aerial supply have their full combat capabilities, but only have movement factors of six (6). When moving, aerially supplied stacks must stay together beneath the marker; any leave-behinds or split-offs become instantly OOS (or whatever supply state they're dropped off or move off into).

Eligible infantry units receiving aerial supply can receive replacements if they don't move or attack during that couplet. German units attacking while on aerial supply during the period of "supply attenuation" (see 8.7 below), must still consult the GAST (see 13.6).

The two aerial supply markers may be redeployed at the start of every German operations segment.

8.6 German Aerial Supply — Stage II

Remove from play one of the German aerial supply markers at the start of Game Turn 17. The remaining marker can henceforth provide aerial supply to any German-side units in its hex of placement and in the six surrounding hexes. However, units receiving aerial supply on Game Turn 17 and after are in supply only for defensive purposes, they are considered OOS for attack and movement. The lone aerial supply marker may only be committed to hexes within 15 hexes of a German-controlled and overland-supplied population center (small town, large town or city). Further, starting on Game Turn 17, the aerial supply marker may no longer move with the units beneath it as was allowed in the earlier portion of the game.

Design Note. German panzer corps only drawing phase I or phase II aerial supply retain their ability to move EZOC to EZOC (see 7.4).

8.7 German Attenuated Supply (GAS)

At the start of the campaign scenario the German units on the map are operating at the extreme limit of their army's supply net; their overland supply lines are therefore said to be "attenuated" (or "AS" for "attenuated supply"). This period of AS lasts until the start of Game Turn 11 (I Mar 42).

During the period of AS, supplied German units have their full printed movement and combat capabilities, and they defend normally, but the German Attenuated Supply Table (GAST, see 13.6) must be consulted as the final step before rolling the combat resolution die. The effect of the GAST is to either shift German attack odds left (worsen them) or leave them unaffected. Three die roll modifiers are listed beneath the GAST. The "+1" for October/November doesn't accumulate into a "+3" in December, but the M/S "+1" modifier is cumulative with the single modifier ("+1" or "+2") that accrues on the basis of calendar time.

Important Note: the German doesn't consult the GAST during the first couplet of Game Turn I (I Oct 1941) of the campaign game.

8.8 German Supply Concentration

The German may escape the GAST and the effects of attenuated supply by declaring a "supply concentration." Such a declaration means all available supply is being concentrated to support six corps for offensive operations. The German may declare supply concentration to be in effect at the start of any of his operation segments; and such declarations may be rescinded or reaffirmed by him at the start of all subsequent German operations segments during the attenuated supply period, no matter the weather. Aerial supply is unavailable during supply concentration couplets.

When declared, the German player should immediately place six WC2k pawn markers atop the corps he wants to have receive the concentrated supply. The selected corps are not automatically in supply; they must still trace a normal supply line to the west board edge, but they are freed from all AS considerations. The German player is not required to select only one type of corps to receive concentrated supply, nor is he required to select the same units when he redeployes the markers at the start of each of his player turns.

The effect of a supply concentration on German-side units not selected to receive a marker is that they may not attack, nor may they move more than one hex. Their defense strength is still determined by normal supply tracing requirements.

8.9 Soviet Overland Supply

A Soviet unit is in overland supply if it can trace a supply path of any length consisting of contiguous hexes, unblocked by enemy ground units or their unnegated ZOC, from its location hex to a Soviet overland supply source hexes. Soviet supply source hexes are any and all non-enemy-occupied hexes, which likewise don't contain any unnegated EZOC, along the eastern and southern map edges from 3400 down to 3444 and over to 2044, inclusive. A Soviet supply source hex loses its supply providing capacity while occupied by, or in the unnegated ZOC of, an enemy unit; but that capacity is regained the instant the occupation ends or the EZOC is negated or removed.

Soviet units with overland supply have their full, printed movement and combat factors available for use.

8.10 Soviet Auto-Supplied Units

The partisan unit never needs supply; it is always considered fully supplied. Similarly, the *4th Airborne Corps* is considered supplied if it is in the same hex as the partisan unit (see 9.8 & 9.9).

8.11 Soviet Supply States

At the start of the campaign scenario, and extending until the end of Game Turn 8, there are two supply states for Soviet units, and every ground unit of that side always exists in one of them: 1) supplied; and 2) out of supply (also called "OOS" and "unsupplied"). Starting with Game Turn 9, supplied Soviet units are divided into two sub-categories: normal (or "general") supply, and offensive (or "attack") supply.

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8.12 Soviet Offensive & General Supply

Starting with Game Turn 9, Soviet units with offensive supply are all those that have general supply and that are also launching attacks from hexes located within range of an offensive supply marker. The first offensive supply marker, received as a reinforcement on Game Turn 9, has a range of five hexes; the second, received on Game Turn 23, has a range of four hexes; and the third, received on Game Turn 27, has a range of three hexes. Soviet units with only general supply still have their full movement and defense factors available, but their attack factors are halved.

Count hex-ranges to offensive supply markers as described for German coastal supply in 8.4 above. Understand, though, no supply lines are ever actually traced by attacking Soviet units to the supply markers. Those markers are really just that: counters indicating a sector of the front along which the Soviet player is directing a strong logistical effort. The markers themselves may be therefore placed in any hexes, even all-water and even if German-controlled or occupied. They are used to indicate a supply radius-area, not a supply line.

Even Soviet units besieged in Leningrad could still make use of offensive supply provided a supply marker were set down within range of them. But Soviet units out of general supply cannot have their logistical situation improved by being within range of an offensive supply marker. Soviet units with no general supply line receive no benefit because of proximity to a marker.

8.13 Offensive Supply Markers

Note that each of the three real offensive supply markers is received along with a corresponding dummy marker. Once in play they (both real and dummy) are immortal and cannot be destroyed by the German in any way. They are just markers, with no stacking, step or combat values of their own, and likewise don't give control of their hex to the Soviet if alone and that hex is German controlled.

The markers are always placed inverted (with their printed sides down), but are kept as the top unit in any hex they're in; and there is no benefit to placing more than one in the same hex. The markers may only be placed, withdrawn and replaced by the Soviet at the start of each game turn, as the very first activity of that game turn's Mutual Reinforcement Phase.

Flip each supply marker to verify its dummy or real status and range when it's first used to provide offensive supply during a Soviet player turn. Dummies, of course, can't actually provide supply; they're included in the counter mix simply to create some "fog" in the German player's mind as to the Soviet player's actual offensive plans. Remove each dummy when it's revealed, and keep them off the board until the start of the next game turn.

Historical Note. The Soviet army got through the Barbarossa phase of the war mostly by drawing down the immense stocks of supplies laid by in the years before the start of hostilities. Those stocks were exhausted early in 1942, however; and after that more careful planning was required before any large offensives were undertaken.

The rules above reflect that changing situation for the Soviets.

The supply units serve as a telegraphed message of strategic intent, giving the German some advance notice of Soviet preparatory activity for an offensive to come. Historically the massive Soviet logistical buildups often gave away their intentions, but the German high command was usually unwilling to heed and react to the warnings.

8.14 Soviet Leningrad Supply

Soviet units in Leningrad (1601) and any of the hexes immediately adjacent to it — even across all-water hexsides — are thereby in general supply. The city loses this special supply capacity during game turns that begin with the German side controlling, or isolating from general supply, Tikhvin (2003), or controlling all the shore hexes of Lake Ladoga. In other words, to maintain Leningrad special supply, the Soviet player must control Tikhvin in overland supply, along with at least one Lake Ladoga shore hex.

If Leningrad itself is once taken by the Germans, the special supply capacity is permanently lost. Note, too, units drawing special Leningrad supply still need to be in range of an offensive supply marker if they're to attack with their full capabilities once those rules kick in (see above, 8.11 & 8.12).

8.15 Tracing Supply Lines

An overland (or "regular") supply line (or "path") consists of an uninterrupted chain of hexes of any length traced from the unit or stack in question back to a valid supply source. Such paths may enter and cross all kinds of playable terrain. In addition, Soviet units may trace their supply lines into and across all-lake hexes in all kinds of weather. German-side units may only trace their supply lines across all-lake hexes during "S" weather (see 11.7).

Supply lines may not enter hexes occupied by enemy ground units. They may enter, but not be traced through, hexes containing unnegated EZOC (see 7.6). They may not be traced across all-sea hexes or hexsides. (German coastal supply does not involve tracing across all-sea hexes; it only need by traced to the coastal hexes in question; see 8.4 above)

German-side supply lines may not be traced into or through hexes containing intact Soviet fortifications or field-works, even if those places are unoccupied by actual Soviet ground combat units at the time (see 12.23 & 12.24).

8.16 Effects of Being OOS

Units are never reduced in step-strength or eliminated simply for being OOS; units may exist indefinitely in the OOS or any other supply state. OOS units have their movement and combat factors halved. German OOS units don't consult the GAST when attacking during the period of attenuated supply (see 8.7 above).

8.17 When to Check Supply

Check the supply status of each of your units/stacks at the start of its movement and again at the start of each individual battle in which your forces are involved on offensive or defense. Units found to be OOS at the start of their move-

ment have their movement factor halved for that movement phase. Units found to be OOS at the start of any battle in which they are participating, either on offense or defense, have their appropriate combat factor halved. Remember: when making combat supply checks, determine the supply status of the participating units of both sides.

8.18 Deliberate OOS

It's permissible for both players to deliberately move their units into hexes wherein they will or may become OOS.

8.19 Appropriate Supply Sources

The various supply sources in the game work only for units of the proper side as described in the rules above. If, for example, the Germans captured a Soviet supply source hex, it wouldn't become a supply source for them.

9.0 Reinforcements, Replacements, the RVGK, Strategic Movement & Withdrawals

Beginners Note. Ignore all references to supply in the rules below.

9.1 In General

Reinforcements are new units that enter the game after play has begun. They are identifiable by the one- or two-digit numbers printed in their upper-left corners, which correspond to the number of their earliest possible game turn of entry into play on the map. The Soviet player may choose to delay some of or all of his reinforcement arrivals (other than fieldworks, see 12.24); neither player has the ability to accelerate those arrivals. German-side reinforcements not entered on their scheduled turn of arrival are forfeit; delayed Soviet reinforcements are held in the RVGK box (see below, 9.5ff).

9.2 German-Side Reinforcement Entry

Prior to Game Turn 11 (1 Mar 1942), the German player's reinforcements enter play only via friendly controlled hexes along the board's west edge from 1000 to 1044, inclusive, using regular movement. The hex of placement counts against the entering units' movement allowance for that phase. Units may enter via hexes containing EZOC, but must then halt their movement in that placement hex for the remainder of the phase. Units entering via the board edge may be entered through one or different hexes at any time(s) throughout the German movement phase.

