

# Fury in the East

## Introduction

Fury in the East is a game on the first nine months of the great Russo-German War during World War Two. Many historians feel it was here, in this phase, that the victor of this terrible war was decided. The Germans, with the initiative and with the Soviet Union reeling from the shock and brutality of the assault, came very close to defeating the Soviet Union and winning World War Two. The Soviet Union barely survived and would rally and counterattack and give the Germans their first major defeat.

This game is designed by Ginichiro Suzuki and was published in Japan as “G-Barbarossa” (the “G” being for Ginichiro). He is considered the father of all wargaming in Japan and perhaps Japan’s Jim Dunnigan.

*General Note: These rules do assume a familiarity and knowledge of general wargaming principles and dogma. Departures from the normal will be noted but without a note, assume there is nothing different from the standard rules of wargaming.*

## 1.0 Game Components

The game comes with the following components:

- These rules
- One game map
- 262 playing pieces

Players will need to provide dice for the game (two is a good number; one for each player).

### 1.1 The Game Map

The western Soviet Union plus parts of Eastern Europe and Finland are the theatre of operations for this game and are presented on the game map. A hexagonal grid (hereafter called “hexes”) has been superimposed on the map to regulate movement and positioning of Units.

### 1.2 The Game Pieces

The 262 game pieces (hereafter called “counters”) represent the historical forces that fought in the campaign. In addition, there are several types of markers that are used during play to show various game functions.

There are three counters that represent the Axis Army Group Supply Head. These are labeled North, Center and South.



### Unit Key

**German Panzer Unit**

**Back of Soviet Leader Unit**

### Combat Units


N/C/S - which Axis Army Group (North/Center/South) to which this Unit belongs

OFF - this Unit starts the game in the Off-Map box on the map

R - this Unit starts in Romania

F- this Unit starts in Finland

TC - "Tank Corps"

RC - "Rifle Corps"

CC - "Cavalry Corps"

SibC - "Siberian Corps"

Pz - "Panzer Corps"

Mil - "Militia"

**Colors:**

Tan - Soviet Army

Red - Soviet Elite Army

Black - German Units that may move in the Panzer Movement Phase

Dark Green - Romanian Army



Light Green - Italian Army

Blue - Finnish Army

Light Gray - Hungarian Army

Light Brown - Soviet Militia





Armor Units: 

Infantry Units:  and 

Cavalry Units: 

*Note: the German Panzer Units have 4 steps and each have 2 counters that are associated with that Unit. When a Panzer Unit takes a 2nd step loss, exchange the reduced Unit that is on the map with its associated 3rd step Unit.*

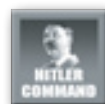
*Note: there is no game function difference for Mountain Infantry Units and Infantry Units*

Often within these rules "Combat Units" are mentioned. A Combat Unit is defined as any Unit with a    or  symbol.

## 2.0 Sequence of Play

The game is played using a rigid sequence of play. Players must complete one step before they go on to the next. After you complete that step and move to the next, you may not return to that step.

- A. Weather Phase
- B. Luftwaffe Phase
- C. Axis Movement Phase
  - 1. All Army Group Supply markers may be moved
  - 2. Perform Axis Rail Movement
  - 3. Perform Axis Strategic Movement
  - 4. Perform Normal Axis Movement
- D. Axis Combat Phase
- E. Panzer Movement Phase
- F. Soviet Movement Phase
  - 1. Soviet Rail Movement
  - 2. Soviet Strategic Movement
  - 3. Soviet Normal Movement
- G. Soviet Leader Withdrawal
- H. Soviet Combat Phase
- I. Reinforcement Phase (not conducted on the final turn of the game)
  - 1. Soviet Reinforcement Phase
  - 2. Axis Reinforcement Phase



After the completion of the last step of the sequence, flip the Hitler Command marker that is on the Turn Track and determine if Hitler's Command was achieved. If not, add the appropriate number of VPs lost to the current VPs Lost count. After this, consult the Hitler Command table to determine which Command is in force for the next turn and place the appropriate Command marker (face up so the Soviet Player can't see which one(s) it is on the next turn of the Turn Track.

If this is turn 10, the game is over and players compare Victory Point totals to see which player has won the game.

### 3.0 Setting up the Game

Decide on which player will play the Axis side and which player will play the Soviet side.

The Axis Player should sit on the left side of the map and the Soviet Player should sit on the right side.

The Soviet Player sets up first.

All “RC”, “TC” and Leader Units should each be placed in a separate cup so that they may be drawn randomly throughout the game. When Units are drawn for use in the game from these cups, neither player should see what the backside of the counter is. This is always true.

The “CC”, “Mil” and “SibC” Units are all the same and may be placed in any convenient place for easy access.



