

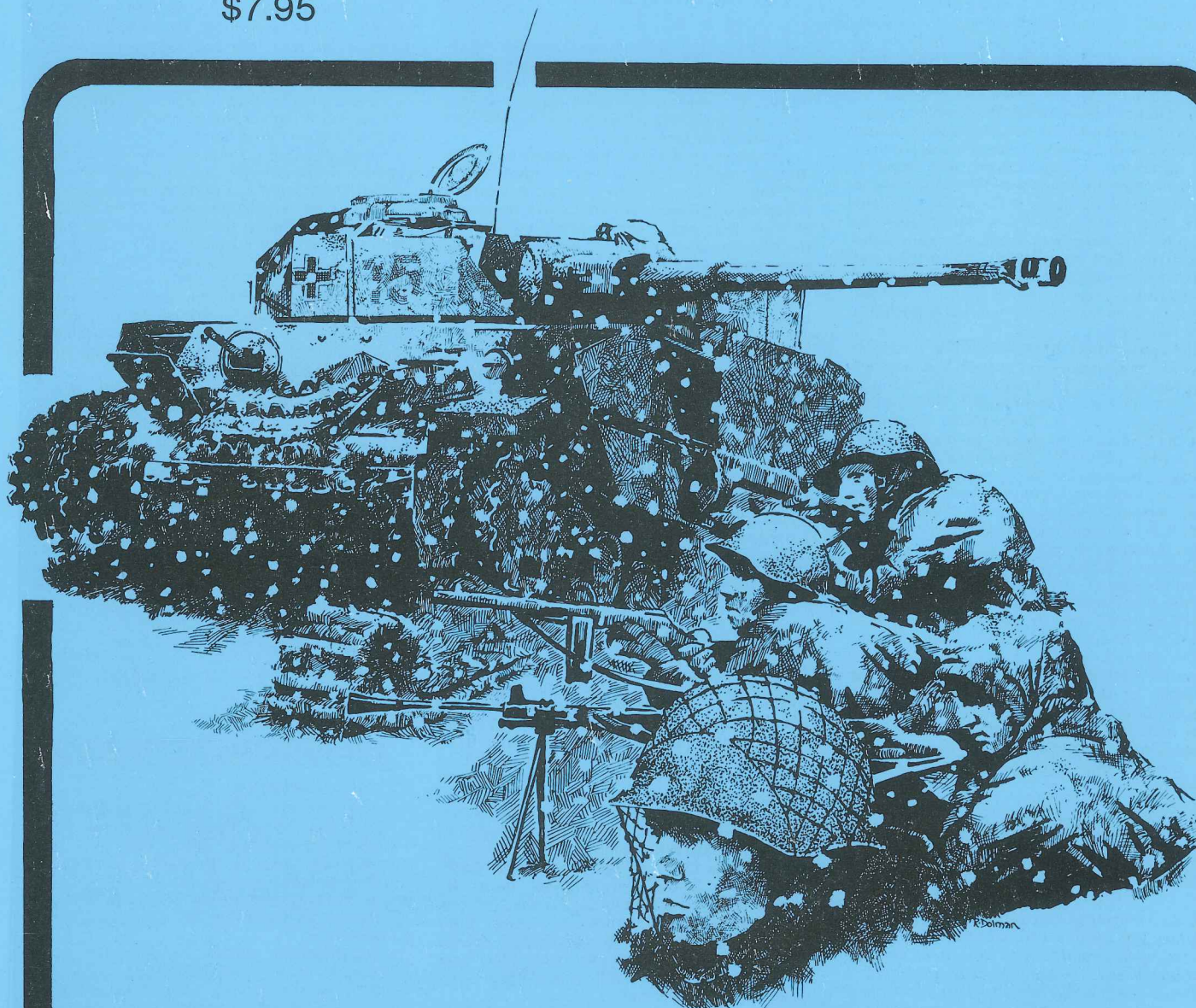


THE INTERNATIONAL MAGAZINE  
OF BOARD WARGAMING

# The Wargamer

Number 19

\$7.95



COMPLETE GAME INSIDE

**STURM  
NACH  
OSTEN**

# Letters

Dear Keith,

I would like to take issue with your contention ("Punch Counter-Punch", issue 16) that the Confederate player in *Forward to Richmond!* must necessarily defend the line of Bull Run, from Sudley Springs to Island Ford. To do so is to invite combat at disadvantageous odds. Yet to abandon the line of the river yields no vital feature to the enemy.