9.3 German-Side Strategic Movement

Starting with Game Turn 11, the German may make use of a special kind of long-range movement to enter his reinforcements, and/or shift units already on the board over

long distances across it, in a process called "strategic movement" (as opposed to regular, or "operational," movement that utilizes the movement factors printed on the counters; see section 10.0).

In each of his movement phases the German can make use of strategic movement to move units in one of three possible combinations. He may: 1) move one or two infantry corps (including mountain infantry); or 2) he may move one Axis-satellite army; or 3) he may move one panzer corps.

All strategic movement is begun and completed at the start of the movement phase, prior to beginning any regular movement. German-side units may not combine strategic and regular movement during the same movement phase; however, when using the move/fight turn sequence, German-side units arriving via strategic movement may still attack adjacent Soviet units during the following combat phase (even advancing after combat).

German-side reinforcement units (which would also include replacements returning from the deadpile) entering via strategic movement may not enter through a hex containing an unnegated EZOC; and they must end their strategic move in a population center hex (small town, large town or city) that likewise does not contain any unnegated EZOC.

German-side units already on the board that are to be strategically moved must begin that movement phase located in a population center hex. If there is an EZOC extending into that hex, at least one German-side unit must remain there all throughout the phase in order to negate it. Just as with entering reinforcements, units already on the board and using strategic movement to go from place to place across it may only end such moves in a population center that contains no unnegated EZOC.

For all German-side units strategic movement may potentially be of any length; but they may only enter EZOC — and only negated EZOC — in the first and last hexes of their move. No EZOC, negated or otherwise, may be entered along the course of any strategic move. Likewise, prohibited-terrain hexes and hexsides may not be entered or crossed by units using strategic movement.

Note that arriving reinforcements and deadpile replacements entering via strategic movement count against the German player's overall strategic movement allowance. Note, also, that even after he gains his strategic movement capability the German may still continue to use regular movement to "march" reinforcements and deadpile replacements onto the map via the board edge.

Design Note. If you have trouble remembering which of your units used strategic movement, place inverted WC2k markers atop them as reminders; then remove the markers at the end of the movement phase.

9.4 Soviet Reinforcements

Soviet reinforcements (including replacements reclaimed from the deadpile) may enter play via any eastern and southern board edge hexes from 3400 down to 3444 and over to 2044, inclusive, using regular movement. The hex of placement counts against the entering units' movement allowance for that phase. Units may enter via hexes contain-

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ing EZOC, but must then halt their movement in that hex of initial-entry placement for the remainder of the phase. Units entering via the board edge may be entered through one or different hexes at any times throughout the Soviet movement phase.

Alternatively (decided by that player on a unit-by-unit, turn-by-turn basis), arriving Soviet reinforcements (including units returning to play after being reclaimed as replacement from the deadpile) may enter play through any friendly controlled city or large town hexes that have general supply to a board-edge Soviet supply hex. If there is a German-side ZOC being projected into the hex of arrival, at least one Soviet unit must remain there all through the movement phase in order to negate it and thereby allow for the reinforcement arrival.

Arriving Soviet reinforcement/deadpile replacement units may also enter via Leningrad while that city retains its special supply status (see 8.14), but may only do so at the rate of one "new" unit per Soviet operations segment.

The hex of placement counts against the entering units' movement allowance for that phase. Units may enter via hexes containing EZOC, but must then halt their movement in that placement hex for the remainder of the phase. Soviet reinforcements may be entered through one or different eligible hexes at any time(s) throughout the Soviet movement phase and, except as limited above, may also use regular movement during their phase of arrival.

9.5 The RVGK

Delayed-entry Soviet reinforcement units, along with reclaimed deadpile replacements the Soviet player doesn't want to immediately reenter into play on the map, as well as units the Soviet player voluntarily wants to withdraw from the map for a time (for later redeployment), are held in the RVGK holding box printed on the map sheet. (R.V.G.K. is the Russian-language acronym for "Reserve of the Supreme High Command.")

9.6 RVGK Limits

At the start of the campaign scenario there may possibly be one unit in the RVGK (see 9.8 below); the 1942 scenario begins with three units already there (see 3.5). Soviet units may enter or leave the RVGK at the start of any of that side's movement phases throughout the game. Though there is no limit to how many units the Soviet player may keep in the RVGK over time, there are limits on how many units may go in and/or come out during each Soviet movement phase.

From Game Turn 1 through Game Turn 8, the Soviet player may move only one unit in or out of the RVGK during each of his movement phases. From Game Turn 9 through 23 the number is increased to a total of three units in and/or out of the RVGK per Soviet movement phase. From Game Turn 24 through the end of play, the per-movement-phase maximum is increased to four units. Soviet reinforcements entering play on their indicated game turn of arrival, along with Soviet units reclaimed from the deadpile as replacements, which are then immediately reentered onto the map the same phase, don't count against these Soviet RVGK per-phase limits.

9.7 Entering & Leaving the RVGK

Soviet units moving from the map to the RVGK box must be in overland supply (general or offensive) to a board edge and located in a large town or city hex (not small town). If there is a German-side ZOC being projected into the hex of departure, at least one Soviet unit must remain there all through the movement phase in order to negate it and thereby allow for the RVGK movement.

Soviet units moving from the RVGK box to the map may only enter play via large town or city hexes (not small town) that have overland supply (general or offensive) to a board edge. If there is a German-side ZOC being projected into the hex of arrival, then at least one Soviet unit must remain there all through the movement phase in order to negate it and thereby allow for the RVGK movement.

Unlike German units, which aren't allowed to combine regular and strategic movement during the same phase, Soviet units moving from the RVGK to the map — as long as they enter the map via a large town or city hex that contains no EZOC, negated or otherwise — may use regular movement that same phase (which is also true for arriving Soviet reinforcements and replacements that aren't coming through the RVGK). That doesn't work going the other way, however: Soviet units going into the RVGK from the map must start the phase already in a large town or city hex.

Ω 9.8 Soviet 4th Airborne Corps

The Soviet *4th Airborne Corps* has an asterisk (*) in its upper-left corner rather than a game turn entry number. This unit begins the campaign game set up in any Moscow hex or in the RVGK, according to the owning player's choice at that time. If set up in Moscow, the *4th* operates throughout the game like any other infantry unit, except it can't be replaced once eliminated. If set up in the RVGK, that means the Soviet player has decided to enter it into play via airdrop. The Soviet player may not change his mind once the deployment decision is made.

The *4th Airborne Corps* may enter play via airdrop (only than once per game) at the start of any Soviet movement phase with "M" or "S" weather. The *4th* is picked up and placed in any empty or Soviet-occupied hex within nine hexes of any Moscow hex. The unit may not move or attack during the operations segment it's dropped; it defends normally. Once dropped, as long as the *4th* remains within nine hexes of any Moscow hex, and at least one hex of that city remains Soviet controlled and supplied, the paratroopers are themselves also considered supplied without having to trace any kind of supply line. Beyond the nine-hex-range they must trace a supply line any other Red Army unit.

Ω 9.9 The Soviet Partisan Concentration

Once it becomes available as a reinforcement on Game Turn 7 (I Jan 1942), the Soviet partisan concentration unit may be placed in any German-controlled-but-unoccupied hex within nine hexes of any Moscow or Leningrad hexes. It may not be placed in Leningrad or Moscow or any hex with a large town in it. Once placed, it never moves or attacks.

The Soviet player may delay the partisans' placement

on the board, but it doesn't go into the RVGK: just place it within easy reach near the side of the map sheet. The partisan unit may be deployed onto the map at the start of any Soviet movement phase after the start of Game Turn 7. The partisan deployment, on schedule or delayed, does not use up any Soviet RVGK capacity.

The partisans are always in full supply and need not trace any kind of supply line. The partisans do serve to give control of their hex to the Soviet side. Normal terrain considerations apply when figuring their defensive strength for combat.

Ω 9.10 Soviet Militia Armies

The *Leningrad People's Militia Army* (LPMA) begins both scenarios already set up in that city. It never moves or attacks; if it is ever given up to satisfy combat step loss requirements it is irreplaceable.

The other militia unit, simply identified as "People's Militia," (PM) is available for use by the Soviet player in any city hexes on the map except Leningrad. At the start of any of his operations segments, the Soviet player may commit the PM to any friendly controlled city hex other than Leningrad (regardless of the hex's supply status). Once deployed, the PM remains in its hex until destroyed in combat or until it's withdrawn for redeployment at the start of any subsequent Soviet operations segment. In such cases the PM could be instantly redeployed to another Soviet-controlled city hex. Thus the PM may in effect be deployed and redeployed any number of times throughout a game, but it may never appear in the same city hex more than once per game no matter the circumstances of its removal, elimination in combat or redeployment.

Neither militia unit ever takes part in any attack in any way, though other eligible Soviet units may attack from their hex; and they're liable to the effects of being OOS when figuring their defensive combat value. Note, though, that being OOS would not keep the Soviet player from redeploying the PM unit.

9.11 Replacements

Replacements are levies of new troops and equipment, not themselves represented by counters, used to replenish ground units reduced by combat losses, or to reclaim entirely eliminated units from the deadpile. Each replacement increment — called a "step" — is able to replenish one step of combat strength. Once used, a replacement step is permanently committed to its receiving unit; it can't afterward be recalled or transferred to any other unit. Neither player may accumulate replacement steps from turn to turn; those not used on their turn of receipt are forfeit.

9.12 German Replacements

The German player begins to receive replacements at the start of Game Turn 7 (I Jan 1942), and all game turns thereafter, according to the schedule given on table 13.2. Note that German replacements are of two kinds: mechanized and non-mechanized. The latter may only be used to replenish, and/or reclaim from the deadpile, German infantry (including mountain infantry) corps. Mechanized steps may be used to replenish and/or reclaim any kind of

German units. Axis-satellite units never receive replacements of any kind, nor may they in any way be brought out of the deadpile once there.

9.13 Soviet Replacements

The Soviet player begins to receive replacements during Game Turn 1 (I Oct 1941), and all game turns thereafter, according to the schedule given on table 13.3. Note that Soviet replacements are not differentiated into two types like the German. Soviet replacements are received undifferentiated and may be used by that player to replenish and/or reclaim any units of the Red Army other than the *Leningrad People's Militia Army* (LPMA), the *4th Airborne Corps*, the partisan concentration, or the *Oranienbaum Bridgehead Group* (OBG) from the deadpile (if they ever show up there). Other than that, the Soviet player is under no restrictions on how he uses his replacements.

Design Note. The replacement awards shown on the tables for both sides are per-game-turn awards. That is, both players have those steps available for use at the start of every game turn, and don't receive the next batch until the start of the next game turn.