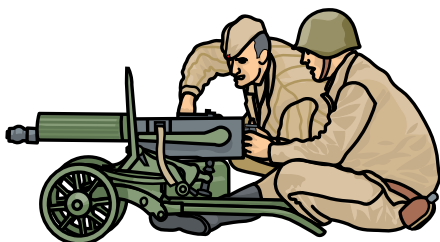
On various places on the map, there are armor and infantry symbols. Randomly place one of each type in each hex in which you see the symbol.

#### The Soviet Western Armies

Every where you see a picture of the red hammer and sickle on the map, this is a Soviet Army. Each Soviet Army has a Leader (randomly drawn) and one or more Units. These Units and Leader are placed within the red hatched area for each army as indicated on the map. The Soviet player may place his Units anywhere he chooses within this area subject to stacking rules. The armies are named and each army has the following Units:



- 8A (8th Army): Leader; 1 RC and 1 TC
- 11A (11th Army): Leader; 2 RC and 1 TC
- 3A (3rd Army): Leader; 1 RC and 1 TC
- 13A (13th Army): Leader; 2 RC and 1 TC
- 10A (10th Army): Leader; 2 RC; 1 TC and 1 CC



- 4A (4th Army): Leader and 1 RC
- 5A (5th Army): Leader; 1 RC and 1 TC
- 6A (6th Army): Leader; 3 RC and 1 TC
- 26A (26th Army): Leader; 1 RC and 1 TC
- 12A (12th Army): Leader; 1 RC and 1 TC
- 9A (9th Army): Leader; 2 RC; 1 TC and 1 CC
- 16A (16th Army): Leader; 2 RC

The Southwest Front is placed within the red hatched lines as is an Army, but no Leader is placed with it.

Next, the Axis Player sets up his forces.

Sort out all the all the Units by the white letter on the upper left of the counter. You should have piles of “N” Units, “C” Units, “S” Units, “R” Units, “F” Units and “OFF” Units.

Place all the “OFF” Units in the Axis Off Map Box. These arrive later in the game.

Place all “N” Units and the Army Group North Supply Head in the Army Group North Area. This is marked by a black hatched line that runs from hex 1019 to hex 1417 and is composed of all hexes above this line and in East Prussia. These Units may be placed anywhere in this area subject to stacking limits. You may place Units on the hexes the Army Group line actually goes through.

Place all “C” Units and the Army Group Center Supply Head in the Army Group Center Area. This is marked by a black hatched line that runs from hex 1019 to hex 1417 and a black hatched area that runs from hex 1027 to the hexspine of hexes 1327/1328. It is composed of all hexes between these two lines and in East Prussia and Poland. These Units may be placed anywhere in this area subject to stacking limits. You may place Units on the hexes the Army Group line actually goes through.

Place all “S” Units and the Army Group South Supply Head in the Army Group South Area. This is marked by a black hatched line that runs from hex 1027 to the hexspine of hexes 1327/1328, and is composed of all hexes below this line and in Poland. These Units may be placed anywhere in this area subject to stacking limits. You may place Units on the hexes the Army Group line actually goes through.

Place all “R” Units anywhere in Romania subject to stacking limits.

Place all “F” Units anywhere in Finland subject to stacking limits. This area is denoted by the red-and-white dashed line that is along the hexspine of 2501/2502 and 2501/2601 and all hexes to the left of that.



Place the 6 Luftwaffe markers and the one Air Supply marker in a convenient place near the map.

Place the 7 Hitler Command markers on the 1 space of the Turn Track. These markers represent the current game turn. After the first turn turn, there will only be one or two of these on the Turn Track.

Note that national boundaries are the red-and-white dashed lines on the map.

No Axis Units may be placed in the Soviet Union during the set up.

Lastly, either player sets up the following markers:

Place the VP x1, VP x 10, VPs lost x1 and VPs lost x10 markers on the 0 space of the Victory Turn Track.

Special Rules for Turn One only:

- no Soviet Units have a ZOC across a national border hex.
- All Axis Units labeled “R” may not move or initiate combat.

Additional Special Rules :

- The four Finnish Units may not move adjacent to Leningrad (hex 2803) until they have either been attacked by a Soviet Unit, the Axis controls Tikhvin (hex 3304) or Leningrad is Axis controlled. If any of these things happen, the Finns may move freely.
- During turns 1 and 2, no Soviet Unit that is within the “Southwest Front Retreat Border may leave via any type of movement. On turn 3, this restriction is lifted.

## 4.0 Stacking

Having more than one Unit in a hex is called stacking, and the limits on stacking are:





- no more than two Combat Units may be stacked in any hex.
- no more than one Army Group Supply Head may be in any hex.
- no more than one Soviet Leader may be in any hex.

Stacking is only considered at the following times:

- at the end of the set up at the start of play.
- at the end of the Reinforcement Phase.
- at the end of the Movement Phase.

- at the end of each individual combat.
- at the moment of Overrun.

