Battles in the East

System Rules

DECISION GAMES

Battles in the East

CONTENTS

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Version 12

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1.0 COMPONENTS

Each volume of the **Battles in the East** includes two games. Each volume includes a two-sided game board, two and a half counter sheets of ⅝" counters, this system rules booklet, system chart/table cards, scenario rules/setup cards for each game, and a scenario display card for tracking game elements.

2.0 INTRODUCTION

Battles in the East is a division/regiment level game series. These games span many of the World War II Eastern Front battles between 1941 and 1945. Some are well known, while with others recent archival material allowed them to be accurately recreated for the first time. One player will control the Soviets and allied forces while the other will control the Germans and their Axis forces.

An overarching concept of the series is to show the changing Orders of Battle or unit organizations and competencies of the two armies over the course of the conflict (e.g. Soviet Armor/Mech Corps gain integrity shifts as the war progresses). Individual games provide a range of set-piece battles, meeting engagements, assaults, pursuits and other situations with a variety of objectives and victory conditions.

The game mechanics are an evolution of the SPI classics **Army Group South** and **Panzergruppe Guderian**. These have been updated and incorporate later game mechanics (such as SPI/TSR/DG **Cobra**). The rules are divided into a common set of series or system rules for all games and scenario rules for individual games. This allows players to learn the system once and have many games to play with the same core rules.

Within the rules, we have color coded important rules or reminders in red text, examples of play in blue text, and designer notes in green text. We've also included many illustrations to enhance examples of play and basic rules.

The games can be set up quickly and played in a relatively short period of time. The historical accuracy along with scenario rules to cover unique situations means the players can explore the commanders' courses of action as well as new battle options.

2.1 Scales

Game scale is 3–5 miles (5–8 km) per hex. Each turn is 2–3 days. Most units are German regiments/brigades, Soviet mechanized brigades/infantry divisions with some specialty battalions and other formations.

3.0 GAME EQUIPMENT

3.1 Map

Each game map portrays the area of a particular battle, including all terrain significant to that battle. A hexagonal (hex) grid superimposed over the terrain features regulates movement and the positioning of the playing pieces. Some game maps may include charts and/or tracks.
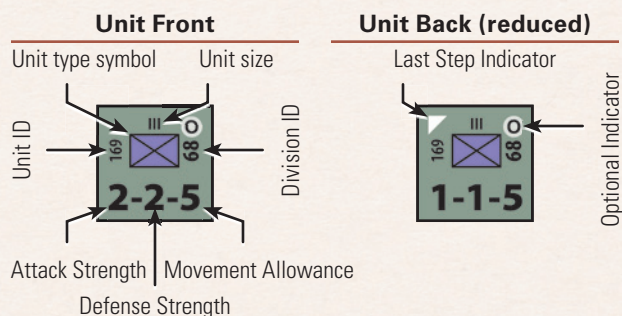
3.2 Counters

Both sides have Headquarters (HQ) units. Soviet combat units are primarily divisions and corps (generally corresponding in size to German brigades/regiments and divisions), with a few brigades (generally corresponding in size to German battalions).

In early war battles (1941–42), some Soviet divisions have an untried/non-mobilized side for initial set-up and reveal their capabilities when first in combat. Soviet corps represent the mechanized, armor and guard cavalry units at various stages of the war. Artillery is represented by individual units as well as through HQ units projecting higher-level artillery. Kampfgruppe (KG) and ad hoc units are represented for both sides.

All units have their historical designation. One-step units and the reverse side of two-step units have a triangle in the upper left corner to indicate their last step. Most units also have a color in their unit type box corresponding to the HQ they are subordinate to and from which they draw combat and logistics support. Independent units have no color in their unit box and are able to trace supply to any HQ.

Note: Not every type of counter is present in every scenario.

Counter Examples

Unit Front

Unit type symbol · Unit size
Unit ID
Division ID
Attack Strength | Movement Allowance
Defense Strength

Unit Back (reduced)

Last Step Indicator
Optional Indicator

A triangle in the upper left corner indicates the last step of the unit. An **"O"** in the upper right corner of a unit indicates it is optional. Optional units are covered in the scenario rules.

A blue attack strength in a white box indicates a 1R **armor combat shift**. A red defense strength in white box means an **anti-tank combat support shift** of 1L. A boxed movement allowance indicates the unit may move in the **mechanized movement** phase.

HQ Front (attack supply)   HQ Back (general supply)

Supply level symbol · Unit size · Corps ID

Combat Shift · Attack supply range

Defense Strength · Movement Allowance
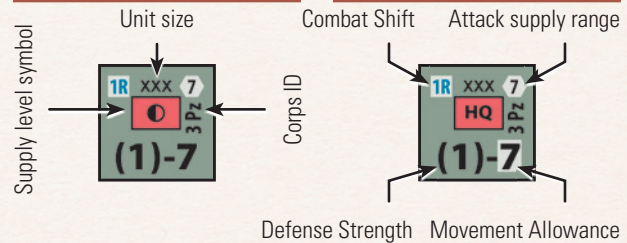
Units with parenthesized strength have only defense strength and may not attack.

3.3 Unit Types

Unit Type Symbols

Symbol	Type	Symbol	Type
⬭	Armor	⇥	Rocket
◧	Heavy Armor	⧖	Mountain
╱	Cavalry	⧖	Airborne
⊠	Infantry	⌇	Ski
⧇	Mechanized	MIL	Militia
⊙	Self-Propelled Artillery	⌒	Bridging
⧳	Anti-Tank	⊓	Engineer
△	Flak	☐	Garrison
⧈	Motorized Infantry	RR	Armored Train

Markers

HQ (Attack Supply)

Victory Point Marker

Leader

Game Turn Marker

Air Support

Out of Supply Marker

Field Fort

Weather Marker

Soviet rifle division: Soviet infantry units are primarily divisions.

German infantry units are primarily regiments.

German armor and mechanized units are primarily regiments.

Soviet Armor, Mechanized, and Cav/Mech units are generally brigades. Early war types may be divisions.

Headquarters are represented at army level for both sides. There are special Corps HQ units in some scenarios.

Specialist units for both sides are battalion or brigade level. This is a Tiger battalion with a one right (1R) column shift.

Note: Heavy armor (⬚) units are a subset of armor. All rules that apply to normal armor units also apply to heavy armor. See 12.3.4.b and the Terrain Effects Chart for heavy tank effects.

Army-level anti-tank support is represented by specific battalion or brigade units for the Germans.

Leaders must be stacked with a HQ counter. Leaders may affect attack, defense, or both. This leader may grant a two left (2L) column shift.

Field forts are represented by counters with a CRT column shift as indicated on the field fort marker.

Air Support is represented by counters with a CRT column shift or a MP penalty.

Attack supply marker (see scenario rules for use).

Unit Colors

Axis and Soviet allied units have different background colors. Axis-aligned units have black text while Soviet-aligned units have white text.

Germany	Soviet Union
Hungary	Poland
Romania	

Unit Sizes

XXXX: Army
XXX: Corps
XX: Division
X: Brigade
III: Regiment
II: Battalion
KG: Kampfgruppe

4.0 HOW TO WIN

In most games, victory is determined by accumulation of victory points achieved for occupying objectives and/or eliminating enemy units. Refer to scenario rule 23.0 in each game for victory conditions.

5.0 HOW TO SET UP THE GAME

a) Players should choose the scenario they will play and the side each player will command.
b) Each player should then place the units per the scenario set-up chart.
c) Other units received later in the scenario (reinforcements), are temporarily placed in the appropriate space on the Turn Record Track.
d) Play starts with the first game turn and continues until the final turn of the scenario being played.