9.14 Replenishment Procedure

To be eligible to receive a replenishing replacement step while in play on the map, a reduced unit must be in overland supply, or aerial supply if a German infantry corps. If that stricture is met, simply flip the receiving unit back over so its full-strength side shows upward at the start of its side's movement phase. The unit suffers no movement or combat penalties for having been replenished (exception: see 8.5, paragraph three). Any given unit may be replenished any number of times throughout the game as long as it meets the in-supply requirement at the time of each replenishment.

Note that Soviet units receiving special Leningrad supply (see 8.14) are eligible to receive replacement-replenishment; and, within stacking limits, units reclaimed from the deadpile may even be made to reappear in besieged Leningrad, but no more than one "new" unit may appear in besieged Leningrad per Soviet operations segment.

9.15 Deadpile Reclamation

A completely eliminated unit may be reclaimed from the deadpile using replacements and then reentered into play as if it were a new reinforcement unit. Neither player is required to expend the two steps necessary to reclaim a deadpile unit at full-strength; such units may be brought back into play at reduced strength, then replenished to full-strength on later turns (or left reduced indefinitely). Every unit on both sides, other than the ones listed in 9.13 above, may go in and out of the deadpile via the replacement procedure any number of times during play no matter what the circumstances of their elimination.

Ω 9.16 German Replenishment & Reclamation Restriction

No reduced German infantry corps (including mountain infantry) may receive replacement-replenishment on the map as long as one or more infantry corps are in the dead-

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pile. That is, all German infantry corps must be out of the deadpile and in play on the map before any reduced German infantry corps may receive any replacement-replenishment.

No reduced German panzer corps may receive replacement-replenishment on the map as long as one or more panzer corps are in the deadpile. That is, all German panzer corps must be out of the deadpile and in play on the map before any reduced German panzer corps may receive any replacement-replenishment.

Ω 9.17 German Rear-Area Replacement Comb-Out

Once per campaign game any time after the end of Game Turn 12 (II Mar. 1942), the German may declare a "rear area replacement comb-out" in order to try to identify and transfer excess personnel from his rear echelon administrative and support organizations to his combat units as replacements. To conduct the comb-out the German player rolls a die at the start of the selected player turn and halves that result. That final number (zero to three), represents the number of bonus non-mechanized replacement steps he immediately receives. When playing the 1942 scenario the comb-out is considered to have already taken place prior to the start of the game.

Ω 9.18 Soviet Withdrawals

During the campaign game there are three game turns during which the Soviet player, as his first activity of that turn, must permanently withdraw from play a field army (any 2-4-5/1-1-5). The unit selected each time may be from anywhere on the map, or the RVGK holding box, or even the deadpile. If the unit to be withdrawn is on the map or in the RVGK it may be reduced, but if on the map it must be in general or offensive overland (not Leningrad) supply. The selected units are simply set aside and are out of play for the rest of the game; their withdrawal doesn't consume any RVGK capacity.

The three withdrawal game turns are: 5 (I Dec 1941), 11 (I Mar 1942) and 13 (I Apr 1942). At the start of the 1942 scenario these withdrawals have already been made and no others are required after that scenario begins.

10.0 Regular Movement

10.1 In General

Every ground combat unit in the game has a "movement factor" printed in its bottom-right corner. That factor is the number of "movement points" (also called "movement factors," or "MFs," or "MPs") available to the unit to use to move across the hex grid during its side's movement phase each player turn couplet.

Units move from hex to adjacent hex — no "skipping" of hexes is allowed — paying varied costs to do so, depending on the type of unit moving and the terrain in and along the hexes being entered.

The movement of each player's ground units takes place only during his own operations segment's movement phase; no enemy movement takes place during your own operations segment (exception: see 12.33ff, German retreat-

after-combat).

10.2 Limits

MPs may not be accumulated from turn to turn, nor may they be loaned or given from one unit to another. A player may move all, some or none of his units in each of his movement phases throughout the game. Units that move are not required to expend all the MPs before stopping. The movement of each unit or stack must be completed before that of another is begun. A player may only change the position of an already moved unit or stack if his opponent agrees to allow it.

10.3 Minimum Movement Ability

Each ground combat unit is generally guaranteed the ability to move at least one hex during a friendly movement phase by expending all its available MPs at the very beginning of its movement. But this guarantee doesn't allow units to enter hexes or cross hexsides that are otherwise impassable to them, nor does it allow units otherwise prohibited from doing so the ability to move directly from EZOC to EZOC (see section 7.0); nor does this guarantee overturn the strictures concerning the mixing of strategic and regular movement given in section 9.0.

10.4 Enemy Units

Your ground combat units may never enter hexes containing enemy ground combat units.

Old Hands Note. For more on the above, see 8.13.

10.5 Stack Movement

To move together as a stack, units must begin their side's movement phase already stacked together in the same hex. But units are not required to move together simply because they started the movement phase in the same hex; such units might be moved together, individually, or in smaller sub-stacks.

10.6 Splitting Stacks

When moving a stack you may halt it temporarily to allow a unit or sub-stack to split off and move away on a separate course. The units left behind in the original ("parent") stack may then resume their own movement, even splitting off other units if desired. But once you begin moving an entirely different parent stack, or individual unit that began in a different hex than the currently moving parent stack, you may no longer resume the movement of the earlier stack without your opponent's permission.

10.7 Different MFs in Stacks

If units with differing movement factors are traveling together in a stack, the stack must use the movement factor of the slowest unit within it. Of course, as the slower units exhaust their MFs, you may leave them behind and continue on with the faster ones.

10.8 Terrain & Movement

All terrain features on the map are classified into two broad categories: natural and manmade. Both of those categories are further divided into several different types (see below). There is never more than one type of natural terrain

in any one hex; but more than one type of manmade terrain may exist in one hex along with the natural stuff.

10.9 Natural Terrain

There are five types of natural terrain on the map: clear, forest, hills, marsh and rivers. The effects these various terrains have on the movement of ground units are described below and are also summarized on the Terrain Effects Chart (or "TEC," see 13.7) for quick reference during play.

10.10 Clear

Clear terrain is the "base" terrain of the game; and it's just that — clear — devoid of any natural features that would enhance defense or slow movement at this level of operations. Each clear hex costs all ground units one MP to enter. All city hexes are considered to have a base of clear terrain (that's not true for small and large towns).

10.11 Forest

Forest hexes represent areas where the primary ground cover is trees. Each forest hex costs mechanized units two MP to enter, while non-mechanized units pay one MP, but also see 10.17.

10.12 Hills

Hills are areas dominated by broken or hilly terrain. All mechanized units pay three MP per hex entered; cavalry and mountain infantry pay one MP, and all other non-mechanized units pay two MP.

10.13 Marsh

Marsh hexes cost non-mechanized units two MP per hex entered. Mechanized units pay four MP per marsh hex.

10.14 All-Sea/All-Lake

All-sea hexes may not be entered by either player's units. All-lake hexesides and hexes may only be entered according to the weather rules in section 11.0.

10.15 River Hexsides

Rivers run between hexes, along hexsides, rather than existing in-hex like the other terrain types described above. All non-mechanized units may cross river hexsides by paying one extra movement point (shown on the TEC as "+1"). "Extra" here means in addition to the terrain cost(s) involved for entering the hex being crossed into. All mechanized units may cross river hexsides by paying two extra (+2) MP to do so. River hexsides do not block retreat- and advance-after-combat (see 12.33ff).

10.16 Manmade Terrain

Manmade terrain exists in five types: small towns, large towns, cities, the Minsk-Moscow Highway and fortifications/fieldworks. Other than the highway, manmade terrains have no effects by themselves on movement. The movement cost for entering hexes is (again, except for when using the highway) determined by the natural terrain in them.

Ω 10.17 The Minsk-Moscow Highway

The Minsk-Moscow Highway runs between 1017 and

2417, inclusive. It's only effect is to allow mechanized units of both sides moving along its course to enter forest hexes for only one MP each. But the highway completely and permanently ceases to exist with the advent of the first M or S weather in 1941 (see section 11.0).

Old Hands Note. Despite the mythology about it here in the west, the Minsk-Moscow "highway" hardly qualified as that by our standards. The heavy military traffic the war placed on it quickly ground to pieces its surface, and the autumn mud then finished it off entirely.

10.18 Cumulative Costs

The total movement cost for entering any hex is always the sum of all the applicable terrain types involved. For example, a mechanized unit crossing a river hexside into a hill hex would pay a total of five MP to do so. That is, three MP to enter the hill hex, and two "extra" MP to cross the river hexside.

10.19 Off Map Movement

Except within the provisions of section 9.0, no unit once in play on the map may be moved, advanced or retreated off it.

Ω 10.20 Soviet Cavalry

No Soviet cavalry corps may end any phase in a city hex, though they may travel through such hexes. Any cavalry unit found in a city hex at the end of any phase is removed to the deadpile.

Ω 10.21 Axis-Satellite Restrictions

No Axis-satellite army may trace supply, move (strategically or regularly), advance-after-combat, retreat-after-combat, or attack north of the jagged hexrow running between 1028, 1128, 1228, etc., over to 3428. (They may play in the xx28 hexes, but not in xx27s, xx26s, etc.)

Ω 11.0 Weather

11.1 In General

At this scale of simulation, weather makes itself felt in play by affecting ground conditions, which in turn slows unit movement across the map.

11.2 The Weather Tables

Consult the appropriate weather table (see 13.4 & 13.5) at the start of each player-turn couplet during which more than one kind of ground condition might prevail (II September through I December in the autumn, and I March through II May in the spring). At those times the German player rolls one die, and both players incorporate the following effects into their play for that couplet.

11.3 "D" Weather

"D" means dry ground. There are no weather effects on movement or combat. "D" is the normal weather condition on couplets when the calendar doesn't call for any weather roll, except in "deep winter," when the weather is "S" (see 11.8 below).

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11.4 "R" Weather

"R" means the autumn rains have begun. All German-side units lose one MP (-1) from their movement allowance during R couplets. There is no effect on Soviet units.

11.5 "M" Weather

"M" means enough rain has fallen in a short enough time to generate muddy quagmire conditions (known in Russia as the *rasputitsa*). All dry weather in-hex terrain costs are doubled for both sides, but hexside terrain costs remain unchanged.

11.6 "F" Weather

"F" means temperatures have generally fallen below freezing, resolidifying the ground; but there is as yet little or no snow accumulation. The effects are the same as "D" weather, except all units completely ignore rivers for movement and combat, and marsh hexes are treated as if they were clear terrain in D weather.

11.7 "S" Weather

"S" means temperatures continue below freezing, but now deep snow also clogs the ground. All units of both sides ignore rivers for movement and combat. Treat marsh as clear terrain; but all "D" weather in-hex terrain costs are doubled, so marsh is now two MP per hex for all units, as is clear terrain. Units can move across all-lake hexes and hexsides, but may still not end their move in all-lake hexes, nor may they attack across all-lake hexsides. In addition, during Game Turns 4 and 5, provided the weather is "S," all Soviet attacks receive a one-column rightward odds shift on the CRT.