Instead, I suggest the Confederates should fall back to the line of the woods east and west of New Market. Here they can inflict heavy casualties on any Union forces attacking across the open ground whilst themselves occupying the outermost woods hexes, and deriving defensive benefit therefrom. There are three potential weak points in this line. On the right flank care must be taken that Union forces do not push the defenders back and capture the ford across Flat Run; if they do so they can then advance forces east of the river and off the southern edge of the map for 5 victory points. Or even take the defenders of Mitchell's Ford in the rear.

In the center there is a 3-4 hex wide gap between the wooded areas east and west of New Market. Union Forces advancing through the gap could occupy the Manassas Gap railroad for 5 victory points. Nevertheless I contend that the Confederates should not man this gap, for if they do so the enemy will be able to concentrate superior forces against them in a position with no defensive advantage (i.e. open terrain). However, it will be a brave (rash?) Union commander who advances any of his brigades through this gap, with powerful Confederate forces on each side threatening his annihilation.

On the left flank there is a danger that Union attackers could turn the flank and gain access to the road there, using this to advance rapidly to the railroad.

None of these dangers, however, seems to me as grave as the certainty of accepting disproportionate losses by defending the original river line. The adoption of the above strategy leaves the Union player a difficult dilemma as he probes the Confederate position for weakness.

sincerely,  
Jim Carter  
San Francisco

Ed. As a matter of fact Jim I have faced the strategy you outline. I launched a Union attack across open ground, with my main concentration aimed at the Confederate right. I suffered such wholesale slaughter (remember the advice in issue 16: "never attack across open ground against enemy units in cover") that my army disintegrated and was eventually chased back across the Stone Bridge by the victorious Rebs. The strategy is certainly a viable one for the Confederates. On the other hand it does leave the initiative entirely in the hands of the Union player. In the game in question I was able to take Mitchell's Ford by frontal assault, and only my ill-advised attack across open ground prevented my winning the day (OK, I know that's a bit like saying if I wasn't an idiot I'd be quite bright). If anyone has fared better against the "New Market" strategy we'd be interested to hear.

★★★★★★

Dear Wargamer,  
Whatever happened in issue 17 to *WWW News* and the W.A.R. Top Twenty? And why only 2 pages for *Briefing*? I find this on of the most valuable sections of the magazine.

sincerely,  
Fred M Dix  
Pittsburgh

Ed. You'll have seen that they retruned in issue 18, only to disappear again in this issue. The inclusion of any particular feature is always dependent on space, but both features will continue to appear in most issues. *Briefing* too returned to 4 pages in 18, only to fall back to 2 this time. Again, pressure of space: the *SNO* rules are extensive. *Briefing* will be up to 4 pages again next issue.

★★★★★★

Dear Keith,

Neil Chisholm, writing in 'Wargamer' 16, criticises 'Squad Leader' for the long period of real time which it takes to play through a far shorter segment of game time, and asks for suggestions. His criticism is one which can be aimed at all tactical games.

However an article which appeared in the 'British Army Review' of August 1980 on the subject of the Royal Armament Research and Development Centre wargames at Fort Halstead, Kent, is revealing. One of the disadvantages of the Divisional War Game was that it took about 15 minutes of real time to play 1 minute of game time — and this even when the game was being played by teams of players. Nor was there any solution to the problem other than to introduce a special computer to do the book-keeping; this has reduced the time-ratio to something like 6—1.

Detailed tactical wargames are time-consuming, even 'professional' wargames; nor could the resources of RARDE find any solution short of resorting to a computer. Not much use to Neil, I admit, but at least he knows now that he is up against a general characteristic of tactical wargames rather than a particular failing of 'Squad Leader'.

yours  
Donald Mack  
Glasgow

★★★★★★

Dear Keith,

I must thank you for bringing to light the existence of a pernicious but incompetent squad of would-be assassins in my local chariot racing fraternity. Having read the letter from "A Victim" in issue 18 I was surprised to learn that this perfidious gang had conspired to rig races and plan the early demise of one of the participants (me!!). I can only say that it speaks much for the realism of *Circus Maximus* that such machinations are spawned in the wake of a few victories on the track. Instead of learning from these races the simple lesson that the winner is the first one past the post, they continue to trot out their heavy weight carts and neanderthal drivers and try to ram, hack and slash their way slowly round the track, then howl with anguish when they lose.