6.0 SEQUENCE OF PLAY

Battles in the East games are played in game turns. Each game turn is composed of two player turns. The player whose player turn is in progress is called the phasing player. Each game turn proceeds in the following sequence. Each phase must be carried out in the order given. The scenario rules for each battle state the player who plays first each turn.

a) Weather Determination: In scenarios with variable weather, roll one die and consult the Weather Table.
b) Air Support: In scenarios with Air Support, roll one die and consult the Air Support Table.

The first player then completes phases C–H, followed by the second player completing phases C–H.

c) Reinforcement: The player places any reinforcements on their entry hex/location.
d) Supply: The player checks for HQ and units not in Attack or General supply and marks them as Out of Supply (OoS). Air Supply markers are placed. The player determines the supply status for each HQ, adjusting it per scenario rules and player decisions. If the scenario includes Attack Supply markers, they are placed ahead on the TRT the number of turns indicated in the scenario rules.
e) Initial Movement: The player moves any or all his units (including reinforcements) in accordance with the rules governing movement. He may conduct overruns. He may disengage units from Enemy Zones of Control (EZOCs). Terrain and weather may affect the cost to enter each hex on the map. All HQ may move in this phase (out of supply HQ move half their movement allowance).
f) Combat: The player now attacks with as many units adjacent to an enemy hex as he wishes. Combat is not mandatory. Supply status is checked at the moment of combat and may be different than prior to initial movement. Full attack strength is only available to units in Attack supply.
g) Mechanized Movement: The player now may move all armor, motorized, mechanized, cavalry units, and HQ in General Supply again (all units with their movement allowance in a white box). Supply status is checked at the beginning of the Mechanized Movement phase and may be different than prior phases. Eligible units may conduct Overruns and disengagement.
h) Air: The non-phasing player removes his air interdiction markers. The phasing player may then place air interdiction markers.

After both players have completed their player turns (C–H):
i) Game Turn Indication: Players check for any victory points they receive for objective occupation this turn and move or remove any Attack supply marker on the just completed turn. The players advance the game turn marker one box on the Turn Record Track to indicate the end of one game turn and the beginning of the next turn. Once the last game turn of the scenario has been completed, the game is over, and the players determine who has won.

7.0 REINFORCEMENTS

Both sides may receive reinforcements during the game. Reinforcements are placed on a specific hex or map edge per the scenario rules for that game (they do not pay MP for placement but pay MP to move from a map edge or placement hex). Reinforcements can be delayed but must enter at the same specified hex or map edge. If a reinforcement cannot enter the map at the specified location or map edge due to enemy unit occupation, they are delayed. On the next turn, reinforcements for specific locations enter at the specific location if available, or the closest railroad (RR) hex to that location that can trace a path of RR hexes to a friendly map edge. For map edge entry, the units enter on the closest friendly map edge hex (owner's choice if two hexes are equal distance). Some units will arrive in an untried status. All reinforcements may move their full movement allowance in the player's initial movement phase. After that, they trace supply to their HQ and have the supply status of their current situation (per 8.0).

RR Entry: If reinforcements arrive on a map edge RR hex they may move along RR hexes at the rate of ½ MP per hex in their initial movement phase on their turn of arrival. Once they leave the rail line, any further movement is per the TEC (ie. moving back onto RR hexes will be 1 MP per hex).

Overstacking: Reinforcements may over stack in an on-map entry hex but must meet stacking limits by the end of the initial movement phase. Reinforcements entering on a map edge may over stack in the off-map area and must meet stacking limits by the end of the initial movement phase.

Note: there is no railroad or strategic movement outside of the ability to place reinforcements as above unless scenario rules specify such movement.

Example 7a: Three Soviet infantry divisions enter at a specified town/location. As they exceed stacking limits, some or all must move in the initial movement phase.

Example 7b: Three Soviet infantry divisions enter from a map edge that includes a RR hex. All may enter on the RR moving at ½ MP per hex.

8.0 SUPPLY

Supply affects a unit's attack strength, defense strength, and movement allowance. There are three levels of supply: Attack, General, and Out of Supply. During the supply phase, all of the units of the active player are checked for supply status, and HQs are selected to provide Attack supply. In addition, units attacking or defending in a particular combat are checked at the instant of combat resolution. Scenario rules set limits on HQs being set to Attack or General Supply as well as any special provisions or limitations applicable to particular battles. See the Supply Effects Chart for a summary of supply effects.

Designer's Note: The use of major cities and their depots (such as Moscow, Berlin, Warsaw) in the series as supply sources shows they are capable of supplying units.

8.1 Line of Supply (LoS)

LoS refers to a hex-by-hex trace from a specific combat unit or HQ to a supply source. Supply sources may be designated map edges, cities, or other locations specified in the scenario rules.

a) A LoS must be free of enemy units and EZOCs and can be any length. Friendly units negate EZOCs in their hexes for the purposes of tracing a LoS.

b) A LoS may not be traced through all-sea or lake hexes or hexsides. A LoS may not be traced through swamp hexes, unless a road/railroad runs through the hex.

c) Major rivers also block General and Attack supply lines unless there are road/railroad crossings or major city hexes adjacent to each other on either side of the major river.

d) All German combat units have General supply if they can trace a LoS to a supply source. German units must trace to their corresponding HQs for Attack supply.

e) All Soviet combat units must first trace their LoS to their corresponding Soviet HQ within the HQ range. Then the Soviet HQ traces supply as per 8.1.d. If a Soviet HQ cannot trace a LoS, it will not be able to project General or Attack supply.

f) A maximum of six independent units may trace LoS to a single HQ per turn.

If a German Combat Unit can trace LoS:	If a Soviet Combat Unit can trace LoS:	…Then its Supply level is:
to any supply source	to a matching HQ in range; **and,** that HQ can trace LoS to any supply source	General supply
to a matching Attack supply HQ in range; **and,** that HQ can trace LoS to any supply source	to a matching Attack supply HQ in range; **and,** that HQ can trace LoS to any supply source	Attack supply
Otherwise	Otherwise	Out of Supply

SUPPLY EFFECTS							
Supply Level	Movement Phase MA	Mech Move Phase MA	Overrun Strength	Attack Strength	Defense Strength	Combat Support Shifts	DCI Shifts
Attack supply	Full	½	½	Full	Full	Full	Full
General supply	Full	¼	none	½ (of combat total) 1 per HQ per turn	Full	½*	½*
Out of Supply	½ (round up)	none	none	none	½	½*	½*

*All applicable shifts are totaled and rounded down to a minimum of 1.

8.2 Out of Supply (OoS)

Out of Supply units (including HQs) are marked with an OoS marker and suffer the following effects:

a) Movement allowance halved (rounded up),
b) No overruns may be conducted,
c) May not attack, but may move adjacent to enemy units being attacked by other friendly units to block retreat,
d) Defend at half strength,
e) Division/Corps Integrity shifts are halved; **and,**
f) All combat support shifts are halved (round down, but no less than one shift).

Supply status is determined at the moment of combat resolution, therefore a unit in Attack or General supply in the supply phase may not be in supply at the moment of combat due to moving out of supply or prior combats resulting in advances or retreats cutting LoS. The reverse is also true that a unit may move to a hex that is in General or Attack supply.

Designer's Note: In the time period of the battles in the series, unless specified by scenario rules, the supply situation was not often critical. The OoS effect of reducing combat strength and mobility makes those units more vulnerable to elimination.