11.8 Deep Winter

The first time in the autumn of 1941 that "S" weather is rolled, that henceforth becomes the automatic weather pattern until 1 March 1942, when the spring weather die rolling begins. The first time in the autumn of 1942 that "S" weather is rolled, it henceforth becomes the automatic weather pattern until the end of the game.

11.9 Spring Weather

Note on the Spring Weather Table (13.5) there is no corresponding effect to that of autumn's "deep winter." That is, spring weather may swing back and forth from one extreme to another, dependent only each couplet's weather die roll, between the beginning of March and the end of May. Weather indicator markers have been provided to deploy on the Turn Record Track as memory aids.

12.0 Combat

12.1 In General

Combat takes place between adjacent opposing units during the combat phases in every player-turn couplet. Attacking is always voluntary; the mere fact of opposing units' adjacency and presence in each other's ZOC does not necessitate combat. The player whose operations segment it is, is considered the "attacker," and the other player is considered the "defender," no matter what the overall situation across the map.

12.2 Multiple Defenders in One Hex

If there are two or more enemy units in a hex being attacked by your units, you may only attack that stack as if it were one large, combined, defending unit.

12.3 Multi-Hex Attacks

An enemy occupied hex may be attacked in one battle by as many of your units as you can bring to bear from one, some or all of the surrounding hexes; but no more than one hex may ever be the object of any one attack. For example, a unit in 1701 may not attack into both 1601 and 1700 during the same combat phase. See 12.6 below for more on this.

12.4 Indivisibility of Units

No single attacking unit may have its attack factor divided and applied to more than one battle. Likewise, no defending unit may have part of its defense factor attacked by one or a few attackers while another part is attacked by others. No attacking unit may attack more than one per combat phase, and no defending unit may be attacked more than once per combat phase.

12.5 Attack Sequencing

There is no artificial limit on the number of attacks each player may resolve during his combat phases. The attacker need not declare all his attacks beforehand; and he may resolve them in any order he wishes, as long as the resolution of one is completed before that of the next is begun.

12.6 Stacks Attacking

It's not necessary for all the units you have stacked in a given hex to participate in the same attack. Some of the units in a stack might attack into one defender hex while others attacked into some other(s) or simply didn't attack at all. No defending unit, though, may ever refuse combat.

Ω 12.7 Fog o' War

Neither player may ever look beneath the top unit of enemy stacks until the time comes in the combat resolution process for odds computation. Once such an examination has been made, the attacker may no longer call off that attack. Further, the German player may not examine the Soviet RVGK holding box. Both players are allowed to examine the Caucasus holding boxes and the deadpiles. Neither player may examine the other's stacked reinforcement units on the Turn Record Track. Likewise, the German VP total is always known to both players.

Beginners Note. In your games, both players are always free to examine the other's stacked units no matter where on the map or mapsheet they're located.

12.8 Combat Procedure

Normally the attacking player should strive to have several times more attack factors involved in a battle than the defender has defense factors. Such battles are called "high odds" attacks. To resolve such fights, the attacking player begins by calculating his "odds." Do that by adding up the attack factors (Old Hands: see 12.17, 12.22 and 12.27 for

exceptions to that last) of all the attacking units involved in the battle; then add up the defense factors of the enemy units defending in the battle. Divide the defender-total into the attacker-total and round down any remainder.

High Odds Example: 26 attack factors versus 7 defense factors yields an odds ratio of 3:1 ("three to one"). That is, $26 \div 7 = 3.71$, which rounds down to 3. To turn that "3" into a ratio, you must set a "1" next to it on the right. Thus "3" becomes "3:1," which corresponds to a column-heading on the Combat Results Table (CRT, see 13.8).

Old Hands Note. Don't forget to take both sides' immediate supply situation into account; see section 8.0.

12.9 Poor Odds Attacks

Battles in which the attacking force has fewer combat factors than the defender are called "poor odds attacks." Procedures in such situations are modified from what's described above in that here you divide the defender's total by the attacker's, round up remainders, and set the "1" on the left side.

Poor Odds Example. A force with 5 attack factors is attacking a force with 11 defense factors: a "poor odds attack." Divide 11 by 5 ($11/5 = 2.2$), and round up (2.2 becomes 3), then set the "1" on the left of that "3," yielding odds of 1:3 ("one to three").

Beginners Note. "High odds" and "poor odds" are simply terms of convenience, good for nothing more than indicating which of the two calculating procedures you'll use for a given battle. It's possible to have success with poor odds attacks and fiascos at high odds. In general, though, the higher your combat odds, the better the chances for success in any attack. That is, you want to be attacking on the right side of the CRT (4:1, 5:1, 6:1, etc.). And, of course, in situations where the two sides have precisely the same amount of combat factors, no mathematics are necessary; the odds will be 1:1.

12.10 Odds Limits & Lines on the CRT

Note that the column headings on the CRT range from 1:2 to 8:1 for Soviet attacks, and from 1:3 to 7:1 for German attacks. Odds greater than 7:1/8:1 are resolved without a die roll; their results are always "0/4." Odds less than 1:2/1:3 are also resolved without a die roll; their results are always "2/0."

Determining which odds ratio set to use on the CRT is simple: the German player always uses those labeled "German Odds," while the Soviet player uses the set labeled "Soviet Odds."

Old Hands Note. For an exception to that last, see 12.26 below.

12.11 Combat Modifiers

The odds obtained in the calculations described above may be modified ("shifted") by the terrain in the defender's

hex and around its perimeter, as well as other factors described below. All applicable combat modifiers are cumulative in their effect. That is, in every battle all applicable modifiers are determined and their effects taken into account before the "final odds" are determined and the die is rolled to get a combat result.

12.12 Minimum Combat Factors

No lone unit or stack in the game ever has its combat factor reduced to below "1" for any reason(s). Whenever stacked or multi-unit or multi-hex situations arise in which combat factor reductions are to be made, total all the units' factors subject to a common reduction(s), then make just one grand reduction (and round up any remainder, see 1.3).

Ω 12.13 Ground Support Aircraft

Both sides have a ground support aircraft counter available, though only one side will be able to commit its planes to combat during every given couplet throughout the game. That is, the German aircraft counter is available for use by that player during all "D," "R" and "F" weather couplets; the Soviet planes are available for use by that player during "M" and "S" weather turns. (Don't forget, during "deep winter," see 11.8, weather is automatically "S," and during the late spring/summer/early autumn it's automatically "D.")

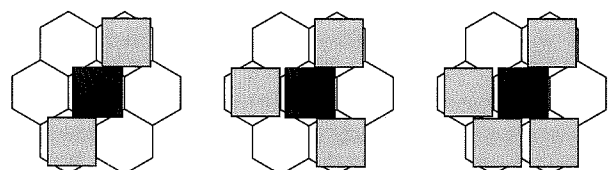
The German planes have no range limit; they may be committed to support any one German battle, offensive or defensive, per player-turn couplet. Their effect is to shift the odds one column in the German (and/or Axis-satellite) units' favor.

The Soviet planes work the same as the German, except that during 1941 they may only be committed to aiding Soviet units within 10 hexes of any Soviet-controlled Moscow hex. If there are no Soviet-controlled Moscow hexes, there is no Soviet airpower available in otherwise-eligible 1941 couplets. During 1942 couplets, the Soviet planes have no range restrictions.

Neither sides' planes have any stacking or combat values of their own, nor may they be given up to satisfy step losses.

Ω 12.14 Concentric Assault

If a defending hex is attacked by units in opposite hexes, or by units in three hexes with one hex between each and the next, or by units in more than three hexes, that attack gains a one column rightward (1R) odds shift. In the accompanying diagrams, the defending unit is being concentrically assaulted. Note that this bonus is available even when attacking units in fortifications and fieldworks; however, it is unavailable to the Soviet player when his units attack "hedgehogs" (see 12.25).



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12.15 Clear

Units defending in clear terrain hexes that are devoid of other terrain features derive no benefit to their defense because of that terrain.

12.16 Forest

Units defending in forest hexes during enemy operations segments in which the fight/move sequence is chosen receive no terrain benefits for the trees; however, when the sequence is move/fight, defenders in forest hexes receive a one-column leftward (1L) odds shift.

12.17 Hills & Mountain Infantry

Units defending in hill hexes always receive a one-column leftward (1L) odds shift. For example, a 3:1 attack would become a 2:1 attack.

A mountain infantry unit attacking into a hill hex uses its defense factor as its attack factor when calculating combat odds for that battle.

Ω 12.18 Marsh

Both sides panzer and tank units have their attack factors halved when attacking into marsh hexes during weatherers other than "F" and "S." During "F" and "S" weather, treat marsh as clear terrain for combat purposes.

Beginners Note. In your play, always treat marsh as clear terrain for combat purposes.

12.19 River Hexsides

During 1941, except in "F" and "S" weather, if all the attacking units in a given battle are attacking across river hexsides, the defenders in that battle receive a one-column (1L) leftward odds shift. During 1942, except in "F" and "S" weather, every unit attacking across a river hexside has its attack factor halved (this effect replaces the previous year's column shift). During "F" and "S" weather in both years, river hexsides have no effect on combat.

12.20 Small Towns

Small towns by themselves don't generate any combat effects, but see 12.25 below.

12.21 Large Towns

Units defending in a hex with a large town in it usually receive a one-column leftward (1L) odds shift, but also see 12.25 below.

12.22 Cities

In any attack against units defending in city hexes, the defender receives a two column leftward (2L) odds shift, and both sides' loss points are increased by one, with zero (0) results becoming ones (1). Also see 6.4, 6.5 and 12.25.

Whenever German panzer or Soviet tank units attack city hexes during an operations segment when the chosen phase sequence is move/fight, they must use their defense factor as their attack factor for that battle. (That's not done if the sequence chosen is fight/move.)

12.23 Fortifications

Soviet fortifications are printed on the map and are all considered "intact" at the start of play of the campaign sce-

nario. In the 1942 scenario, those behind German lines are destroyed; those in or behind Soviet lines are intact. Soviet units defending in fortification hexes receive a one-column leftward (1L) odds shift. Likewise, German-side units may not trace their supply lines into or through intact Soviet fortification hexes (see 8.15).

Whenever a German-side unit occupies a Soviet fortification hex that fortification is considered destroyed until such time as it's reoccupied by a Soviet unit with overland supply. That destruction/rebuild process may go on any number of times for each fortification hex on the map.

German-side units never receive any benefits for defending in Soviet fortification hexes (though all other applicable modifiers still apply).

Ω 12.24 Fieldworks

Both sides receive defensive "fieldworks" counters during the game as part of their reinforcements. When received they must be immediately placed on the map in any overland-supplied (not necessarily offensive supplied for the Soviet; and Leningrad supply is OK) and friendly controlled hex; they may not put into the RVGK or "saved" in any way.