On a different note: *Forward to Richmond!* I feel that there should be a further die roll modifier for half-strength units that charge. This modifier should be constant with the loss of fire power a unit suffers on becoming half strength.

Regards,  
Kieron Doyle,  
Chelmsford.

Ed. Several players have raised the point about half-strength changes in *FTR*! O.K., let's add 1 to the defender's morale throw when charged by such a unit. This makes some allowance for the weakened status of the charging unit, whilst still giving weight to the psychological importance — particularly to green troops — of being charged.

★★★★★★

Dear Keith,

In "Cardboard Battlefront" (*Wargamer* 17) John Prados speaks much sense on the geriatric

red herring of 'realism' in games. May I add a few points to take his argument further?

Not nearly enough attention is paid in these debates to the implications of the verb *simulate*. My dictionary gives "simulate" as "mimic; produce an imitation of". Neither of these definitions implies anything about duplicating (John's word) the thing simulated. The dominant features of war in any age are fear, pain, exhaustion and death; no game design, needless to say, has ever attempted to duplicate any of these, and would be highly unpopular if it did. Yet all are *simulated* frequently. (DE, die roll for Forced March attrition and for Morale checks, etc.). You can simulate Waterloo brilliantly with a toss of a coin, basing your design on Wellington's "close run thing". Yards of computer printout can simulate a moon landing.

Exactly what do you *do* when you play a simulation game? Well, you move bits of cardboard about on a hex-gridded piece of paper. Why the hell would you want to do that for amusement? Well, if the game is well designed, you find, as if by magic, that the result looks pretty much like an action replay of some historical battle or other. Or else some historically plausible 'might-have-been' alternative outcome. Also, the decisions the players are called upon to make, simulate (n.b. simulate, not duplicate) *some* of the choices that faced their historical counterparts.

Of course, some games do more of this than others. 'Caesar's Legions' is very weak on historical accuracy (but is a great fun game), while SPI's 'Agincourt' is a good accurate simulation, but a lousy game (French can't win, of course). 'Drang Nach Osten' has more period flavour than 'Stalingrad', and 'Squad Leader' captures many more details of its subject than did 'Panzerblitz'. None of these games is remotely realistic.

Let the seekers after so-called 'realism' beat their breasts (quietly, please) over artificial problems of their own construction. I shall continue to happily *simulate* history through the pages of the 'Wargamer'.

Yours  
Bob Armstrong.



## SUBSCRIPTIONS

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## Editorial

We've received a suggestion that we should produce a series of games covering Napoleon's 1813 campaign - such battles as Lutzen, Bautzen and Leipzig - using the *Napoleon at Waterloo* system, with modifications, all to the same scale. One or two would appear as issue games, the others in boxes - the whole series appearing over the next couple of years.

The scale would be similar to that used in our boxed game *Dresden* a couple of years back, ie 350 yards to the hex.

For the proposal it is argued that many players are also collectors, and would welcome a well-produced series of games which cover an entire campaign and - by using a common system and scale - allow them to compare the various battles in a meaningful way. There is also the argument that many players would welcome the chance to avoid learning a new system for each game that appears. And the two designs we've seen so far look excellent.

Against the proposal it may be argued that we could all too easily fall into the trap of "mass producing" games to a formula. On this argument, far from welcoming a series of games using a common system, players would be more likely to groan "Oh no, not another..." This school of thought also holds that one of the strengths of THE WARGAMER is its ability to innovate: it does not produce formula games.

So, is a series a welcome idea or not? In particular would an 1813 series be welcome? Is the *NAW* system still viable, or is it somewhat dated? Remember that perhaps 2 titles would appear in THE WARGAMER, one this year, one next. The rest would be boxed: so the problem of formula games being thrust down your throat by way of a magazine subscription would not arise.

We'd appreciate your thoughts on all of this via letters or the available space on the *Feedback* sheet accompanying this issue. Your response will help shape our decision.

February 1982

## NEXT ISSUE

**LITTLE ROUND TOP:** Lenny Millman and Dave Martin's new tactical Gettysburg game. Plus:—Warsaw Pact, Wings, Raider, Limited Intelligence, and much more.