8.3 General Supply

Units in General supply:

a) Move their full printed movement allowance in the initial movement phase,
b) Cannot overrun,
c) Attack at half strength (combat total halved, not individual units).
d) Defend at full strength,
e) Division/Corps Integrity shifts are halved,
f) All combat support shifts are halved (round down, but no less than one shift); **and,**
g) Only one combat may be initiated per turn per HQ in General Supply.

Soviet units must have a LoS to a Soviet HQ in General supply in order to be in General supply. A unit beginning a Movement phase in General or Attack supply may move to a position where it is OoS. A German unit beginning a Movement phase in Attack supply may move to a position where it is in General supply.

8.4 Attack Supply

Units in Attack supply:

a) Move their full printed movement allowance in the initial movement phase,
b) Overrun at half strength,
c) Attack at full strength,
d) Defend at full strength,
e) Full Division/Corps Integrity shifts apply; **and,**
f) Full combat support shifts apply.

Both German and Soviet units must be within range of a friendly HQ in Attack supply in order to be in Attack supply and to receive full HQ and Leader shifts (12.3.2 and 14.0). HQ and Leader shifts are applied once per combat phase; they may be split between different individual combats as the player sees fit. Shifts may only be applied to units with the same HQ color.

Example: An HQ has 2R and a Leader 1R—it would be possible to apply 1R to three different combats in one combat phase, or all three could be applied to one combat).

9.0 ZONES OF CONTROL

All units with an attack strength exert a zone of control (ZOC) into the six adjacent hexes. Units with a zero attack or a parenthesized strength do not exert zones of control.


a) ZOC do not extend across major river hex sides or all-sea hex sides.
b) ZOC do not extend into city hexes. They do extend out of those hexes.
c) There is no additional effect for having more than one unit exerting its ZOC into a given hex.

d) Hexes into which a unit exerts ZOC are termed ZOC hexes or EZOC (enemy ZOC) hexes.

e) Units must stop moving when they enter an EZOC hex unless conducting an overrun against the enemy unit exerting the EZOC (see 10.3).

f) There is no additional MP cost to enter an EZOC.

g) Units may leave an EZOC hex only by overrun (10.3), disengagement (10.4), retreat (12.6) or advance after combat (12.7).

h) Friendly ZOC never affect friendly units.

i) Friendly units, other than those with no attack strength, negate the presence of EZOC in the hex the friendly unit occupies for the purposes of:

   1) Tracing Attack and General supply lines.
   2) Retreat after combat.

Important: Friendly units do not negate EZOC for purposes of movement.

j) Units may leave an EZOC during combat by virtue of retreat (12.6) or advance after combat (12.7).

k) Some ZOCs are affected by scenario weather rules.
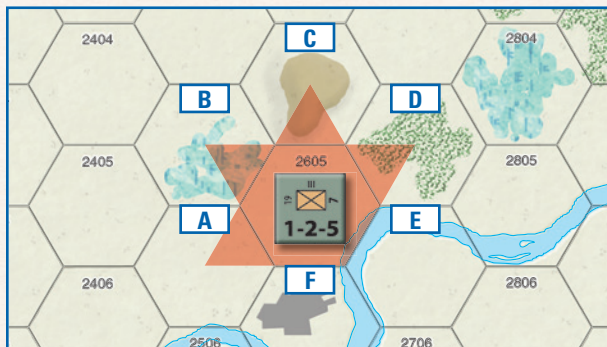
Example 9.0.a: Hex F is a **city** hex (no ZOC), Hex E is across a **major river** hex side (no ZOC). Hexes A-D are **clear**, **swamp**, **rough**, and **woods**, (ZOC).

10.0 MOVEMENT

During Movement, all, some or none of a player's units may be moved. No other units may be voluntarily moved. The only form of combat that may occur during this phase is overrun (10.3).

10.1 Movement Restrictions

Movement is calculated in terms of movement points (MP).

a) A unit expends one MP of its total Movement Allowance (MA) for each clear terrain hex it enters. Other terrain types cost more or less than one MP to enter or cross. Those costs are summarized on the Terrain Effects Chart (TEC).

b) A unit may never enter a hex containing an enemy unit (**Exception:** see 10.3 Overrun).

c) Units may move only during friendly Movement Phases. Advances and retreats are combat displacements and do not require the expenditure of MP nor are they considered movement for purposes of this rule.

d) A unit must stop upon entering an enemy zone of control hex. Once a unit has been moved into an EZOC hex, it may not be moved out of it during that Movement Phase. A unit beginning a Movement Phase in an EZOC hex may only leave by disengagement (10.4) or through combat results.

e) A unit may not be moved across a major river into an EZOC hex unless:

   1) The hex is occupied by a friendly unit; **or,**
   2) The enemy unit exerting the EZOC is not adjacent to the river.
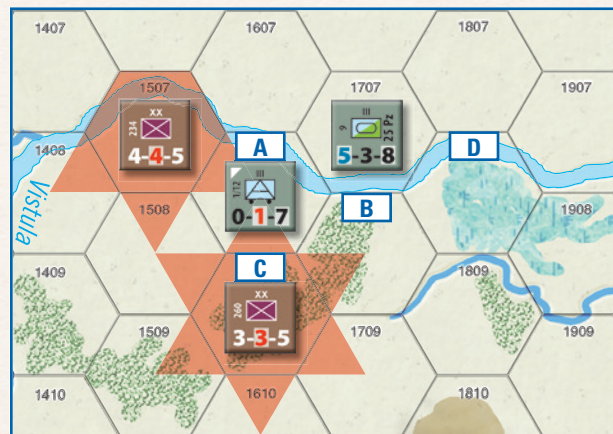
Example 10.1e: A German tank regiment is on one side of the Vistula River with opportunity to move into Hex A or Hex B. Both are EZOC hexes, however, Hex A is occupied by a friendly unit, so the German unit may move into the hex. Hex B is also an EZOC hex, but the Soviet unit exerting the EZOC is not adjacent to the Vistula River, therefore the German unit may cross the Vistula River into Hex B. If the enemy unit had been in Hex D (adjacent to the Vistula River), then the German unit could not cross the Vistula River into Hex B.

f) A unit may not expend more MP than its total MA in any one Movement Phase (**Exception:** see 10.1.j). MP may not be saved from one game turn to the next (or from the Initial Movement phase to the Mechanized Movement phase), nor may they be transferred from one unit to another.

g) Units out of supply have their movement allowance halved (rounded-up) (8.2).

h) Weather may affect the MA of units (See Scenario rules).

i) Units moving from hex to hex along roads or railroads may utilize the reduced MP costs.

j) A unit with a non-zero movement allowance may always move one hex, regardless of the movement costs, as long as the movement is allowed (i.e. not EZOC hex to EZOC hex, or into or across prohibited terrain).

10.2 Mechanized Units

The following unit types may move in the Mechanized Movement phase:

⬭ **Armor**   ⊠ **Motorized**   ⬨ **Cavalry**

⊠ **Mechanized**   HQ **HQ** (in General Supply)
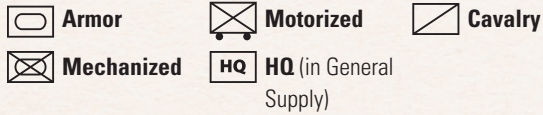
Mechanized units receive specific benefits and penalties throughout the rules. They may move with half or quarter (rounded up) of their printed movement allowance during their side's Mechanized Movement phase. Mechanized units pay mechanized movement point costs (see TEC).