Fieldworks counters may be placed in any land hexes except those containing cities (also, the Soviet player may not place them in any hexes containing fortifications already printed on the map). If placed in a hex adjacent to one or more enemy units, at least one friendly ground combat unit must also be present there during that operations segment. Once placed they are immobile until permanently destroyed by the first enemy entry of their hex (permanently remove the counter from the map at that time). There may never be more than one fieldworks counter per hex at any one time.

Fieldworks give friendly units defending in them a one column leftward (1L) odds shift; but they have no stacking, combat or step values of their own. German-side units may not trace their supply lines into or through intact Soviet fieldworks hexes (see 8.15).

Ω 12.25 Hedgehogs

During the Soviet operations segments of "S" weather couplets prior to the start of Game Turn 27, all German units defending in small town, large town and city hexes are considered to be in all-around defensive-laager formations called "hedgehogs." During those times all German (not Axis-satellite) units in hedgehogs receive a two column-leftward (2L) odds shift instead of the normal shift for those terrain types, and the Soviet can't gain the concentric assault bonus against them no matter from how many hexes he attacks them. Supply for hedgehogged units is figured normally, and they also lose the retreat-after-combat option (see 12.33 below).

The presence of a German fieldworks counter in a hedgehogged hex is permissible and the 1L shift for that counter is added onto the hedgehog shift. And, yes, the defensive odds shift for units hedgehogged in cities is always 2L, but hedgehogging adds the other features described above to that shift. Hedgehogging is not an option; German units defending in population centers during the hedgehog time period are automatically hedgehogged.

Ω 12.26 Axis-Satellite Attacks

Whenever the German player conducts an attack in which only Axis-satellite units participate, he must use the Soviet odds column line on the CRT to resolve that action. If even one German unit is involved, use the German line.

Ω 12.27 German 11th Army Reinforcements

The three German infantry corps received as reinforcements on Game Turn 20 (30th, 42nd and 54th) have an "11" printed on their counter to indicate they were originally part of Field Marshal Manstein's fortress-busting 11th Army, which took Sevastopol. Those three units, alone or in any combinations (even combined with units not belonging to 11th Army) may use their defense factor as their attack factor when in overland supply and attacking city, large town, fortification or fieldworks hexes, provided the sequence chosen for that operations segment is fight/move.

Ω 12.28 The Leningrad Counter-Fire Corps

The LCFC arrives as a Soviet reinforcement on Game Turn 27; it may only enter play in Leningrad (1601) if that city is still Soviet-controlled and stacking allows for its placement there at that time. Otherwise it doesn't enter play, and once placed it never moves.

The LCFC never attacks alone, but it may support all Soviet attacks and defenses — any number per Soviet and German combat phase — in any hexes adjacent to Leningrad by having a die roll made for it and adding in that result as its combat factor contribution to the battle. (It assists with the defense of Leningrad itself in the same way.) LCFC "fires" are not halved for being projected across all-water hexes of any kind. For combat loss purposes, the LCFC has a step value of one, just like all other Soviet specialist units.

Ω 12.29 Soviet SR Artillery Concentrations

The two Soviet "SR" artillery concentration units' attack factors are not halved for attacking across all-river hexsides, no matter what the weather. Unlike the LCFC, though, the SR units may not attack across all-sea hexsides. Whenever Soviet SR artillery units attack during a couplet in which that player has chosen the move/fight sequence, those units must use their defense factor as their attack factor for such battles.

Ω 12.30 Front Mobile Groups

Prior to the first arrival as a reinforcement of one of his tank armies (3rd Tank Army on Game Turn 16), the Soviet player may declare one properly stacked and supplied hex of his units to be his "Front Mobile Group" (FMG) in each of his combat phases. To be eligible to be declared an FMG, a Soviet stack must be in overland (not Leningrad) supply; it must be in offensive supply once that rule kicks in, see 8.14; it may not be in a city hex; and it must contain one 2-4-5/1-1-5 infantry army (full strength or reduced) and one guard cavalry corps.

The declaration is made on a phase by phase basis and each declaration lasts for only that one phase. The same stack may be declared to be the FMG more than once, but there is never more than one FMG on the map during any one Soviet combat phase. The effect of the declaration on the FMG stack is to double its attack strength for that phase.

Old Hands Note. There are no rules detailing any special combat effects for the Soviet engineer armies. My thinking is, at this lofty scale, their proper contribution is modeled simply by having them on hand to soak up combat losses, thereby helping to preserve your other units.

12.31 Final Combat Resolution

After all applicable modifiers have been applied and a final CRT odds column determined, the attacker rolls a die and consults that table (13.8) to get a "combat result." For example, a roll of "5" at odds of 7:1/6:1 yields a result of "1/2."

Apply all applicable odds modifiers first, only then going to the CRT to find each battle's final odds column. For example, if you're attacking at 20:1 odds and there are modifiers operating that give a 2L shift, you're actually attacking at 18:1. That means you'd resolve that battle without a die roll as a 9:1/8:1 with an automatic "0/4" result. You don't convert the original 20:1 odds to 8:1/7:1 (the highest chart column) and then shift 2L. Apply shifters first, then go to the CRT to find your column.

12.32 Combat Results

The number to the left of the slash applies to the attacking force; the number to the right applies to the defenders. The numbers in a combat result may be absorbed in two ways: 1) step loss and/or unit elimination; and 2) defender retreat. Note, however, the defender retreat option is only available to German (not Axis-satellite) defending units.

The defender must always completely absorb his combat result in each battle before the attacker absorbs his.

Beginners Note. In your play, ignore option two above. Also note there's never any carry over of excess step losses from one battle to another; each battle's resolution is discrete.

Ω 12.33 German Defender Retreat

Only the German player has the option of retreating all of his involved defending German units in a battle one hex (never more) in order to satisfy one increment of that fight's combat result.

A retreating German unit or stack may retreat into any adjacent hex empty of Soviet units and their unnegated ZOC (empty but intact fortifications may be retreated into). If there is more than one such hex available, the German player must retreat his units in the direction that takes them closer to their nearest source of overland supply. If more than one route fulfills that requirement, it's his choice.

Ω 12.34 Retreat Movement

Retreat-after-combat doesn't use up German MP, and it has nothing to do with the costs involved with movement

Iron Dream

phase movement. Retreating units, however, must still observe normal movement prohibitions. For example, retreating units may not retreat across all-sea hexsides.

Retreating is an all-or-nothing proposition for the involved German defenders. That is, the German player may not retreat just one or some units from a defending stack, leaving others behind. All go or all stay, and the move of the entire retreated force — no matter how many steps and units it contains — satisfies only one increment of the combat result. Stacking limits must be observed in retreat movement. If the only retreat path open would result in over-stacking in that hex, the defending units must stand their ground and absorb their entire combat result as step losses. A retreating stack may only be broken up to allow its component units to retreat individually into different hexes if stacking restrictions require it.

Ω 12.35 Retreat Into Battle

If defending German units from one battle retreat into a hex containing other friendly units, and that hex comes under attack that same combat phase, the units that retreated into the new hex in no way contribute to their new location's defense. Further, if the original defenders in the new hex receive any combat result other than "0" (zero), the just-retreated-in units from the earlier battle are automatically eliminated, and their elimination does not serve to satisfy any of the current combat's defender result.

12.36 Step Losses

Every strength step given up from involved units satisfies one increment of combat result. For example, flipping a two-step unit to its reverse side satisfies one increment of a combat result of "2;" eliminating the unit entirely would completely satisfy that result. Step losses may be apportioned by each player among his involved units in each battle as he sees fit.

Whenever a defending German force will both retreat and take a step loss, it should absorb the step loss(es) first, in the original hex, then perform the retreat.

12.37 Zero Results

A "0" (zero) combat result means the involved units of that side are not affected in any way — no retreats and no step losses (but see 12.22).

12.38 Advance After Combat

Whenever the defender's hex is left vacant of defenders, either by step loss and/or retreat, the victorious attacking units may advance-after-combat into that hex; stacking limits must be observed. Such advances are not part of normal movement, and they don't cost any MPs; but advancers must still observe normal terrain prohibitions. And, yes, advances after combat may be made directly from EZOC to EZOC by all types of victorious attackers on both sides.

Advancing after combat is an option; it is never mandatory. The decision to advance must be made immediately after the battle is resolved and before another is begun. It's not necessary for an advancing attacker to stack-full the newly won hex; he may send just one or a few units.

There is never an defender-advance-after-combat; victorious defenders simply hold their place.

13.0 Charts & Tables

13.1 Victory Table

End of Game Turn	Germans		Germans Win If VP ≥
	Lose If VP ≤	Play On If VP =	
Dec I '41 Game Turn 5	23	24-29	30
Jun I '42 Game Turn 17	23	24-29	30
Aug II '42 Game Turn 22	34	35-40	41
Nov II '42 Game Turn 28	40		41

13.2 German Replacement Schedule (Per Game Turn)

Game Turns	Mech Steps	Non-Mech Steps
1-6	0	0
7-8	1	3
9-10	1	4
11-12	1	3
13-18	1	2
19-28	1	1

13.3 Soviet Replacement Schedule (Per Game Turn)

Game Turns	Steps
1-4	8
5	7
6	6
7-11	5
12	4
13-28	3

Note: Don't forget to make mandatory Soviet withdrawals on Game Turns 5, 11 and 13 (see 9.18).

13.4 Autumn Weather Effects Table (AWET)

Turn-Couplet	Die Roll					
	1	2	3	4	5	6
Sep II-1	D	D	D	D	D	R
Sep II-2	D	D	D	D	R	R
Oct I-1	D	D	D	R	R	M
Oct I-2	D	D	R	R	M	M
Oct II-1	D	R	R	M	M	M
Oct II-2	R	R	M	M	M	F
Nov I-1	R	M	M	M	F	F
Nov I-2	M	M	M	F	F	F
Nov II-1	M	F	F	F	F	S
Nov II-2	M	F	F	F	S	S
Dec I-1	F	S	S	S	S	S

Iron Dream

13.5 Spring Weather Effects Table (SWET)

Turn-Couplet	Die Roll					
	1	2	3	4	5	6
Mar I-1	S	S	S	S	S	M
Mar I-2	S	S	S	S	M	M
Mar II-1	S	S	S	M	M	M
Mar II-2	S	S	M	M	M	M
Apr I-1	S	M	M	M	M	M
Apr I-2	M	M	M	M	M	M
Apr II-1	M	M	M	M	M	D
Apr II-2	M	M	M	M	D	D
May I-1	M	M	M	D	D	D
May I-2	M	M	D	D	D	D
May II-1	M	D	D	D	D	D

13.6 German Attenuated Supply Table (GAST)

Die Roll	Attack Odds Shift
1	0
2-3	1L
4-5	2L
6-9	3L

Cumulative Modifiers

+1 in M or S weather
+1 in October/November
+2 in December

Note: Don't consult the GAST during Game Turn 1.