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Mar-Apr 1982

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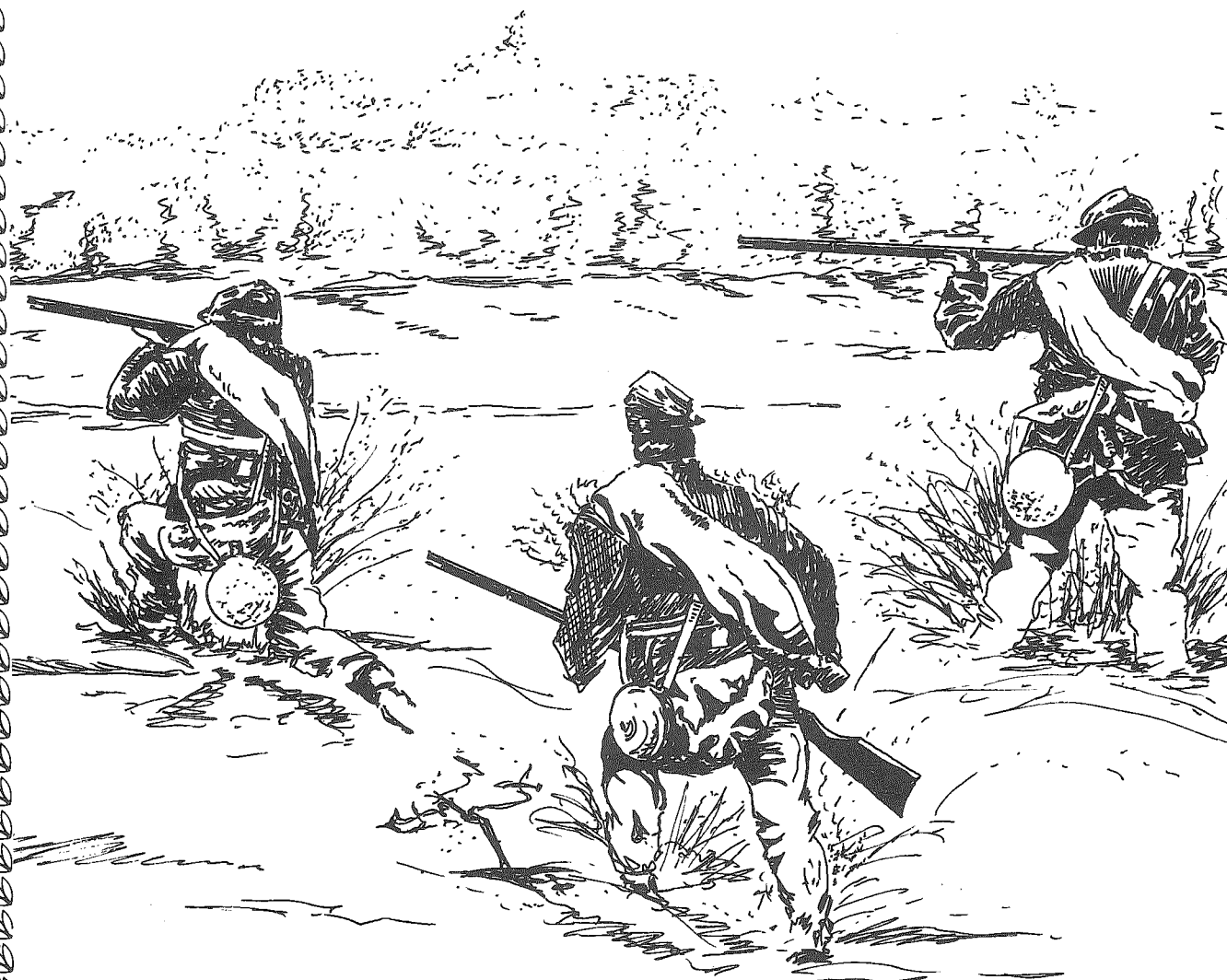
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**WORLD WIDE WARGAMERS** is the international association for board wargamers, whose object is to promote the hobby and provide a service to players. Membership costs \$26.00 a year (USA), or £13 (elsewhere). Members receive 6 issues of *The Wargamer* per year, complete with their games. Whether you are an established hand or a newcomer to simulation gaming you will be equally welcome as a member/subscriber. Just fill in the appropriate part of this issue's *Feedback* sheet, and send it together with a personal check to

# NEVER CALL RETREAT

Jim Hind



"A heavy projectile struck Jackson in the chest mutilating his Bible. He removed the wreckage, turned and waved it over his head remarking 'Good thing I've already read it, eh boys'".