10.3 Overrun

Overruns are a special form of combat conducted by the phasing player during the Initial or Mechanized Movement Phase. Unless noted otherwise, all the normal rules of combat apply. To initiate an overrun, the overrunning units must meet the following restrictions.

a) During the Initial Movement phase, a unit must have enough MP remaining to expend +2 MP to attempt the overrun and pay the MP cost of entering the target hex (units may use roads). The overrunning units do not move into the defender's hex until it is vacated. All units with a non-zero attack strength may attempt to overrun enemy units in the Initial Movement phase.

b) During the Mechanized Movement phase, only non-zero attack strength armor, mechanized and motorized units may conduct overruns. Cavalry units may not conduct overruns in the Mechanized Movement phase (they may during the Initial Movement phase).

c) Overruns are not allowed into swamp, city, fortress or mountain hexes, field forts, or across major rivers (with or without road or RR crossings). Unit(s) conducting an overrun may move through a friendly occupied hex to enter the enemy hex. This unit is not part of the overrun.

d) Overrunning units must be in Attack supply at the beginning of their movement to conduct an overrun. They must be in Attack supply in the Overrun hex. Supply for defending units is determined at the instant of Overrun resolution.

e) Overrunning units may not disengage or enter an EZOC hex during their movement to overrun a target hex. They may conduct as many overruns as they have movement points to expend.

f) Units are halved in their attack strength when conducting an overrun. Division/Corps Integrity (DCI) bonuses apply (11.2).

g) The overrunning units may ignore the ZOC of the unit(s) being overrun, however a unit may not conduct an overrun from a hex with an EZOC being exerted into it by units not being overrun. If an additional overrun is planned, the additional overrun target's EZOC is not ignored until the first overrun is successfully completed.

h) If more than one unit is conducting a particular overrun, they must begin the movement phase in the same hex and move together to the overrun hex. They may separate during the advance or move separately after the overrun, but once separated may not overrun together for the rest of the movement phase.

i) Any loss or retreat for the overrunning units ends their movement for that phase. The defending units may not advance. Any vacated hex must be occupied by at least one of the successful overrunning units. Other units in a stack may continue to move and overrun if they have enough remaining MPs and EZOCs permitting.

j) A unit may be overrun any number of times in a game turn.

k) Armor, AT, and specialist shifts can be applied to overruns if the applicable units are part of the overrunning force or defending force. HQ and Leader bonuses cannot be applied. DCI bonuses always apply if eligible (11.2).
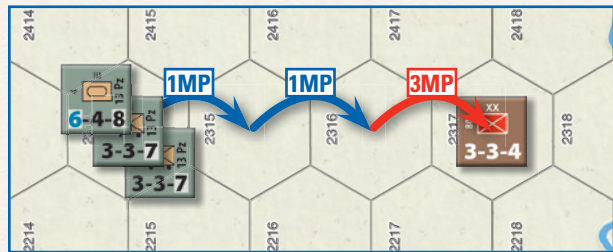
Example 10.3a: A German panzer division is overrunning a Soviet infantry division in a clear hex. They move two hexes (2MP) and then attempt an overrun (1 for clear hex +2 for overrun = 3MP). Attack total is 6+3+3=12, halved for overrun = 6 to 3. Odds of 2:1 are shifted 1R for armor and 2R for DCI. Final odds are 5:1. A die roll of 1 or 4 will end the movement for the German units due to "**1**" attacker result. On a 5 or 6, they advance into the defender's hex, then two units may advance one more hex. The 6-4-8 (with 3 remaining MP) could conduct a solo overrun if adjacent to a Soviet unit in clear terrain.
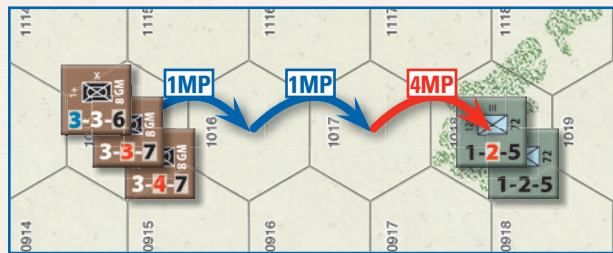

Example 10.3b: A Soviet Mech corps overrunning a German infantry regiment in a woods hex with a second regiment with AT. Defensive DCI applies. 8 GM moves two hexes and attempts to overrun the two German infantry regiments. Attack is 3+3+3=9, halved for overrun, defense is 2+2=4. Odds are 1:1. Armor and DCI shifts for Soviets = 2R, Anti-tank and DCI shifts for the German = 2L. Odds remain 1:1.

10.4 Disengagement

A unit can only leave an EZOC hex voluntarily by disengagement. In general, disengagement costs +2MPs. Mechanized units may disengage during both the Initial and Mechanized Movement phases. The first hex a disengaging unit enters must be a non-EZOC hex. A unit may not disengage from one EZOC hex by entering another EZOC hex. Once a disengaging unit has entered a non-EZOC hex, it may enter an EZOC hex later in its movement. If a unit does not have enough MPs to enter a hex with the +2MP cost, then it must remain in position.

Note: Each scenario in the series may have disengagement modifiers increasing or decreasing the cost of disengagement or imposing other restrictions or costs. The modifiers in each scenario reflect the relative maturity of each army at various phases of the war.
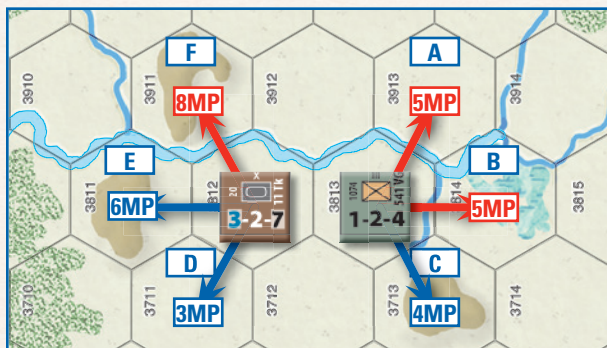
Example 10.4: A German unit (with MA = 4) and a Soviet unit are adjacent to each other. If it is a German Initial Movement phase and the German player wants to disengage, of the three hexes he can disengage into, two of them would cost more than the unit's movement allowance (**Hex A:** Disengagement +2, Clear +1, Major River +2 = 5MP, **Hex B:** Disengagement +2, Swamp +2, Minor River +1 = 5MP) leaving **Hex C** as the only choice (Disengagement +2, Rough +2 = 4MP).

If it is a Soviet turn, the Soviet Armor unit can disengage in either the Initial or Mechanized Movement phase. The Soviet unit cannot disengage into **Hex F** (Disengagement +2, Rough +4, Major River +2 = 8MP), but is able to disengage into **Hex E** (Disengagement +2, Rough +4 = 6 MP) with 1 MP remaining, or **Hex D** (Disengagement +2, Clear +1 = 3MP) with 4 MP remaining.

10.5 Units with Zero Movement Allowance

 Garrison or static units have zero movement allowance and do not move. If they are forced to retreat, they take step losses instead. These units never disengage.

11.0 STACKING & DIVISION/CORPS INTEGRITY

11.1 Stacking

Both sides are limited to 4.5 regimental/brigade equivalents (RE) per hex.

Symbol	Unit	Regimental Equivalent
XX	Axis division	3 REs
⊠	Soviet infantry division	2 REs
⊠	Soviet Mountain division	1.5 REs
⬭ ⊠ ▱ ⇒	Soviet Armor, Mech, Cavalry or Rocket division	1 RE
X–III	Brigade or Regiment	1 RE
KG	German KG	1 RE
II, HQ	Battalion or HQ	0.5 RE
LEADER	Leaders and markers (including fortifications)	Do not count towards stacking limit. Scenario rules may specify special units and their RE for stacking.