Players may freely be overstacked at any other time during play. If, when stacking is considered, a stack is found to be in violation of the limits, the owner of the offending units must eliminate from play whichever units he chooses to bring the stack within legal limits. Any units eliminated this way do count for Victory Points.

A Combat Unit is defined as any Unit with a    or  symbol.

## 5.0 Zones of Control (hereafter ZOC)

All combat Units and Soviet Leaders exert a Zone of Control into the six hexes that surround that Unit. There are two types of ZOCs - Regular ZOCs and Limited ZOCs.

All Axis Combat Units and all Soviet Combat Units that are “in command” have a Regular ZOC. In addition, Soviet Leaders have a Regular ZOC.

Soviet Combat Units that are not “in command” have a Limited ZOC.

ZOCs have the following effects:

- When a friendly Unit enters an enemy ZOC, it must end it’s movement and may move no further in this Movement Phase.
- A friendly Unit in an enemy ZOC may not leave that hex during the Movement Phase.
- No friendly Unit may move directly from one enemy ZOC to another enemy ZOC.
- A friendly Unit may not retreat into a hex that has an enemy ZOC.
- You may not trace Lines of Communications, perform Rail Movement or trace Soviet Leader range through an enemy ZOC.
- Any Axis Combat Unit that exerts a ZOC on a Soviet Combat Unit or Leader must be attacked by the Soviet Player( with the one exception of ZOCs over rivers).

### Exceptions:

- ZOCs do not extend across sea hex sides (these are the blue areas on the map without any hex grid)
- For retreat from combat, for tracing lines of communication, for tracing Soviet Leader range or for railroad movement, the presence of a friendly Unit in a hex negates an enemy ZOC

- Any Axis Combat Unit that exerts a ZOC over a river hex side does not have to be attacked in the Soviet Combat Phase.
- German Panzer Units (all black Combat Units) may leave a ZOC if the first hex entered is not in a Soviet ZOC.

Limited ZOCs are the same in every way with Regular ZOCs **except** German Panzer Units (all black Combat Units) may ignore these ZOCs while moving via normal movement in the Axis Movement Phase or when moving during the Panzer Movement Phase.

## 6.0 Weather

During the Weather Phase, the Axis player rolls one die and consults the Turn Track. The roll will determine the weather for the turn and also the number of Luftwaffe markers the Axis player gets this turn. Example: on turn 5, the Axis player rolls a 3. He will receive 3 Luftwaffe markers this turn and the weather is MUD (1).

### Weather Effects:

**Clear:** There is no change to any rule.

### Mud:

- The Movement Allowance for all Units is reduced by one half (round all fractions up).
- The Supply range for the Axis is reduced to one half it's normal value.

*Note: MUD(1) means the effects of Mud are applied at the start of the first Axis Movement Phase and apply for each succeeding phase of that game turn. MUD(2) means the effects of Mud apply at the start of the Panzer Movement Phase and apply for each subsequent phase of the current turn. The weather is considered clear until Mud effects begin.*

### Frozen:

- All river effects in the game are ignored. They do not exist in any way while the weather is Frozen. All swamp hexes are treated as if they are clear hexes.

### Snow:

- All river effects in the game are ignored. They do not exist in any way while the weather is Snow. All swamp hexes are treated as if they are clear hexes.
- The Movement Allowance of all Axis (only) Units is reduced by one half (round fractions to the next whole number).

- Axis supply range is reduced by one half.
- All Axis attacks suffer a one column shift to the left.
- Axis may use Air Supply.

**Exception:** Finnish Units do not have their movement reduced and do not suffer a column shift to the left during snow weather.

### Spring:

- Strategic movement may not be performed (including during supply tracing).

*Note: Spring (3) rolled means the spring weather effect only applies to the Axis Player.*

## 7.0 Luftwaffe

Using the same roll as for weather, the Axis player receives from 0-6 Luftwaffe markers for his use for the current game turn. He may not save any of these points for future turns. Place the number of Luftwaffe markers received this turn in the Luftwaffe box on the map.

Luftwaffe markers may be used in any overrun or combat which takes place within 8 hexes of an Axis Army Group Supply Head. The Axis player may use these points to influence the combat column for that one overrun or attack. The hex used for counting the 8-hex range is the hex in which the defender is currently placed at the start of the overrun or combat (either Axis or Soviet, depending on the current phase). If there are multiple defending hexes, the Axis player may choose any hex that is defending to calculate range.

You may only use one Luftwaffe marker per combat. After use, remove the Luftwaffe marker from the Luftwaffe box and place it aside for use in a later game turn.

Any applicable combat receives a one-column shift in the Axis' favor for that overrun or combat.

Luftwaffe markers may also be used at the start of the Soviet Movement Phase as Interdiction markers. Any hex within 8 hexes of an Axis Army Group Supply Head may have an Interdiction marker. Just place the Luftwaffe marker in that hex. The Soviet Player may not use Rail Movement in that hex.