"As his fourth mount was shot out from under him Sherman was heard to say 'Think I'll ride a mule next time. They're cheaper and it isn't so far to fall'".

"Pickett sneezed and was immediately struck by 32 bullets before his body could clear the saddle. The word passed round the regiment: 'Keep low . . . and whatever you do, don't sneeze'".

These, gentlemen, are three selected extracts from *Battles & Leaders*. No, not the four-volume collection of memoirs of the American Civil War; instead, from Yaquinto's new game of that title, which proves on inspection to be a multi-scenario tactical game on its subject: a sort of Civil War *Squad Leader*.

Physical description: card map in 3 geomorphic sections. Two sheets of counters, in varying shapes and sizes, including several moveable terrain pieces (woods, hills, buildings) which are scattered over the map before play begins. A typical infantry

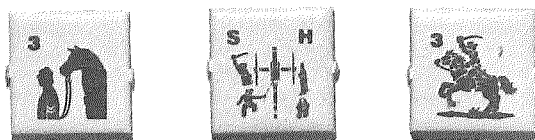
regiment has six  $\frac{1}{2}$ " x  $\frac{3}{4}$ " counters, a  $\frac{1}{2}$ " square Colonel, and a full-colour flag counter, Old Glory or Stars and Bars as appropriate. The artwork shows a crow's-eye view of a line of men, the Colonel in front brandishing his revolver, the Flag flying gaily. Meanwhile horses trot forward over the green grass, while battery commanders haul lanyards on their pieces preparatory to handing the enemy their Red Badges Of Courage (small circular casualty markers); all in all, as bright and cheerful a scene of death and destruction as you could hope to witness. All backed up with charts & tables, 24 pages of rules, plastic compartmented tray, etc. etc. Physical production gets an '8'.

Game system: 1 hex = 50 yards, 1 counter = 100-200 men, 1 move = 5/10 minutes. A lengthy Turn Sequence, comprising Initiative / Announce Charge / Move / Fire(both) / Morale / Charge / Defensive Fire / Charge Morale / Defensive Morale / Melee. In practice, it's a lot quicker than it sounds, several of the phases being non-existent if you don't charge, for example. But be warned — it *can* bog down, particularly if you're up against the Rules Lawyer who insists on looking up all the funnies. Steve Peek is pretty good at writing comprehensive rules, but it can take a bit of rummaging to find what you're looking for. Not only that, the game mechanics are, to my mind, unnecessarily messy in a few places, which can slow things down a bit. But more of that later.

Let us examine the sequence of play in more detail. To begin with, initiative. Roll two dice; he with the larger total chooses whether he wants to go first or second. Here already there's a minor unnecessary glitch. If you both roll the same total, you have to roll again. What was wrong with 1-3 = Union choice, 4-6 = Confederate? I'm probably carping in mentioning it; after all, it won't happen very often, and is quickly sorted out when it does. But it still counts as a small wart on what is basically a fine game. Let us press on before I seem to make altogether too much of the point.

The effect of the initiative changing hands in the way that this rule implies, is a much happier feature of the play; it will have you tearing your hair out. I recall the time that large numbers of Union troops succeeded in penetrating the Confederate entrenchments at Spotsylvania, and the Reb (moving second this turn) had either to throw them out again, or watch his entire position crumble. Charging up and meleeing would leave the Rebs in all sorts of disarray, with a second line of Yankees all ready to charge in the distance. Nevertheless it had to be done or the game was lost. Sure enough, the initiative dice gave the Confederates a second move on the trot; by the time the second Federal line charged, the Rebs had sent the first packing, and were back in their entrenchments ready for anything. The battle dragged on... Then there was the matter of the dragging away of the guns at Gettysburg. There was I...