Stacking is checked at the end of each Initial Movement and Mechanized Movement phase. Thus, it is possible to move units into or through hexes occupied by other friendly units in what would otherwise be over stacked as long as they are within the stacking limits by the end of the phase. Hexes found to be over stacked must have units of the owning player's choice eliminated to meet stack limitations.

Stacking is also checked during the Combat phase at the end of each retreat and each advance. Thus, the final hexes of retreats and advances may not result in over stacking (see 12.6 Retreats and 12.7 Advance After Combat). A retreating unit with no other option than over stacking is eliminated.

Example 11.1: Maximum stacking for each side is shown below.

Soviet Examples

 2 Soviet infantry divisions + HQ (2×2+0.5 = 4.5 RE)

 Soviet tank corps (3 brigades) + rocket division (3+1 = 4 RE)

German Examples

 German infantry division (3 regiments) + armor brigade + self-propelled artillery battalion (3+1+0.5 = 4.5 RE)

 German panzer division (3 regiments) + armor KG + Tiger battalion (3+1+0.5 = 4.5 RE)

11.2 Division/Corps Integrity

Units from the same German division or Soviet corps (same bold font unit ID on right side) may benefit from division/corps integrity.

a) In a combat or overrun attack: at least two of the constituent units must be in the same hex to benefit from DCI.

b) In a combat or overrun defense: at least two of the constituent units must be adjacent.

c) If any units from other divisions/corps (different bold font unit ID) are present in a hex, no DCI bonus applies.

d) Units with DCI receive combat shifts. The number of shifts depend on the scenario and unit type for both attack and defense. See scenario charts for details. The maximum DCI shift in any single combat is 2R or 2L.

e) DCI is checked during overruns and attacks at the instant of the overrun or attack for both attackers and defenders.
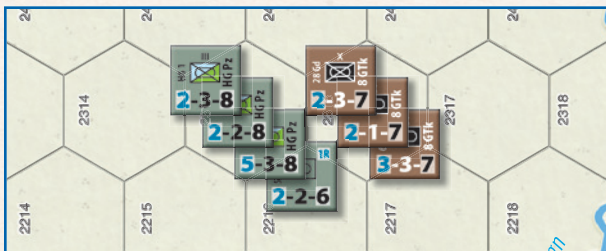
Example 11.2.a: The HG Panzer Division (all 3 regiments) plus a Tiger battalion attacks Soviet 8th Guards Tank Corps (all 3 brigades). The 8 GTk is in clear terrain. HG Pz attack strength is 5+2+2 = 9 plus the Tiger battalion adds +2 for 11 attack strength. 8 GTk defense strength is 3+3+1 = 7. Odds are 1:1. The German player adds 2R for HG divisional DCI and 1R for the Tiger battalion. Soviets add one 1L for DCI. Final odds are 3:1.
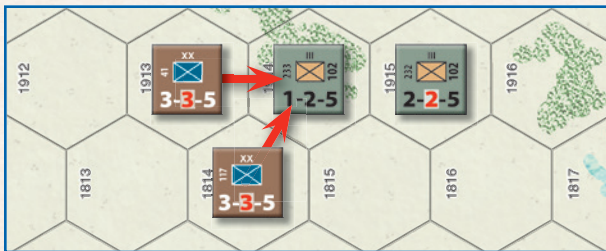
Example 11.2.b: Two Soviet infantry divisions attack the 233/102 regiment. The 233rd is adjacent to its sister 232nd Regiment (of the 102 ID). The Soviets attack with 3+3 = 6 attack strength against 2 defense strength or 3:1 odds. The 233rd is DCI eligible and so adds 1L in addition to the 1L for defending in a Woods hex. Final odds are 1:1.

12.0 COMBAT

Combat occurs between adjacent opposing units at the phasing player's discretion. The phasing player is the attacker, the non-phasing player is the defender, regardless of the overall strategic situation.

12.1 Combat Overview

Units may attack only during friendly Combat Phases (**Exception:** 10.3 Overrun). They may then attack any or all enemy units adjacent to them. Only those units directly adjacent to a given enemy unit may participate in an attack against that unit.

a) Attacking is voluntary; units are never compelled to attack, and not every unit adjacent to an enemy unit must participate in any attack.

b) An enemy occupied hex may be attacked by as many units as may be brought to bear in the six adjacent hexes.

c) No unit may attack more than once per Combat Phase, and no enemy unit may be attacked more than once per Combat Phase.

d) If a defending force of untried units is revealed to have only zero-strength units, the defender is eliminated. The attacker may immediately advance into the defender's hex and initiate an attack from that hex.

Important: Overruns are considered movement.

12.2 Multiple Unit & Multi-hex Combat

a) All defending units in each hex must be attacked as a single defensive strength. The defender may not withhold a unit in a hex under attack. Different units in a hex may not be attacked separately, nor may one unit be attacked without involving the other units in that hex in the same combat.

b) All attacking units in each hex are free to attack together, separately, or not at all. Other units in a hex containing an attacking unit do not have to participate in the same attack or any other attack, nor are they affected by the results, i.e., they do not suffer retreats or losses, nor may they participate in advance after combat.

c) If a unit is adjacent to more than one enemy occupied hex, it could attack one, some or all of them in a single combat. The only requirement is that all attacking units must be adjacent to all defending units. If more than one type of in-hex defensive terrain is involved, the defender chooses one terrain type from those involved for a defensive shift.

d) A given unit's combat strength is always unitary; it may not be divided among different combats either for attack or defense.

12.3 Combat Support Shifts

The Combat Results Table (CRT) is composed of a series of ratio columns, with the results generally improving for the attacker as one moves to the right (to higher odds) and improving for the defender as one moves to the left (to lower odds). Combat support shifts are expressed in left and right shifts as #L for defender benefits and #R for attacker benefits. For details, see 12.3.4 for unit level shifts, 11.2 for Division/Corps Integrity, 13.0 for Air Support, 14.0 for Headquarters, and 15.0 Leaders.

a) Calculate the combat odds and locate the appropriate ratio column on the CRT **before** applying any column shifts. **All** combat at greater than 10:1 is treated as 10:1. All combat at less than 1:3 is treated as 1:3.

b) All combat benefits must be declared prior to the resolution of combat, first by the attacker, then the defender. A player may choose to not benefit from any shifts available.

c) To determine the overall number of shifts applied to a combat, subtract the defender's total number of shifts from the attacker's total.

1) Negative Result: shift the ratio that number of columns to the left.

2) Positive Result: shift the ratio that number of columns to the right.

12.3.1 Terrain

See the Terrain Effects Chart for terrain benefits. Terrain effects on combat are cumulative. Hex side defense modifiers (e.g. rivers) do not apply if any attackers are on the same side of the terrain feature as the defenders.

12.3.2 HQs, Leaders, & Column Support Shifts

Unit Supply Level	Attack Strength	Defense Strength
Attack supply	Full	Full
General supply	½	Full
Out of Supply	none	½

a) HQs may provide column shifts (higher level artillery/rockets) to units in their command (same HQ color) only.

b) If a leader is stacked with a HQ, the leader may provide column shifts to the units within the HQ's range (a Leader can augment the HQ shifts).

12.3.3 Air & Naval

See 13.0 and 19.0 for the effects of Air and Naval support.