At the end of the game turn, pick up all Luftwaffe markers that are on the map or in the Luftwaffe box, and place them aside for use on a future turn.

## 8.0 Movement

During an Axis Movement Phase, all Axis Units may move. During a Soviet Movement Phase, all Soviet Units may move. During the Panzer Movement Phase, only

German Panzer Units may move (these are the black counters). There are three types of movement, Rail Movement, Strategic Movement and Normal Movement. During each Movement Phase, a player moves all of his Units using Rail Movement first, then all of his Units using Strategic Movement and lastly, all of his Units moving normally. You must complete all of one type of movement before you do the next. In addition, there is Overrun Movement (a combat and movement hybrid). Units can also move through advance and retreat after combat during the Combat Phase.

In general, you must complete the movement of any one or stack of Units before you may move another Unit or stack of Units.

### 8.1 Rail Movement

Any Unit that begins the Movement Phase on a railroad and not in an enemy ZOC may use Rail Movement that Movement Phase. Note that friendly Units in a hex negate the enemy ZOC in the hex but at least one Unit must be left behind to use Rail Movement in an enemy ZOC. Just pick up the Unit and trace a rail road line of any length and place the Unit in a railroad-connected hex. Luftwaffe Interdiction markers can temporarily negate a rail hex and that hex may not be used for the railroad line.

The Axis Player may move two Units by rail, but an Armor Unit counts as both if they are railed.

The Soviet Player may move five Units by rail, but an Armor Unit counts as 2 of those Units if railed.

Any Units that move by rail may not move again in this Movement Phase.

### 8.2 Strategic Movement

Strategic Movement allows Units to use the roads that are printed on the map to move at a faster rate than during normal movement. Roads may not be used otherwise except to negate other terrain in the hex by normal movement. To use Strategic Movement, a Unit may not start its Strategic Movement in an enemy ZOC (the presence of a friendly Unit does negate this ZOC although one Unit must stay behind) and may not enter any hex in an enemy ZOC throughout its Strategic Movement (friendly Units do not negate ZOCs for this purpose).

Infantry and Cavalry Units moving by Strategic Movement pay  $\frac{1}{2}$  a movement point per major road hex they move through. These roads must be connected to each other to be used. An Armor Unit may move through either a major or a minor road hex and pay only  $\frac{1}{2}$  a movement point while it moves along a connected road.

A Unit may move through any other type of allowable terrain during Strategic Movement paying normal terrain movement costs.

A Unit that uses Strategic Movement may not move again during this Movement Phase.

No Strategic Movement is allowed during the Panzer Movement Phase.

As a special type of Strategic Movement, the Soviet Player may move one Unit (only) from Odessa to Sevastopol. This Unit may start in a ZOC.

### 8.3 Normal Movement

Units may move from hex to hex on the map during normal movement. All Units must end their movement if they enter an enemy ZOC (**except** Panzer Units entering a Soviet Limited ZOC). Units starting their movement in an enemy ZOC may not move (**except** Panzer Units - see section 5.0).

A Unit may move up to its Movement Allowance per Movement Phase. Any accumulated points are lost if not used.

To move a Unit, consult the Movement Point Cost on the Terrain Effects Chart on the map. It lists what each type of terrain costs in movement points, separated by unit type. If the chart says "NE", there is no effect for that type of terrain (use the other terrain in the hex). If it says "NA" that means that type of unit may never enter that type of terrain at any point during the game (you can, however, attack into that type of terrain - you just can't advance into it). Units moving along connected roads pay road movement costs and may ignore the underlying terrain and its effect.

Any unit that may move legally (not in a ZOC or not entering an "NA" hex), may always move one hex, even if the cost would be higher than its Movement Allowance. This expends its entire Movement Allowance.

Out-of-command Soviet Units may only move one-half (round fractions up) of their Movement Allowance per Movement Phase (see 10.0).

All movement effects are cumulative (weather, out of command, supply, etc.). Maintain fractions with each effect and round up at the end of the computation.

You may drop off Units in a stack while moving but the dropped off Units may not move for the remainder of this Movement Phase.

No Soviet Unit may enter any hex of another country throughout the game.

## 8.4 Overrun

Overrun is a special type of combat that may be done during the Movement Phase or the Panzer Movement Phase.

Only TC units and Panzer Units may perform Overrun. These units must start the Movement Phase or the Panzer Movement Phase stacked together if you wish to use two units to overrun, but a Unit (s) may perform the Overrun at any time during its movement, as long as it has movement points remaining.

An Overrun is considered successful if, at the end of the Overrun, there are no enemy units remaining in the hex.

In order to Overrun, you must be adjacent to an enemy unit and must be able to legally move into the hex occupied by the defender. You must pay the terrain cost of the defender's terrain to perform the Overrun. You may ignore all enemy ZOCs that project into the hex from which you begin your overrun. However, if you enter the target hex after successful combat, and that hex is in an enemy ZOC, you must end your movement for that phase or perform another Overrun.