13.7 Terrain Effects Chart

Terrain Type	Movement Cost Mech/Non-Mech	Combat Effects
Clear	1/1	NE
Forest	2/1	1L when sequence is move/combat, otherwise NE
Hills	3/2 Cav & Mtn Inf -1	Mtn Inf attacking into uses defense factor as attack factor
Marsh	4/2	Pz&Tnk attacking into are halved; otherwise NE; see also 11.5ff
River	+2/+1	"F" & "S" weather = NE (see 11.5); otherwise 1L in 1941 and attackers halved in 1942 (see 12.19). Also always NE for LCFC & SR Arty (see 12.28 & 29).
All-Lake/ Sea	NA except in "S" weather; see 11.5ff	NA except in "S" weather; see 11.5ff
Small Town	OTIH	Usually NE; but 2L for German defenders in "S" weather prior to Game Turn 27. See also 12.25 Hedgehogs
Large Town	OTIH	Usually 1L; but 2L for German defenders in "S" weather prior to Game Turn 27. See also 12.25 Hedgehogs
City	1/1	2L and all LPs+1 (0=1). See also 12.25 Hedgehogs
Fortifications/ Fieldworks	OTIH	1L

TEC Notes

NA = Not Allowed
NE = No Effect
OTIH = Cost determined by Other Terrain In the Hex
#L - Shift odds left that number of columns on the CRT

13.8 Combat Results Table

Soviet Odds		1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1
German Odds		1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1
DIE ROLL	1	1/1	0/1	0/1	0/2	0/2	0/2	1/3	0/3	0/4
	2	0/0	1/1	0/1	0/1	1/2	0/2	0/2	1/3	0/3
	3	1/0	1/1	1/1	0/1	0/1	1/2	0/2	0/2	1/3
	4	1/0	0/0	1/1	1/1	0/1	0/1	1/2	0/2	0/2
	5	2/0	1/0	0/0	1/1	1/1	0/1	0/1	1/2	0/2
	6	2/0	2/0	1/0	0/0	0/0	1/1	0/1	0/1	0/2

DIE ROLL

CRT Notes

Odds greater than 8:1/7:1 receive automatic 0/4 results.
Odds less than 1:2/1:3 receive automatic 2/0 results.

COMMANDER'S CALL

by Ty Bomba

I Repeat I Repeat

Because we're again going to be printing and mailing the hobby supplements to two issues (52 & 53) at the same time, we'll be publishing this very same "Commander's Call" column in both of them. Please only send back the feedback card from one of the issues. (Send either one, it doesn't matter; you pick.)

Also, since this is being written in mid-May, when we've just committed ourselves to adding to the schedule the editor's choice game Clinton's War: The US & NATO Invade Serbia, I have to create some extra time for myself to be able to complete that project on time. So I ask your indulgence when I tell you I'm not going to be reporting on the feedback from hobby supplements 50 and 51 in this issue. I'll catch up on all it in hobby edition no. 54. I did, however, crunch enough of the numbers to know for sure none of the five new game proposals passed from those two issues: Army Group North '44 - 4.89; Gallipoli - 4.41; People's War - 4.15; War in the Desert: The North African Campaign - 5.33; and The Spanish-American War - 5.86. And finally here, since this economize-by-twin-printing-the-hobby-edition schedule means I have to write this column before one of the corre-

sponding main-magazine issues has had its contents finalized, I've also got to stop asking you to feedback the articles. We'll resume that as soon as we get through this phase of our operations.

Command Game Schedule

The game schedule for the 10 issues after number 53 is shown in the box. Most of you will be glad to know there've been no changes to it since you received that last mailer from us a while back, nor do I anticipate any more changes will have to be made.

The Feedback Loop

Please use the feedback card found in the hobby supplement to vote on the following new game proposals and survey questions. Vote by placing one whole number (only!) on the corresponding spaces on the postcard. If it's a rating question, "0" means "Don't publish this game under any circumstances;" or "This article was so uninteresting I didn't even read it!" From there, each higher number indicates a slightly more favorable opinion, until you get to "9," which means: "This game idea is top-notch; please publish this game as soon as possible!" Or: "This article couldn't have been any better!" In yes/no questions, "1" means "yes," and "2" means "no," and "0" means "no opinion," or "not applicable."

Next issue we'll present the feedback results from issue nos. 50 through 53. To be counted in the voting on this issue, your card must reach us by 31 August 1999.

Issue Game Schedule

Issue	Game Title
54	Reds: The Russian Civil War
55	Clinton's War: The US & NATO Invade Serbia
56	The Shogun's March to Peking
57	Old Contemptibles: The BEF, 1914
58	When Dragons Fight: If China Invades Taiwan
59	Clash of Giants: The Battle of the Marne
60	Lightning War '44
61	Armies of the Czar: Tannenberg, 1914
62	Invasion: Pearl Harbor
63	War Plan Orange

1. San Juan Hill. This will be an operational-level simulation of the campaign to capture Santiago de Cuba during the Spanish-American War. The American Army was landed nearby to help flush out the Spanish fleet from the harbor. The resultant campaign was marked by ad hoc planning, bungling and incredible bravery.

The game will begin with the American player determining how his convoy ships are loaded. American units will arrive on shore gradually, with the exact order determined by chance, just as occurred historically, with troops getting first priority, then ammunition, then food, then everything else.

The Spanish player will lay out his fortifications and plan his defense while not really knowing where the American will land. They could come ashore either east or west of the harbor.

The American will be battling the clock as much as the Spanish. He must complete the campaign before the rainy season starts, making movement and supply difficult, and bringing on the diseases that eventually killed more men than died in combat.

There will be a naval module for use if/when the Spanish fleet sorties. The Spanish player will lose victory points if his fleet is seized in the harbor or is scuttled without offering battle; the longer it stays in the port the worse will be overall Spanish morale.

Special rules will cover: Cuban insurgents, the observation balloon, Teddy Roosevelt and the Rough Riders, smokeless powder, naval gunfire, and refugees. The map will cover the area from just west of Santiago to the area east of Daiquiri, where the Americans landed historically. Off-map boxes will allow for the US invasion of Guantanamo Bay, and Spanish movement of units from other locations across Cuba. The units of maneuver will be regiments and brigades; the map will be large-hex, and the complexity about 4.0, by Ron A. Bell.

2. Code Ryan: World War III, November 1983. As winter approached in November 1983, the Cold War was in its last great chill. The competition for superpower dominance over the Earth had been in an unstable phase for several years, and both sides were busy deploying dangerous new nuclear weapons. The Soviets had spent enormous resources building up both offensive and defensive weapons, but in the face of new American resolve once again felt their old insecurity, paranoia and general lack of confidence in their capabilities. In September they shot down a passenger jet (KAL007) that had over-flown their territory, thinking it an American spy plane. Insecurity about their defenses, plus the generally chilled international political climate had placed them in a reactive mode. Shortly thereafter, new American weapons began arriving in NATO, systems long planned to shore up Western deterrence capabilities. But the Soviets saw them as first-strike weapons able to reach all the way to Moscow. The Pershing II missiles were particularly feared, as they were accurate ground penetrators capable of destroying command bunkers and thereby decapitating the Soviet leadership structure. By November, Kremlin leader Yuri Andropov lay dying.

As the scramble for succession began behind the scenes, a NATO exercise called "Able Archer" was testing command and control procedures for the newly improved nuclear forces. On the night of November 8/9 the old men in the Kremlin panicked and issued "Code Ryan" to all KGB operatives: orders to try to find out if the West was preparing a pre-emptive nuclear attack. Tens of thousands of megaton and multi-megaton warheads were ready on both sides to inflict anything from major defeat to total Armageddon on the opponent. Fortunately the KGB was up to snuff on that occasion and detected no signs of such an attack. The whole atmosphere of the Cold War changed after this potentially deadly episode, and the long conflict finally began moving toward settlement. Code Ryan, the game, assumes things instead blew up into a thermonuclear war at the end of 1983. This somewhat "Strangelovian" game will be a playable and safe alternative to the unthinkable. In it, strange sounding and misunderstood gambits such as: first strike, countervalue, preemption, and even protracted nuclear war all will be playable. Complexity will be where it should be in a wargame (about 4.5), with concentration on players developing strategies

that will allow survival with their national interests upheld: to "prevail" in the vernacular of nuclear strategists. ("Winning" is not and was not a word often used when talking about global thermonuclear war.) The game will have one 22x34 map showing a polar projection of the northern hemisphere. There will be 240 back-printed, half-inch counters. Missiles, bombers, interceptors and ballistic missile submarines will be represented, as well as other key force and strategic elements. Ramifications of factors such as collateral damage, EMP, C3I, reconnaissance, satellites, and doctrine will be represented in an integrated system. There will be a handful of scenarios and possible beginnings for the game plus optional forces not available historically until years later.

A prototype of the game already exists and it plays smoothly. For the magazine by Bruce "War Plan Orange" Costello.

Second Thoughts Survey

Please reevaluate the games from issues 50 and 51.

3. *Back to Iraq*, 2nd edition, overall
4. Map
5. Counters
6. Rules Clarity & Completeness
7. Estimate B2I's complexity from 1 (simple) to 9 (hyper-complex).
8. How many times have you played B2I to completion? (0-never; 1-once; 2, 3, etc., 9-nine or more times.)
9. How long does it take to play a game of B2I to completion? (0-can't say; 1-about one hour; 2-about two hours, etc.)
10. Which side is favored to win the main scenario of B2I more often when it's played by opponents of roughly equal skill?
 - 0-No opinion, or can't say.
 - 1-The Iraqis are slightly favored to win.
 - 2-The Iraqis are heavily favored to win.
 - 3-The game is evenly balanced.
 - 4-The Coalition is slightly favored to win.
 - 5-The Coalition is heavily favored to win.
11. Was B2I a good choice to include in the hobby edition? (1-yes; 2-no)
12. *Warmaster Chess 2000*, Vol. 2 overall
13. Map
14. Counters
15. Rules Clarity & Completeness
16. Estimate WC2Kv2's complexity from 1 (simple) to 9 (hyper-complex).
17. How many times have you played WC2Kv2 to completion? (0-never; 1-once; 2, 3, etc., 9-nine or more times.)
18. How long does it take to play a game of WC2Kv2 to completion? (0-can't say; 1-about one hour; 2-about two hours, etc.)
19. Was WC2Kv2 a good choice to include in the hobby edition? (1-yes; 2-no)
20. *The Fire Next Time*, overall
21. Map
22. Counters

23. Rules Clarity & Completeness
24. Estimate TFNT's complexity from 1 (simple) to 9 (hyper-complex).
25. How many times have you played TFNT to completion? (0-never; 1-once; 2, 3, etc., 9-nine or more times.)
26. How long does it take to play a game of TFNT to completion? (0-can't say; 1-about one hour; 2-about two hours, etc.)
27. Which side is favored to win the India-Aggressor scenario of TFNT more often when it's played by opponents of roughly equal skill?
 - 0-No opinion, or can't say.
 - 1-The Indians are slightly favored to win.
 - 2-The Indians are heavily favored to win.
 - 3-The game is evenly balanced.
 - 4-The Pakistani side is slightly favored to win.
 - 5-The Pakistani side is heavily favored to win.
28. Which side is favored to win the Pakistan-Aggressor scenario of TFNT more often when it's played by opponents of roughly equal skill?
 - 0-No opinion, or can't say.
 - 1-The Indians are slightly favored to win.
 - 2-The Indians are heavily favored to win.
 - 3-The game is evenly balanced.
 - 4-The Pakistani side is slightly favored to win.
 - 5-The Pakistani side is heavily favored to win.
29. Was B2I a good choice to include in the hobby edition? (1-yes; 2-no)
30. *Warmaster Chess 2000*, Vol. 3, overall
31. Map
32. Counters
33. Rules Clarity & Completeness
34. Estimate WC2Kv3's complexity from 1 (simple) to 9 (hyper-complex).
35. How many times have you played WC2Kv3 to completion? (0-never; 1-once; 2, 3, etc., 9-nine or more times.)
36. How long does it take to play a game

of WC2Kv3 to completion? (0-can't say; 1-about one hour; 2-about two hours, etc.)