12.3.4 Armor, Anti-tank (AT), and Specialists

a) Any mechanized or armor unit with a blue attack strength gains a 1R column shift against any defenders that do not have a blue 1R shift or a red 1L shift. Only one such armor shift applies regardless of the number of armor units involved.

b) If a specialist armor unit, such as a Tiger battalion, is involved in an attack, the attack gains a 2R shift (1R for the armor shift and an additional 1R for the heavy tanks). If any defending units have a 1R blue shift or a red 1L shift, that cancels the 1R armor shift, but not the 1R specialist shift. Anytime a specialist armor shift is utilized on the attack, if the attacker takes a step loss, the first step must be the specialist armor unit.

c) Any defending unit with a blue attack strength or a red defense strength gains a 1L shift if any of the attackers are armor/mech/specialist armor (i.e., have a blue attack strength). If both an AT capable-unit and a specialist AT/defensive unit are both present to defend, only one 1L shift is permitted. Only one such AT shift applies regardless of the number of armor or AT units involved.

d) Many German infantry divisions throughout the series have one regiment marked with a red defense strength shift; this unit can project this AT modifier into adjacent hexes if another regiment from the same division is defending. If the unit with the red defense strength is eliminated, the AT ability is lost for the other regiments. This AT benefit can only be used once per phase (e.g. against one overrun during each movement phase and once during the combat phase).
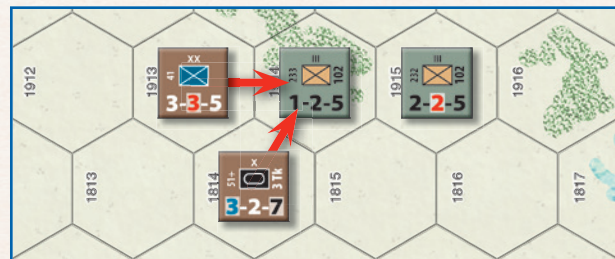

Example 12.3.4.d: German infantry AT defense. A Soviet armor brigade and infantry division attack the 233/102 regiment. The 233rd is adjacent to its sister 232nd Regiment (of the 102 ID) which has the red AT defense. The Soviets attack with 3+3 = 6 attack strength. The 233rd has a defense strength of 2 so the combat odds are 3:1. The Soviets have a 1R blue Armor shift. The 233rd is DCI eligible (1L), is in a woods hex (1L), and gains the red AT (1L). The odds shift 1R and 3L to 1:1.

e) Soviet infantry divisions gain a red AT 1L defense shift as the war progresses from 1941 onward. Each game's scenario rules will explain the units gaining this benefit.

Note: Other shifts (HQ and Leaders) are separate and additional.

12.3.5 Concentric Attacks
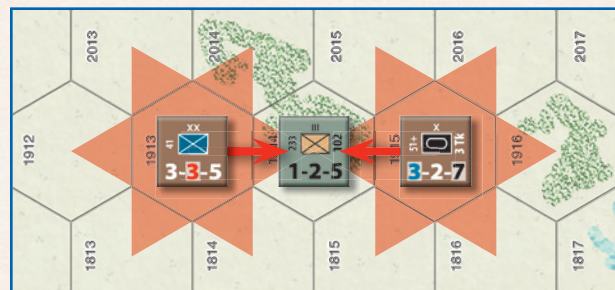
When attacking units and their ZOC surround a defending unit completely (all six adjacent hexes, even if occupied by an enemy unit or EZOC), the attack is shifted 1R. Concentric attacks never apply to defenders in cities, fortresses or field forts.

12.4 Combat Resolution

a) Total the combat strengths of all attacking units involved in a specific attack and compare the sum to the total combat strength of defending units (modifying each side for supply status) in the hex under attack. State the comparison as a ratio: attacker's strength to defender's strength. Round down the ratio in favor of the defender to conform to the simplified odds found on the Combat Results Table (CRT).

b) Determine the attacking and defending shifts and adjust the column accordingly (Armor, specialist units, DCI, HQ, and Leader for the attacker; anti-tank, specialist units, DCI, HQ, Leader, terrain for the defender).

c) Roll the die and read the result on the appropriate line under the odds column headings. Apply the result immediately, before resolving any other attacks being made during the Combat Phase.

d) No unit may attack or be attacked more than once per phase. No support unit may be used to support more than one attack or defense per phase. All units in a hex must be attacked together. A unit may attack one adjacent hex or as many as it wishes. These attacks are concluded as one combat. All modifiers, from all hexes being attacked, are applied, to deliver the final combat shift. A unit may not subdivide its printed/modified attack strength.

e) Combat results affecting defending units are applied by the defending player. The same applies for the attacking player. Combat results are listed as Attacker/Defender.

12.5 Combat Results

All combat results are expressed in terms of steps lost or hexes retreated.

a) An **"E"** result means all the steps for the attacking or defending units are lost and no retreat option is possible.

b) A number result means the affected side must lose the indicated number of steps and/or retreat all units the given number of hexes.

1) Results may be taken as a combination of step losses and retreats, with each retreated hex satisfying one potential step loss.

2) Step losses are total losses taken from the total affected force, not suffered by each unit individually. Most units have two steps. However, some units have only one step as do some untried units; these are eliminated when suffering a step loss.

Important: Every unit in a given combat must take one step loss before a second loss can be inflicted on the same unit.

3) If the combat result has an asterisk, at least one step loss must be taken from the affected units.

4) If the attacker retreats, then the combat result for the defender is reduced by one (in split results).

c) Some results on the CRT are split results. In a split result the attacker always takes his result first, then the defender takes his result. In an **"ENG"** result, both sides take a one step loss and remain in place (no retreats allowed).

Important: Any attacker result, including ENG, halts overrun and further movement in a movement phase.

12.6 Retreats

Retreats are always optional for units with non-zero movement allowances. The player may choose to lose steps rather than retreat.

a) A retreating unit must be retreated as far away (in hexes) as the combat result indicates from the hex it occupied when the combat or overrun was resolved. If some or all of the retreat is not possible, the remainder of the combat result must be satisfied by step losses.

b) A unit may never retreat into or through an enemy unit or an EZOC. Friendly units other than HQ negate EZOCs for purposes of retreat.

c) Units may not retreat through all-sea hex sides or off the map.

d) Retreats are always conducted by the owning player.

e) Units in a stack may be retreated in different directions.

f) Retreating units must, if possible, retreat into a vacant hex. If no vacant hex is available, the units may retreat into or through a hex occupied by a friendly unit. Units retreating through a hex with other friendly units pick up those units and continue to the final hex of retreat. If over stacked in the final hex, the retreating player must retreat the retreating units one additional hex.

g) Zero movement allowance units (e.g. garrisons) can not retreat and must take a step loss instead.

h) A stack of unit(s) retreating over an unbridged major river take one additional step loss in addition to the combat result (e.g. a defending stack suffers a **"/3*"** result and must retreat across a major river: it suffers two step losses, the one hex retreat across the major river, and then either one more step loss or one more hex of retreat.)

Designer's Note: A disorderly combat retreat across such a major obstacle, even with bridges, would result in significant equipment and other losses.
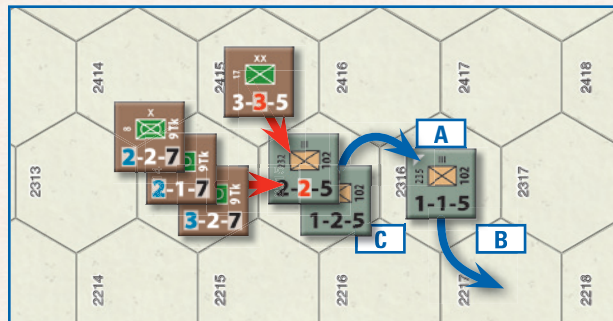

Example of play 12.6: Two German infantry regiments are being attacked by a Soviet mechanized corps in one hex and a Soviet infantry division in an adjacent hex. The Soviet adds 1R for HQ support and 1R for air support. DCI and armor/anti-tank cancel each other. Odds are 4:1 after shifts. A die roll of 6 equals a result of 0/2. The two German units retreat through hex A with the third regiment of the division and into hex B (taking the third regiment with them). If they instead retreated to hex C, they would still retreat one more hex, but the unit in hex A would remain in place.