You may perform as many Overruns as your Movement Allowance permits.

After a successful overrun, the attacking player may enter the targeted hex, but does not have to, and may continue to move from either the hex in which he started the overrun or from the hex vacated by the defender. He pays no additional movement cost to enter the target hex.

You may continue to Overrun the same hex if you have movement points remaining, or you may overrun a different hex.

An overrun attack is like any attack conducted during the Combat Phase with the exception that there is no advance after combat.

## 9.0 Combat

Combat occurs during the two combat phases in the game. Players may attack enemy Units that are adjacent to their Units during the Combat Phase. You may not attack over sea hex sides, but may attack defending hexes that are impassible to your attacking Combat Unit type because of terrain. You just won't be able to advance after combat.

During the Axis Combat Phase, the Axis is considered the attacker and the Soviet is considered the defender. The reverse is true during the Soviet Combat Phase. Players perform an Overrun attack is the same way as a combat during the Combat Phase **except** there is no advance after combat by the attackers.

## 9.1 Attack procedure

All Units in a defending hex must be attacked as one. Attacking Units may split their attack, attacking different defending hexes from the same hex.

Combat is performed in a series of steps. You must complete each single combat before you begin the next combat. The attacker determines the order of all attacks.

Note that attacking by the Axis Player is always voluntary while attacking by the Soviet Player is almost always mandatory.

### Step 1: Determine the Combat Ratio

Total all attacking Units' values, then total all defending Units' values and determine the odds of the attack. All fractions are rounded down to the nearest whole number. If the ratio is less than 1-4, all German attacking units are eliminated; if Soviet units are attacking, use the 1-4 table regardless of the final odds. If the odds are greater than 10-1, use the 10-1 column (and apply all shifts from that column); the defending player's shifts are applied first, then attacking player's shifts are applied.

Note that whether attacking or defending, the Axis player **NEVER** receives column shifts for terrain and the Soviet player may receive shifts in his favor if he is attacking as well as defending. If the Soviet player is attacking, all combat shifts would be to the right. If he is defending, all column shifts would be to the left.

The Soviet player receives defensive shifts (to the left) when he is the defender. Check for the terrain in the hex that the Soviet player is defending. This is the number to the left of the slash under combat on the Terrain Effects Chart.

If the Soviet player is attacking, he looks at all the hexes from which he is attacking and applies the smallest shift for each type of terrain that is on the Combat Results Table. As an example, if one Unit is attacking from a clear terrain hex and another from a city hex, he would receive no shifts to his benefit.

Note that river effects vary by whether all Germans are attacking across a river, or if some are and some are not. Also note that when the Soviets are attacking across a river, there is no benefit to the Soviet player. River combat effects when they apply are in addition to any other terrain benefits.

Soviet Units that are out of command suffer a one-column shift to their detriment whether attacking or defending.

Luftwaffe markers may be used if within range when Axis Units are attacking or defending. Shift the odds ratio in their favor if so.

### Step 2: Determine and apply results

Roll one die and consult the Combat Results Table for the appropriate side of the table (*note: the Soviet and Axis CRTs are different from each other*).

The result to the left of the slash applies to the attacker; the result to the right of the slash applies to the defender. Apply the result as follows:

- E: All attacking Units are eliminated.
- 0-3: This is the number of steps lost.
- R: The Unit must retreat.

Step losses are applied first. The owning player determines how to apply losses. For each step loss, flip a Unit to its reduced side. If that reduced side has a “\*” as its value, it is a one-step unit and removed from play. A Unit on its reduced side may be removed from play to satisfy one step loss. German Panzer Units have 4 steps and two counters. Flip a full-strength Panzer Unit to its reduced side for one loss. For the second loss, remove the reduced Unit from play and replace it with a 7-8 Unit. For a third loss, flip this Unit over to its 4-8 side. Finally, to use its last step to satisfy a loss, remove this Unit from play.

All Soviet RC and TC Units are returned to the cup in which you are keeping all these types of Units. CC Units are placed to the side for possible future use.

All Axis Units removed from the map are placed in the Axis Eliminated Units Box (these are worth victory points to the Soviets). Soviet Leaders that are eliminated in combat are placed in the Soviet Eliminated Units Box (they are worth victory points to the Axis player).

### Step 3: Retreat

Units that receive an “R” result may lose a step instead of retreating; but if they choose to retreat, they must retreat two hexes. The hexes retreated into must not be impassible terrain for that unit type. No hex of the retreat may be into an enemy ZOC (friendly units negate enemy ZOCs for this). The retreating Unit must end its retreat legally stacked. If the retreating Unit has no option to retreat to a legally stacked hex, it may continue the retreat until it reaches a legally stacked hex. You must end up 2 hexes away (or more, if stacking limitations for additional movement) from the hex you started your retreat from - no doubling back. The owning player may choose his retreat path within these restrictions.