The movement phase has all the things you might expect; infantry in column or line, or broken down into skirmishers;

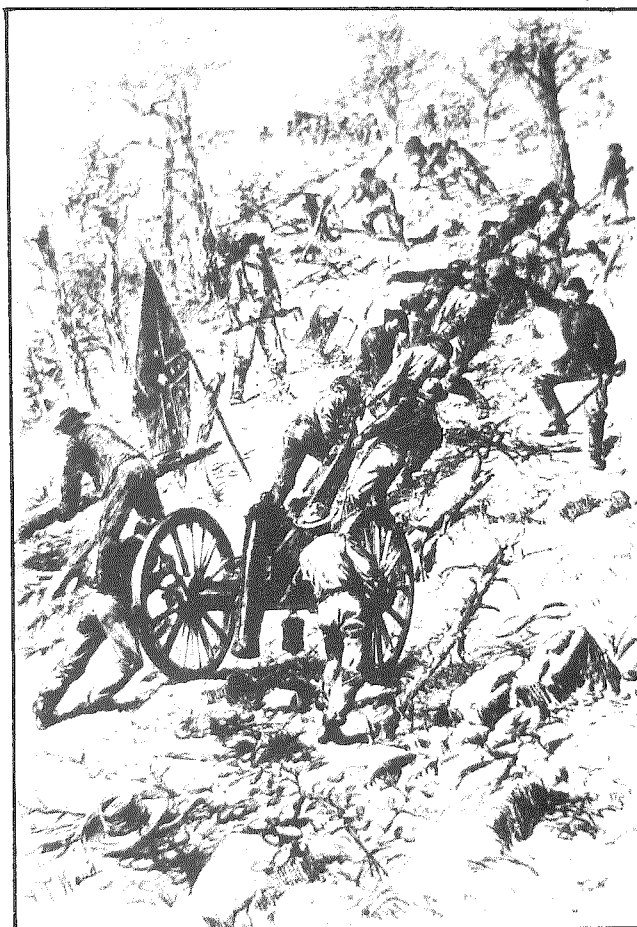


cavalry can mount or dismount, artillery limber or unlimber. Protect your infantry with a screen of skirmishers as you march up to him, or he'll cut them to pieces. Then shake 'em out into a line of battle, and off we go into the fire phase. Both sides fire at this point, casualties being applied at the end of the phase. The game features a pleasing variety of weapons; six separate kinds of hand arms (from smooth-bore musket to repeating rifle), and seventeen types of ordnance. It therefore comes as something of a disappointment that very few of them actually get mentioned in the given scenarios. If you want to blow him to glory with a breech-loading 12-pound Whitworth or a 24 pound James, you're going to have to do your own research. But then you are deliberately intended to do that anyway, as we shall see.

Firing uses two dice in an 11-66 system of several Casualty Tables of the type we are accustomed to in Steve Peek's work. Example: that 24 pound James we mentioned fires at an infantry

line at a range of 10 hexes. The weapon type/range table tells us we have 10 fire factors, on a basic hit table 5. The hit table is then modified by the usual barrage of tactical factors (+1 for a Crack unit firing, +1 for a partial flank shot, -3 because the target is entrenched, etc.). The casualty tables then present us with a number: in this case 34. Roll the dice. Roll 34 or less and you score 1 hit; 24 or less gets 2 hits; 14 or less, 3 hits. One infantry counter has 2 'hits' to lose, so the possibility of 3 hits might seem superfluous. However, there is an interesting Regimental Integrity rule which permits you to announce fire at the entire regiment, spread out as it is over several hexes, and claim your 3 hits that way. I like this rule; in a quite unobtrusive way it induces players to operate their counters together, as a team, instead of marching them all over the place every which way. Similar things have been achieved in other games by the use of commanders with a finite command radius, a method which can produce 'blob' tactics.

Here a regiment has integrity if all its units are in adjacent hexes. The flag counter is used to indicate the main body of the regiment, and hence define which, if any, of the units in the regiment are 'detached'. Detached units suffer bad adverse modifiers on any morale checks. Various other touches elsewhere in the rules, notably in the definition of a flank shot, go to make a most interesting attempt to encourage linear tactics instead of the hallowed blobs and islands. Good on you, Steve.