12.7 Advance After Combat

Whenever an enemy unit is forced to retreat or is eliminated and leaves vacant its original hex as a result, it will leave a path of vacant hexes behind called the path of retreat. Any or all friendly victorious units participating in that combat are allowed to advance along the path of retreat.

Important: Advance after combat does not apply to an overrun conducted in a movement phase.

a) Any victorious unit may advance after combat, whether it was the attacker or defender in the battle, however a split result precludes the defender from advancing after combat (i.e. when the combat result applies only to the attacker and the attacker chooses to retreat, then the defender may advance).
b) The option to advance must be exercised immediately, before any other combat's resolution is begun.
c) Units are never forced to advance after combat.
d) After advancing, units may not attack (or be attacked, if they are advancing defending units) in that phase, even if their advance places them adjacent to enemy units whose battles are yet to be resolved or who were not involved in combat.
e) Advancing units may cease advancing in any hex of the path of retreat.
f) Advancing victorious units ignore EZOC.
g) An advancing unit may not stray from the path of retreat.
h) If all units in a hex are eliminated, any attacking units may advance into the defender's hex at the attacking player's option. Also, victorious Armor/Mech/Mot/Cav units may advance up to two hexes after combat. The first hex must be the hex formerly occupied by the defending force. The second hex may be any empty hex adjacent to the defender's hex.
i) A unit advancing into a swamp or fortification hex, or a hex with a field fort, must stop. Units advancing across a major river must stop in the first hex after crossing and may not advance any farther regardless of how far the defender retreated, or if all defending units were destroyed.
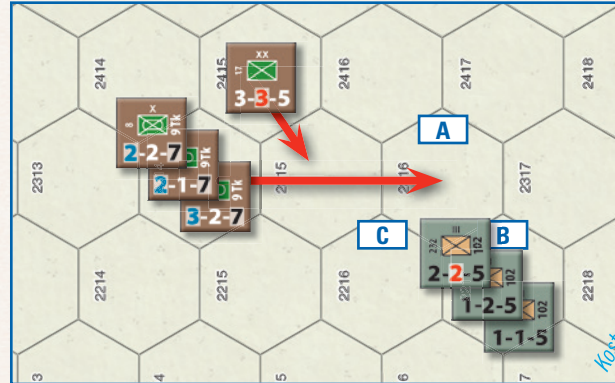
Example of play 12.7: After the previous retreat example, The Soviet infantry unit advances into the defender's vacated hex. The Soviet mechanized corps advances into the first hex of the German retreat (hex A). Note that if the German units had been eliminated, the Soviet mechanized corps would be able to advance into any hex adjacent to the defender's hex (not just the retreat path).

13.0 AIR SUPPORT

Air Support: The battle for air superiority is abstracted into the Air Support Table. In general, one player will gain air superiority and have one or more air support markers for a turn. In some scenarios, both sides or neither side may have markers. The markers provide shifts for attacks and overruns (never defense) and may be used once per turn.

Interdiction: The Scenario rules for some games may specify air interdiction rules (and some air support counters have air interdiction on their reverse side). When air interdiction markers are in play, they can only be placed in clear hexes. The placement hex may be friendly or enemy occupied. The cost to enter an interdicted hex is +2MPs. Air interdiction markers are placed on the map during the player's Air phase and remain on the board until after the opposing player's Air phase at which time they are removed.

Transport: In some games in the series, air transport of supply is also an additional function of air support points.

See the Air Support Table in each game for additional details.
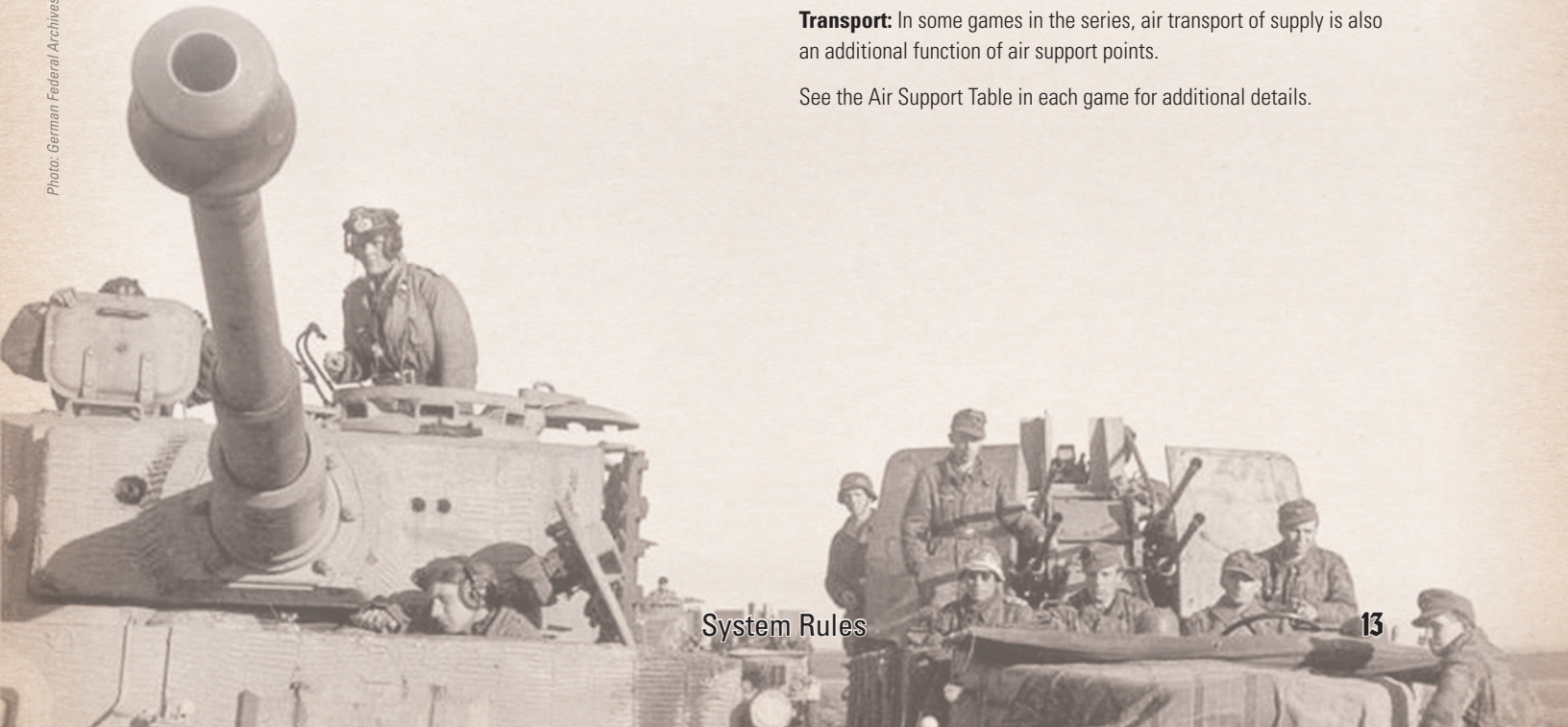
14.0 HEADQUARTERS

Headquarters are vital in directing combat units, combat support, and logistical support in the series. Each game has army- and/or corps-level HQs for the German/Axis forces and army-level HQs for the Soviet forces.