If there is no legal retreat path, the Unit may not retreat and must take the step loss option instead.

### Step 4: Advance after Combat (does not apply in an Overrun)

If all defending Units are removed from the defending hex (either by retreat or elimination), the attacker may advance after combat. You may advance into the just vacated hex and move one more hex after this. You may ignore all enemy ZOCs during this advance (for both hexes of advance). You may not advance into an impassible hex for that Unit type. If all attacking Units are eliminated in combat, the defender may advance as well - but only into the hex the attacker vacated (or any vacated attacking hexes if there are more than one).

### 9.2 Soviet Mandatory Attack

During the Soviet Combat Phase, all Axis Units that exert a ZOC on a Soviet Unit must be attacked with the following exceptions:

If the ZOC is solely over a river, the Axis Unit does not need to be attacked. If the weather is frozen or snow, the river is ignored. In addition, if the defending Unit is Finnish, the Soviet player does not need to attack. In all other circumstances, the Soviet must attack all Axis Units that exert a ZOC on them. The Soviet may divide his attacks in any way he wishes as long as this is honored.

### 10.0 Soviet Leaders

The Soviet Union has Leader Units that allow him to direct his army. They are vital to effective play. On each Leader is a command rating of either \* or a number and a Movement Allowance.

A Leader’s command rating serves as both a value and a range. All Soviet Units within the command range of a Leader are considered “in command”. More than one Leader does not provide any additional benefit. Any Soviet Combat Units not within the command range of a Leader are considered out-of-command. Command may not be traced through enemy ZOCs unless a friendly Unit is present in the hex.

All Leaders are originally placed on the map with their front side face up so the value of the leader is not known to either player. A leader may flip to its known side at any time during either side’s Movement or Combat Phase but until flipped, the Leader has no command value. A Leader must be flipped if attacked.

If the flipped Leader has a value of “\*”, it is immediately placed in the leader pool (and must be placed back into play during the Soviet reinforcement phase).

Being out-of-command does the following:

- A Soviet Unit’s Movement Allowance is halved (round fractions up).



- During any attack or defense either in Overrun or in Combat, the out-of-command Units suffer a combat shift in the Axis' favor. If there are multiple attacking Units, only one needs to be in command for all to be considered in command.
- Any out of command Units only have a Limited ZOC and thus their ZOCs are ignored by Panzer Units.

In combat, a Leader's command rating also adds its value to the stack that it is in any Overrun or Combat (whether attacking or defending). A leader may not attack alone. If other Units cannot honor the mandatory attack rule and attack all enemies that project a ZOC on the Leader, the leader is eliminated and placed in the Soviet Eliminated Units box.

A Leader counter has one step for combat resolution.

If a Leader is eliminated in combat, it is permanently eliminated and placed in the Soviet Eliminated Combat Units box.

During the Reinforcement Phase, a Leader provides replacements from the TC and RC cups, or the player may choose an available Cavalry Corps (his choice - he may chose any type of Unit). They all cost the same. However, no Elite Units may be picked. The Soviet player, after all reinforcements have been placed, may place a number of steps equal to the Leader's command value in any hex within its range. You may flip one step from an on map, one-step Unit over to its full-strength side at the cost of one command value. You may also choose a Unit from the cup and place it on its reduced-side value for one point, or on its full strength side for two points. You may not look at the value before you place it. If the Unit has no one-step value, it is returned to the cup and one point of Leader value is considered used. You may not use one of these points to strengthen Unit on the map or bring in a new Unit if this Unit is in an enemy ZOC (friendly Units do not negate for this). You may also not violate stacking limits when you bring on new Units.

If there are not enough Units that can be replaced, that type of Unit may not be replaced.

At the end of the Soviet Movement Phase, with any Leader that has a Line of Communications, the Soviet Player may pick up that Leader and place him in the Leader Pool.

## 11.0 Supply

The Axis, attacking far from home and deep into enemy territory, are under far more restrictive supply rules than the Soviet Union.

## 11.1 Lines of Communications

A Line of Communication is checked at the beginning of both Movement Phases and at the instant of each combat. A unit that cannot trace a Line of Communications is considered out of supply and has a marker placed on it.

Once per snow turn, the Axis may use his "Air Supply" marker and place the Air Supply Counter in a hex that is within 8 hexes of an Axis Front Supply Head. This hex is considered in supply for the Axis player regardless of whether or not it can trace a Line of Communications). Place the marker in the hex at the start of the Axis Movement Phase and remove it at the end of the Soviet Combat Phase.

A Line of Communications is traced from a unit to a supply source. An Axis supply source is any railroad hex on the left map edge in East Prussian, Finland, Poland or Romania. A Soviet supply source is the star with a circle along the right edge of the map board - or Moscow, Leningrad, Odessa or Sevastopol (if Soviet controlled).