37. Was WC2Kv3 a good choice to include in the hobby edition? (1-yes; 2-no)

Issue 52's Hobby Edition

Please rate the contents of hobby edition no. 52.

38. *Grunwald*, overall
39. Map
40. Counters
41. Rules Clarity & Completeness
42. *Chess Battle*, overall
43. WC2K Air Power Add On Module overall
44. Commander's Call
45. Was this issue of the hobby edition (52) better than the one before it (51)? (0-no opinion, or can't say; 1-yes; 2-no; 3-the two were of about equal worth.)

Issue 53's Hobby Edition

Please rate the contents of hobby edition no. 53.

46. *Iron Dream*, overall
47. Map
48. Counters
49. Rules Clarity & Completeness
50. Deep Battle Chess Add On Pieces overall
51. Commander's Call
52. Was this issue of the hobby edition (52) better than the one before it (51)? (0-no opinion, or can't say; 1-yes; 2-no; 3-the two were of about equal worth.)

Classified Ads & Conventions

FOR SALE: Selling substantial portion of game collection - most rare/unpunched/mint. Send SASE to Anthony Grossi, 633 Chestnut Place, Secaucus NJ 07094.

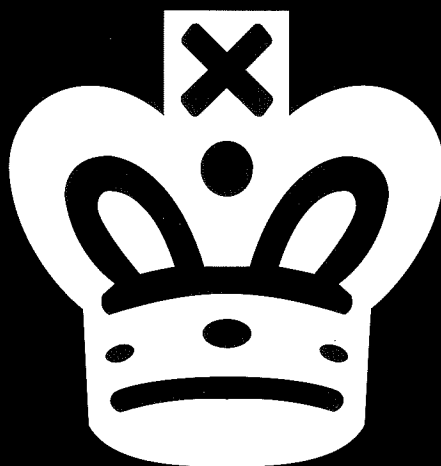
FOR SALE: Hundreds of wargames and magazines. Very inexpensive. Most out-of-print. AH, S&T, GDW, etc. Send a large 55c SASE to: Neil Manhard, 338 Esat Locust St, York, PA 17403.

WANTED: Issues #1 through #10 of Command Magazine. Randy Curnutt, 1444 Sierra Springs #1116, Bedford, TX 76021.

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COMMAND

Warmaster Chess 2000 Variants



These three variants for Warmaster Chess 2000 use counters provided in issues 52 and 53.

Chess Battle

There are 48 counters on the counter-sheet for issue 52 for this variant.

Introduction

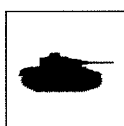
Chess Battle (CB) was originally published in 1933 in a Soviet journal as a variant for orthodox Chess. The intention was to present the evolving tactical realities of 20th century warfare in an abstract wargame format. Except as herein added to, amended or deleted, all the rules of orthodox Chess are used in CB, and it is intended to be played on the WC2k expanded Chess boards included in the last three hobby supplements.

Chess Battle Icons

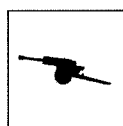
The following icons are the new unit types used in this scenario.



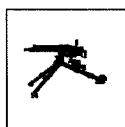
Infantry



Tank



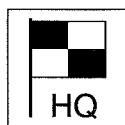
Field Gun



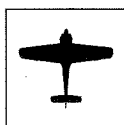
Machinegun



Cavalry



Headquarters



Fighter-Bomber

White Set Up

Infantry: E5, F5, G5, H5, I5, J5, K5, L5, E4, F4, G4, H4, J4, K4 & L4

Tank: I4

Field Guns: E3 & L3

Cavalry: F3 & K3
Machineguns: G3 & J3
Fighter-Bomber: H3
Headquarters: I3

Black Set Up

Infantry: E12, F12, G12, H12, I12, J12, K12, L12, E13, F13, G13, H13, J13, K13 & L13

Tank: I13

Field Guns: E14 & L14

Cavalry: F14 & K14

Machineguns: G14 & J14

Fighter-Bomber: H14

Headquarters: I14

Headquarters

This piece is the king-analog. It moves and captures like an orthodox Chess king and is also subject to the same check and checkmate rules. There is no castling in this game. Play ends when one headquarters is put in checkmate.

Fighter-Bombers

The fighter-bomber is the queen-analog, moving and capturing just like the

queen in orthodox Chess. The FBs also have the added power here of being able to jump over one friendly piece per move.

Tanks

Tanks are rook-analogs, but here they may travel only one or two squares on the horizontal or vertical per move. Tanks, though, may never be captured by machineguns, cavalry or infantry.

Field Guns

The field guns move as kings, but are not subject to check or checkmate. They may not move and capture; instead, they move or capture. Stationary field guns capture by bombardment. To make a capture/bombardment, the player performing it announces it and removes one enemy piece that is at most five squares away from the firing field gun on the horizontal, diagonal forward, or vertical forward directions. (Judge "forward" by the army to which the gun belongs, not the orientation of the guns' icons on the board.) There can be no friendly or enemy pieces intervening along the path of bombardment between the field gun and the targeted enemy piece.

Alternative Indirect Fire Rule: Using this rule, the field gun may fire over all intervening enemy and friendly pieces. If using this rule, however, headquarters are impervious to field gun bombardment.

Machineguns

Machineguns move as kings, but are not subject to check or checkmate. They may not move and capture; instead, they move or capture. Stationary machineguns capture by firing, in a fashion similar to field guns. To make a firing/capture, the player performing it announces it and removes one enemy piece that is at most three squares away from the firing machinegun in any of the eight axial directions. There can be no friendly or enemy pieces intervening along the path of firing between the machinegun and the targeted enemy piece. Machineguns may never capture tanks.

Cavalry

The four cavalry pieces in CB are Chess knight-analogs. Like the knight in orthodox Chess CB cavalry may also jump over any number of friendly and enemy pieces in its move. Its move may consist of any one of the following combinations: one square forward and one lateral; one square forward and two lateral; two squares forward and one lateral; two squares forward and two lateral; two squares forward and three lateral; three squares forward and two lateral; or three squares forward and three lateral. Thus a

cavalry piece sitting in square A1 could move to B2 or C2 or D2 or B3 or C3 or D3. Cavalry may never capture tanks.

Infantry

Infantry are (roughly) pawn analogs, but have two possible moves in CB. They may move and capture like orthodox Chess kings: one square in any direction. Alternatively, an infantry piece may move two squares in a straight line (horizontal, vertical diagonal), provided the infantry making a double move begins it on a white square. It may not jump over any piece. Infantry may only make captures when moving one square forward or laterally. Infantry moving backward or diagonally, or two squares in any direction, may not capture. There is no *en passant* or pawn promotion in CB. Infantry may never capture tanks.

Breakthrough

Pieces other than headquarters may move off the board by completing a regular move in such a way it takes them off through what would be there side's promotion file if there were a pawn promotion rule: squares A16 through P16 for white, and squares A1 through P1 for black. Any piece moved off the board generates a "breakthrough" into the vital enemy rear area. Such pieces are thereby out of play for the rest of the game. Each time a breakthrough is generated, remove the exiting piece from the board, then select any one piece from the opponent's army — other than the headquarters — and remove it permanently from play. Breakthroughs may not be generated by field gun bombardments or machinegun shooting.

Credits

Original 1933 Design: A.S. Yurglevich

1998 Development: Ty Bomba

Rules Editor: Jamaica Winship

Playtesting: Ty Bomba & Jamaica Winship

Components: Chris Perello & Cheryl Scollan

The WC2k Airpower Module

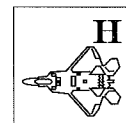
There are 8 counters on the counter-sheet for issue 52 for this variant.

In General

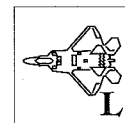
These rules allow you to play Deep Battle Chess, Wide & Deep Battle Chess and Meeting Engagement Chess with the addition of tactical aircraft pieces. Whatever version you decide to play, all

eight aircraft pieces always begin set up at high altitude (see below for details). The aircraft begin play set up as follows by placing them stacked above (piled atop) the ground pieces already in the same square.

Aircraft Icons



at high altitude



at low altitude

Deep Battle Chess/Wide & Deep Battle Chess Set Up

White: F5, H5, J5 & L5

Black: E12, G12, I12 & K12

Meeting Engagement Chess Set Up

White: J8, J6, J4 & J2

Black: G9, G11, G13 & G15

Altitudes

In addition to ground level, which is where all the ground pieces (rooks, knights, etc.) and pawns operate, there are now two playable altitudes — high and low — in the airspace above them. Only aircraft units operate at high and low altitudes. To show an aircraft unit at high altitude, place it on the board so its side marked "H" shows upward; to show it's at low altitude, place the "L" side up.

Stacking

"Stacking" is the term used to describe the piling of more than one unit in the same square at the same time. Normally there is no stacking in either Chess or WC2k; but when using this add-on rule module, it becomes possible to stack. There may still only be one ground unit in any square at any one time, but there might now also be one aircraft unit in the same square at low altitude, and another in the same square above it at high altitude. In that way it's now possible to have two or three pieces (from the same or both sides) in the same square at the same time from turn to turn.