Example: The 3rd Panzer Corps HQ of the German Army. Each HQ has two sides. The front (◐ symbol) side indicates it is in full Attack supply. The back (HQ symbol) side indicates General supply.

Note: When in Attack supply, an HQ may not move in the Mech Movement phase.

Supply level: A HQ must be able to trace a LoS to a supply source to be in Attack or General supply (8.1). During the supply phase, eligible HQs (see scenario rules) may be placed in Attack supply, otherwise they are placed in General supply. They may be flipped to their Attack supply side at the player's choice within the limits specified in the scenario rules. If a HQ is Out of Supply, it cannot be flipped to Attack supply and, for Soviet units, it cannot be a source of General Supply (mark it with an Out of Supply marker).

Supply range: (the number in the hex in the upper right corner of HQ counters). See 8.3 and 8.4 for the effects of units being within supply range and in Attack or General supply. See 8.2 for the effects of being beyond the supply range and therefore Out of Supply.

HQ Colors: All color-coded combat units must be within their HQ's range to be in Attack supply. In addition, all Soviet combat units must be within range to be in General supply. Units that do not have a color code are considered independent and may draw supply from any HQ (generally two German divisions/Soviet corps, or six individual units maximum, but see scenario rules for limits as to the number that can draw at any one time).

Reinforcement: If a HQ is destroyed in combat, it is replaced in the player's next Reinforcement phase and is deployed at the owning player's discretion in the same manner as other reinforcements (see 7.0).

Modifiers: HQs are also used to deliver higher level support to units within range (regardless of EZOCs). The modifier on HQs may be used to affect one attack per turn and is in addition to any unit level combat shifts.

Combat: If attacked, HQs defend with their printed defense strength and undergo all CRT results.

Designer's Note: The use of key HQs to deliver Attack supply abstracts a great deal of logistics and yet is very historical as it relates to offensives and axes of attack. Equally, if HQ units were destroyed, replacement HQs were rapidly restored. However, these are key units and need to be protected. Artillery in both armies was controlled at the senior HQ level. Thus, the points allocated represent the corps- and army-level batteries in these battles.

15.0 LEADERS

Commanders had a great tactical/operational influence on the battles covered in this series. Each game has one or more leaders per side. Their prime role is to influence combat. Each leader, based on their historical profile, will be able to add their combat shift(s) to the HQ shifts during the combat phase.

a) Most leaders have a historical corps/army/group attachment. Their range is the same as the HQ they are stacked with (again, regardless of EZOCs).

b) A leader's combat shift can be used in attack if it is a **"R"** shift or in defense if it is a **"L"** shift. Some leaders have a combat shift for both attack and defense.

c) Leader shifts can be added in addition to unit and HQ shifts.

d) Leaders must always be stacked with their named HQ and are eliminated if the HQ is eliminated. Leaders are not replaced when the HQ is replaced.

e) Leader shifts are halved when the HQ they are stacked with is in General supply or Out of Supply.

16.0 UNTRIED UNITS

Counter 1 (2-step / reduced)		Counter 2 (1-step / untried)	
2-step high	2-step low	1-step	Starting Side
301 xx 3-3-4	301 xx 2-2-4	301 xx 1-2-3	301 xx ?-4

A number of Soviet units in the early battles and Axis units in the late battles have either an untried or a non-mobilized side. These units were scratch forces or hastily formed or mobilized units. Their untried strengths represent the unit in a disorganized, under-manned, and/or under-equipped state. The untried or non-mobilized side is used at the start of the game or when units arrive as reinforcements. An untried unit's actual strength is determined at the first instance of combat (attack, defense, or overrun) by rolling on the scenario's Untried Unit Table.

Untried units will have one or two steps, depending on the result of their Mobilization roll. Once revealed, the untried unit is either flipped to its 1-step side or replaced with the corresponding 2-step counter. It then takes losses or retreats as any other combat unit as well as being eligible to advance after combat.

17.0 WEATHER

Weather is an important aspect of all battles. The standard rules assume clear weather. Various games in the series occur at differing times of the year. Their geographical location varies as well. The weather rules in each game affect air support, movement and terrain, combat, and the effects of being out of supply.

18.0 FORTIFICATIONS

These are represented throughout the series by:

a) On map printed fortresses have a defensive shift of 2L. Fortresses in city hexes have a defensive shift of 3L. In addition, combat losses incurred by the defender are reduced by one (**Example:** a loss of 2 steps becomes a loss of 1 step). Defenders ignore retreat results (they must take all losses as step losses). Units in fortresses are never out of supply. On map fortresses only benefit the side that controls them at the start of the scenario and are destroyed once occupied by combat units from the other side.

b) Field fort markers benefit units with combat shifts of either 1L or 2L. These markers may be placed at the end of the initial Movement phase on any friendly unit in a clear or woods hex not in an EZOC that has not moved in the initial Movement phase. Field Forts are removed if unoccupied (but may be redeployed on a later turn). Units in field forts must trace LoS. The counter limit is the limit that may be deployed at any one time.

c) Both fortresses and field forts cancel the concentric attack shift.

19.0 NAVAL

Throughout the series naval forces are represented by:

a) Coastal transport points for supply and unit transport capacity.

b) Naval bombardment shifts for combat support close to the coast.

20.0 BRIDGING UNITS

Some scenarios will include bridging units. These units may be used to bridge major rivers. They can bridge one adjacent hexside of any major river at the end of any initial movement phase. When the bridge is deployed, flip the bridging unit to its bridge side and point the arrow to the bridged hexside,

If either the hex pointed to or the hex occupied by the bridge marker are occupied by opposing units later in the game, the bridge marker/bridging unit is removed from the game.

Combat units may attack through the bridged hexside with one shift to the right (one less major river shift to the left). In the following mech phase, mech units may cross into EZOC, with a +2MP (instead of +3MP) cost.

After the initial turn of placement, the MP cost of the bridged hexside is +1MP for infantry and mech if the bridge is in a Road bridge hexside. If no road bridge hexside, then +2MP for mech units.

SEQUENCE OF PLAY SUMMARY

Start of Game Turn:
a) Weather Determination: If the scenario has variable weather, roll one die and consult the Weather Table.
b) Air Support: If the scenario has Air Support, roll one die and consult the Air Support Table.

Player Turns: First player completes phases C–H, followed by second player phases C–H.
c) Reinforcement: Place any reinforcements on their entry hex/location.
d) Supply:
- Check for HQ and units not in Attack/General supply and mark them Out of Supply (OoS).
- Place Air Supply markers.
- Determine the supply status for each HQ, adjusting it per scenario rules and player decisions.
- Place Attack Supply markers ahead on the TRT if included (see scenario rules).

e) Initial Movement:
- Move any units desired (including reinforcements).
- Units may conduct overruns and disengagement.

f) Combat:
- Attack with as many units adjacent to enemy hexes as desired.
- Check supply status at the moment of combat.

g) Mechanized Movement:
- Check supply status.
- Move all armor, motorized, mechanized, cavalry, and HQ units again (all units with their movement allowance in a white box).
- Eligible units may conduct overruns and disengagement.

h) Air:
- The non-phasing player removes his air interdiction markers.
- The phasing player may then place air interdiction markers.

End of Game Turn: After both player turns (C–H):
i) Game Turn Indication:
- Check for any victory points players receive for objective occupation this turn.
- Move or remove any Attack supply marker on the just completed turn.
- Advance the game turn marker one box on the Turn Record Track to indicate the end of one game turn and the beginning of the next turn.
- Once the last game turn of the scenario has been completed, the game is over, and the players determine who has won.

Photo: Ministry of Defence of the Russian Federation