To trace a Line of Communication, trace a line from the Unit back to the supply source. This line may be of any length, but may not pass through an enemy ZOC (unless occupied by a friendly Unit) or enter impassible terrain for a Tank-type Unit.

A unit that cannot trace a Line of Communications has its Movement Allowance halved (round up) and suffers a one-column shift in his opponent's favor during any combat.

## 11.2 Axis Combat Range

In addition to the above effects, the Axis player must also maintain his Units in Combat Range of any Army Group Supply Heads or within range of friendly territory. To be in Combat Range, a Unit must trace a Line of Communications no longer than 8 movement points (counted as a Tank-type Unit - and you may use Strategic Movement rates) from the Unit to either an Army Group Supply Head or any hex in Finland, East Prussia, Poland or Romania.

This is traced as another form of Lines of Communication and is checked at the same time as all other Lines of Communication are checked.

If an Axis Unit cannot trace this Combat Range supply, it is also considered out of communications (even if it can trace a Line of Communications normally).

Axis Army Group Supply Heads move at the very start of the Axis Movement Phase and move as Tank-type units with a Movement Allowance of 8.

## 12.0 Reinforcements

### 12.1 Axis Reinforcements

Axis reinforcements are listed at the end of this rulebook and may be picked from the Axis Off Map Box on the map (these Units are placed at the beginning of the game).

You may place German and Italian reinforcing Units in any hex of East Prussia or Poland.

You may place any Romanian reinforcing Units in any hex of Romania

You may place the Hungarian reinforcing Unit in the Hungarian hex.

### 12.2 Soviet Reinforcements

Soviet Reinforcements are listed at the end of this rulebook by turn of entry.

The Soviet player places reinforcements first, then replacements, and then Leaders from the Leader Pool.

Soviet reinforcements (and replacements - the Units that come from Leaders - see 10.0) all come from pools of Units. At the start of play, place all RC Units in one cup, all TC Units in another and all Leaders in a cup. These are your random pools. Also, each Cavalry Corps and each Elite Unit should be pooled together for easy access when needed.

When any of these types of Units are eliminated from the game (except Leaders - when they are eliminated, they go in the Soviet Eliminated Units box), they are placed back in their respective pools so they may be drawn out and put in play if needed. If a reinforcement or replacement of a type is needed but there are no more in a cup, you lose that type of reinforcement or replacement for that turn.

Reinforcing Combat Units may be randomly placed in any rail hex that can trace a rail line to any Line of Communication hex on the right edge of the map (the stars in circles).

Reinforcing Leaders are placed in the Leader Pool.

After all Combat Units are placed on the map, all leaders in the leader pool must be placed on the map in any friendly controlled city or town.

In the case of all RC, TC and Leader Units, neither player may look at the flip side of the counter until the Combat Unit is flipped from a combat loss. Leader Units are revealed as stated in the Leader rules (10.0).

## 13.0 Hitler Command

At the completion of all steps in the sequence of play, flip the Hitler Command marker on the Game Turn track (except at the end of Game Turn One) and see if Hitler's Command was successfully carried out. If it was, no victory points are lost. If it was not, add the number of points lost to the VPs Lost total and record the new number on the Victory Point Track. After this is done, the Axis player rolls on the Hitler Command Table and determines what Hitler wants for the upcoming turn. Place his order face down (so the Soviet can't see it) on the next turn of the Turn Track.

There is no Hitler Command that is flipped on Turn One. The first Hitler Command will apply at the end of Turn Two and is determined by rolling on the Hitler Command table at the end of Turn One.

If it is the end of Turn 1 or 2, roll on this table:

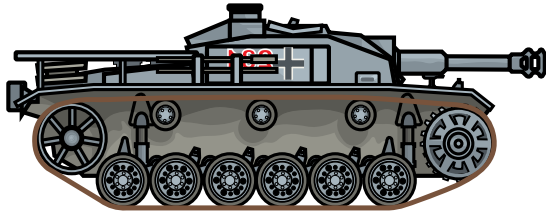
#### die Hitler's Command

- 1 You must capture Leningrad
- 2 You must isolate Leningrad
- 3 You must capture Smolensk
- 4 You must capture Smolensk
- 5 You must capture Kiev
- 6 You must capture Kiev

If it is the end of Turn 3 through 5, roll on this table:

#### die Hitler's Command

- 1 You must isolate Leningrad and you must capture Kiev
- 2 You must isolate Leningrad and you must conduct a successful Southern Offensive
- 3 Operation Typhoon has been ordered and you must isolate Leningrad
- 4 Operation Typhoon has been ordered and you must capture Kiev
- 5 Operation Typhoon has been ordered and you must capture Kiev
- 6 Operation Typhoon has been ordered and you must conduct a successful Southern Offensive



If it is the end of Turn 6 through 8, roll on this table:

#### die Hitler's Command

1	You must isolate Leningrad
2	You must isolate Leningrad
3	You must isolate Leningrad
4	You must conduct a successful Southern Offensive
5	You must conduct a successful Southern Offensive
6	You must capture Sevastopol

“Capture” means the target must be friendly controlled when the marker is flipped over at the end of the turn.