Aircraft Moving at the Same Altitude

Aircraft move like queens in orthodox chess. They may go any distance in a straight line in any of the eight axial directions. While doing so they may fly over any number of friendly and enemy ground pieces (but see "Flak" rules below), and under or above any number

of friendly or enemy aircraft pieces that are in their path but at a different altitude. Aircraft may not fly through a square containing a friendly or enemy aircraft that's at the same altitude at which they're presently flying.

Changing Altitude

To change altitude, from low to high or high to low, a plane is moved one square in any direction and then flipped in its new location to show its change in altitude status. Altitude-change moves are always one square, never more, never less. Planes can capture in their destination square when making altitude change moves.

Kings & Planes

Aircraft at both altitudes may fly over their own side's king; they may also end moves stacked above their own king at either altitude. But aircraft may never enter or fly through any square containing the enemy king, nor may they end a move stacked above the enemy king at either altitude. Kings have an impervious and infallible flak defense, and thus may never be placed in check or checkmate, nor be attacked in any other way, by aircraft.

Captures

Aircraft can destroy ("capture" in orthodox Chess terminology) any enemy ground piece — other than the king — by ending their move above one at low altitude. Planes can never strike ground pieces from high altitude. Before a ground piece's destruction can take place, check for its defensive flak fire (see below).

A moving aircraft can capture an enemy aircraft that's at the same altitude by ending a move in that enemy plane's square. Unlike ground units that have flak defensive fire, attacked aircraft have no defenses.

No moving plane can make more than one capture per move, and no plane not moving at least one square can make a capture.

Flak

All ground pieces have anti-aircraft artillery (flak) defensive systems attached to them. Whenever an enemy plane enters an enemy ground unit's square at low altitude, that ground unit immediately takes a flak shot at that plane. To resolve flak fires, players must roll a standard (six-sided) die. A pawn's or sapper/wazir's flak hits — and thereby instantly destroys — an enemy plane on a roll of one. A knight's, Longrider's or Uhlan's flak hits and destroys an enemy plane on a roll of one or two. A bishop's flak hits and destroys on a roll of one, two or three. A

rook's or catapult's flak hits and destroys on a roll of one, two, three or four. A queen's flak hits and destroys on a roll of one, two, three, four or five. All other results are misses.

A ground piece gets to make a flak die roll whenever an enemy aircraft enters its square at low altitude, even if the moving plane is just flying through that square to get somewhere else. (Such incidents are called "fly overs.") Flak die rolls are not made when a moving ground piece or pawn enters or passes through a square beneath an enemy aircraft that's at low altitude. Flak rolls are only made in response to aircraft strikes against ground pieces/pawns and/or low-level flyovers.

When a flak hit is made, its effect against the targeted aircraft is immediate — the struck plane is eliminated instantly, without being allowed to carry out any capture of its own.

It is allowed to have your own planes end moves above friendly pieces at low altitude to gain the benefits of flak protection. In such cases, a struck enemy plane would itself be destroyed before taking out either your ground piece or your plane. But if the attacking enemy plane survives the flak, then both your ground piece and your aircraft above it in that square are destroyed.

Flak never reaches to high altitude.

Miscellaneous

Aircraft moves are not made in addition to your one-per-turn ground moves. Each turn a player chooses to move one unit, either a ground unit or a plane.

Aircraft in a square, enemy and/or friendly, in no way interfere with friendly or enemy ground units' ability to move unhindered beneath them.

When using mountains, planes may only enter mountain squares at high altitude; they may go through passes at either altitude.

Aircraft are never affected by land mines, nor do they in any way interfere with regular catapult fire against ground targets.

Pawns may not be promoted to aircraft.

Ground units may not make hop-skip moves over squares containing enemy aircraft at either altitude.

There is no fog of war or friendly fire. Players are always allowed to examine the composition of enemy stacks; and friendly ground units never mistakenly fire their flak at passing friendly planes.

Credits

Design: Ty Bomba

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Playtesting: Ty Bomba & Jamaica Winship

Components: Chris Perello & Cheryl Scollan

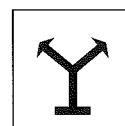
Deep Battle Chess Add-On Pieces

by Ty Bomba

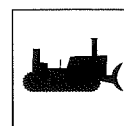
There are 20 counters on the counter-sheet for issue 53 for this variant.

Introduction

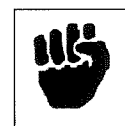
This WC2k variant introduces five new pieces. Players may incorporate them into the play of basic Deep Battle Chess (DBC - see WC2k vol. 1 rules) as explained below, or come up with their own ways of mixing them ótalone or in combinations ó into the play of the other variant Chess games presented here in the last four issues. For instance, if you want to play by also using the wazir/sapper pieces introduced in volume three, set up that piece in its



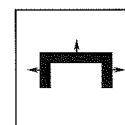
Air Cavalry (A)



Bulldozer (B)



Grappler (G)



Phalanx (F)



Mimic (M)

appropriate square, then move the two new phalanxes added here to flank it on either side in the front rank. Volume two's catapults and longriders can be added the same way into their regular squares; and if you want to use uhlands, add them to both flanks of the catapult/longrider set up, etc.

New Icons & Abbreviations Set Up

Set up the white pieces as if for a basic game of DBC, then remove the pawns from H6 and I6 and substitute a phalanx in both those two squares. Put additional white pawns in A6, B6, C6, D6, M6, N6, O6 & P6. Put white Mimics in A5 & P5; put white Bulldozers in B5 & O5; put white Grapplers in C5 & N5; and put white Air Cavalry in D5 & M5. The black pieces are set up on the opposite side of the board in standard mirror-image fashion.


Promotions & Flak

All the pieces presented here are available for pawn promotion when you're playing variants using that rule. There may not, though, ever be more of any of these types of unit in play on the board

than are provided for in the counter mix presented here. For those using the air-power supplement rules, all the pieces introduced in this issue have air defense flak values of three.

Air Cavalry (A)

In the diagram the air cavalry piece can move directly to any "A" square, capturing or not.

B	B	B	B	B
B	A	A	A	B
B	A		A	B
B	A	A	A	B
B	B	B	B	B

Or the air cavalry piece could move to any "B" square, capturing there or not, and in the process moving over any friendly (not enemy!) piece or pawn in the intervening "A" square.

Or the air cavalry piece could move to any "A" square, capturing or not, and then move to any other "A" or "B" square adjacent to its new location, again capturing or not. (Thus the air cavalry becomes the only piece capable of making two captures in a single move.)

Or the air cavalry piece could move to any "A" square to make a capture, then return to its original location square. Such a move/capture/return is called "raid." Raids can only be made in conjunction with a capture; otherwise they would, in effect, create a capacity to pass a turn, which is not the intent of this rule.

Not that despite its limited ability to "fly nap of the earth," the air cavalry is considered a ground unit and is therefore susceptible to all applicable rules for that class of unit if you're playing with the air-power supplement.

Bulldozer (D)

The bulldozer moves like, but does not capture like, an orthodox Chess queen. The bulldozer never captures any enemy pieces or pawns; it shoves them. That is, when a moving bulldozer encounters an enemy piece/pawn, it (the bulldozer) occupies the enemy square and at the same time relocates the displaced enemy piece/pawn to the appropriate adjacent square.

The appropriate square is the one in a straight line, judged by how the bulldozer entered the enemy square. For example, if the bulldozer entered the enemy occupied square, say C3, moving from the diagonal A1/B2, then the displaced enemy piece is moved into D4. The displacement does not use up the displaced player's ply (player turn).

If the square the bulldozed piece is displaced into contains a (ground) unit, no matter if enemy or friendly, then that piece or pawn is also displaced one square in the same direction, possibly setting off a chain reaction of such displacements that may stretch entirely across the board. Any unit, including a king, that's bulldozed off the board edge, either directly or at the end of a chain, is considered captured.

Bulldozers are never immobilized by enemy grapplers (see below); they are the only ground piece with such immunity.

Grappler (G)

The grapppler moves like, but does not capture like, an orthodox Chess queen. The grapppler never captures any enemy pieces or pawns; it immobilizes them. That is, when it's your turn, any of your (ground) pieces and/or pawns, other than bulldozers, that begin the turn next to an enemy grapppler may not move or capture in any way that turn.

Note, though, the movement of your pieces that don't start your turn already next to an enemy grapppler is not affected in any way by moving past one. That is, pieces that start your turn not immobilized may move past enemy grapplers, and/or go into an enemy grapppler's square to make a capture of it. Judge which of your pieces are immobilized at the start of each of your own turns.

If a king is immobilized and also in check, the situation is a checkmate unless the checking piece can be blocked or captured by another of your chessmen.

If opposing grapplers come next to each other, they are both immobilized until one or another of them is captured or bulldozed away.

Grapplers never actually enter any square containing any enemy ground piece or pawn. Grapplers simultaneously immobilize any number of eligible enemy pieces adjacent to them in the eight surrounding squares. Grapplers never immobilize airplanes (air cavalry, yes).

Mimic (M)

The mimic has no movement or capture capabilities of its own; instead, it temporarily takes on those characteristics of the enemy ground piece or pawn moved

just prior to its own move for that turn. For instance, if your opponent takes his turn by moving, say, one of his rooks, and you decide to move one of your mimic pieces in your turn, that mimic would move and/or capture like a rook that turn.

If your opponent uses his turn to move an airplane unit, your mimic would move as the last ground unit he moved prior to that. Thus at the start of games using the airpower rules module, both sides' mimics are immobilized until one or another of the players actually moves some ground unit rather than an airplane.

The mimic pieces have directional "front" arrows printed on them for turns when they'll move as uhlans or phalanxes. Always pay attention to the arrows' orientations: when you move a mimic as a directional piece you don't first get a free directional adjustment.

Though mimics can take on the movement/capture characteristics of kings, they are never subject to check or checkmate rules, nor may they ever castle.

If the last ground piece your opponent moved was one of his mimics, and you follow with a mimic move of your own, your mimic moves by using the same borrowed characteristics as the previously moved enemy mimic.

Phalanxes (F)

The phalanx moves and captures somewhat like an orthodox chess rook, but with the following variations. The phalanx is a directional piece; when they're first set up pay attention to the orientation of their arrows. For instance, the white phalanx starting in square H6 should be oriented so its arrows point along file H, toward the enemy, and laterally along the 6th rank to both sides. No phalanx's arrow orientation is ever changed after its placed on the board.

When moving and/or capturing to the front or laterally, the phalanx progresses at only one square per turn. When moving to its rear ("retreating") a phalanx may move any distance until stopped by the presence of a friendly or enemy ground piece or pawn. Phalanxes may not make captures while retreating.

Phalanxes may only be captured by ground attack (which includes catapult fire and air cavalry assaults) when taken from their rear or rear/flanks, otherwise they are invulnerable. For example, the white phalanx starting in H6 could only be captured in that square by ground pieces or pawns moving into its location via G5 or H5 or I5. Phalanxes are, however, susceptible to attack from airplanes via any angle. 