“Isolate” means that Leningrad does not have a Line of Communications.

“Operation Typhoon” means you must have Axis units within a certain number of hexes of Moscow when the marker is flipped. On turn 4, you must be within 8 hexes of Moscow; on turn 5, within 6 hexes of Moscow; and on turn 6, within 4 hexes of Moscow.

A “successful Southern Offensive” is defined as capturing either Kursk or Kharkov.

Note that you must achieve your condition when the marker is flipped - it doesn't matter if you have achieved it before - it only counts when you flip the Hitler Command marker and show the Soviet Player what Hitler commanded you to do that turn.

If you have not achieved Hitler's Command, you must add 5 points to the VPs lost marker on the Victory Point Track for each condition not met. So if Hitler told you to do two things that turn, and you fail to do either (and haven't been shot by the SS), you would add 10 points to the VPs Lost track.

Hitler's Commands are not in force after the Hitler Command is flipped. You do not add VP's lost on a following turn for a Command not achieved that turn. Hitler has a short memory.

## 14.0 Victory

The Axis player tracks victory points as the game is in progress. Only the Axis player earns victory points while the game is in progress. These points are scored as follows:

Capture of Leningrad: +15

Capture of Sevastopol: +10

Capture of Rostov: +10

Capture of any other city: +5

Elimination of a Soviet Leader: + his Command Rating

Capture of a city is defined as moving into the city's hex. Place an Axis Control marker on the captured city.

### Immediate Victory:

Axis: If Moscow is Axis controlled at the end of any game turn, the game ends immediately and the Axis has won a decisive victory.

If this condition has not occurred by the end of turn 10, players end the game and verify how many victory points the Axis has on the victory track. To verify the Axis victory points, check all Axis controlled cities and make sure they have a Line of Communication. If they do not, their value is deducted from the Axis total.

In addition, subtract the following from the Axis Victory total:

- the total of the VPs lost marker on the Turn Track for making Hitler unhappy
- for each completely eliminated Panzer Corps: 6
- for each completely eliminated Infantry Corps: 3
- for each completely eliminated Axis Allied Corps: 1

After finding a total value, refer to Victory Levels chart on the map and determine who won and the level of victory.

## Credits

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## Reinforcement Schedule

### Turn 1:

Axis: (1) 10-8; (3) 6-8s (note the 10-8 is the Panzer Unit that starts in the Axis Off Map Box. It enters play with only 3 steps).

Soviets: none

### Turn 2:

Axis: (1) 6-8; (1) Hungarian 3-8; (1) Romanian 3-8; (2) Romanian 2-6s

Soviet: (2) Leaders; (2) TCs; (18) RCs; (4) CCs

### Turn 3:

Axis: (1) 6-8

Soviet: (2) Leaders; (6) RCs, (1) CC

### Turn 4:

Axis: (1) 6-8

Soviet: (2) Leaders; (6) RCs; (1) CC

### Turn 5:

Axis: none

Soviet: (2) Leaders; (5) RCs; (1) CC

### Turn 6:

Axis: (1) 6-8

Soviet: (2) Leaders; (5) Elite TCs; (8) Elite SibCs; (1) CC

### Turn 7:

Axis: none

Soviet: (2) Elite TCs; (2) Elite SibCs; (5) RCs; (1) CC

### Turn 8:

Axis: (1) 6-8

Soviet: (1) Elite TC; (1) Elite SibC; (3) RCs

### Turn 9:

Axis: none

Soviet: (2) RCs

### Turn 10:

None for either side.

## Hitler Command Table

### Turns 1–2

#### die Hitler's Command

- 1 You must capture Leningrad
- 2 You must isolate Leningrad
- 3 You must capture Smolensk
- 4 You must capture Smolensk
- 5 You must capture Kiev
- 6 You must capture Kiev

### Turns 3–5

#### die Hitler's Command

- 1 You must isolate Leningrad and you must capture Kiev
- 2 You must isolate Leningrad and you must conduct a successful Southern Offensive
- 3 Operation Typhoon has been ordered and you must isolate Leningrad
- 4 Operation Typhoon has been ordered and you must capture Kiev
- 5 Operation Typhoon has been ordered and you must capture Kiev
- 6 Operation Typhoon has been ordered and you must conduct a successful Southern Offensive

### Turns 6–8

#### die Hitler's Command

- 1 You must isolate Leningrad
- 2 You must isolate Leningrad
- 3 You must isolate Leningrad
- 4 You must conduct a successful Southern Offensive
- 5 You must conduct a successful Southern Offensive
- 6 You must capture Sevastopol