Meanwhile, charge and melee. One point in the charge rules which Steve, under questioning, admitted should be spelled out more clearly: at the moment a charge is announced, some (one or more) of the units charging must be able to reach the units being charged, at the time the charge is announced. A pretty obvious point; so obvious he'd overlooked it. When the charge does go in, the recipients get a defensive fire phase, then both sides check morale, and if everybody's still there then we're into the hand-to-hand rifle-butt bit. Each side refers to the casualty tables one more time, and then we're into the bit that could definitely have been done better. The melee, says the rule book only lasts for one turn, and must end with one side routing and running away so that contact is broken. So each involved regiment takes a morale check. If they both pass, do it again. And again, till somebody fails and runs. But it can easily happen that each side needs an 11 or 12 (total of 2 dice) in order to fail. So you sit there, rolling dice after dice waiting for somebody to roll a double 6. (Odd mathematical fact: there's a better than even chance that you will get at least one double 6 in 24 rolls of a pair of dice). It can take a long time. And if you're using the leader rules you then find the regimental colonel promptly does an immediate rally, thus preventing them from breaking, and you have all the weary work to do again. It's even possible to get into a situation where neither side will ever fail its morale check? yet one of them must. I put this as a Rules query to Steve Peek, but so far he hasn't replied. Until he does, I've rewritten this bit, for my own consumption, as follows. Each side computes its morale ratings, plus all relevant modifiers, plus two dice. Greater total wins, and the other side routs. Leaders may perform immediate rallies; but only once each per melee phase. After that the regiment is on its own. And if a regiment does break, its Colonel's Charisma rating (see below) drops 1. That won't give exactly the same results as Steve Peek's rulings, but it will keep play moving along much more smoothly.

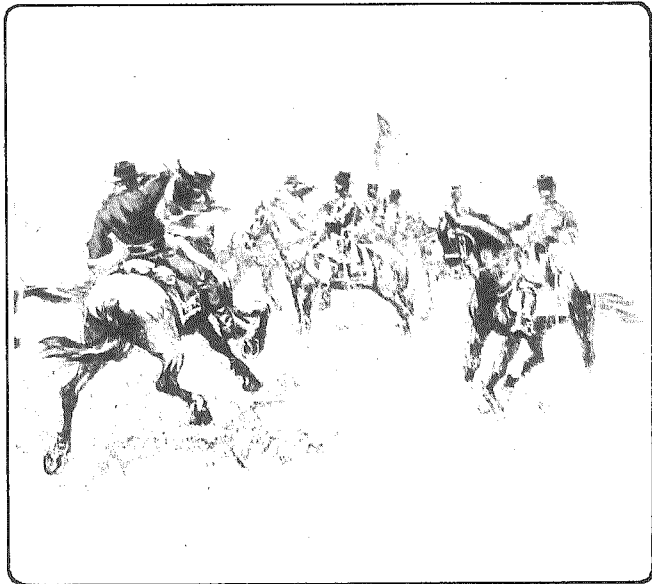
Apart from the odd details, that completes the basic game. When you've found your way round that, proceed to add in the leaders. Their effects, as you might guess, are akin to those of Squad Leaders; DRM's for fire, melee, morale, and a movement bonus. But the effects are noticeably less than in the AH game. No bad thing; I had begun, reluctantly, to suspect that the armies of all the fighting powers of WW2 were officered throughout by

John Wayne. In *Battles & Leaders* the effects of the leaders are tempered sensibly. Each Colonel has a Charisma level, from 2 to 12. Levels 6, 7 and 8 have no effect on anything; a Charisma 9 leader gives a +1 on all morale checks; 10 and above and you start to affect fire and melee. A charisma of 5 or less causes comparable adverse effects on the regiment. Charisma can change appreciably during the course of the game; probably the easiest way to do this is to draw up the regiment just within extreme long shot of the enemy (so it's not really dangerous), then strut up and down in front. Charisma +1 per game turn. Assuming you've got the time to spare, get the guy up to charisma 12. Then turn him loose. Because, any time his regiment take casualties, a colonel may attempt an Immediate Rally, as we have seen. Roll two dice; if the total is less than or equal to the Colonel's charisma, the rally succeeds. If his charisma is 12, then, his regiment will always, in effect, pass their morale checks. "He has sounded forth the trumpet that shall never call retreat", as the Battle Hymn of the Republic aptly puts it.

These guys are now functioning in many ways like berserk Russians in *Squad Leader*. With one important difference; *they are still following orders*. No running straight out into the street and getting themselves killed. Instead, they form up in line of battle, charge exactly the enemy units you want them to charge, go through them like butter emitting Rebel yells, and — get themselves killed.

There are only two ways to stop a regiment that has achieved this position:—

- kill the entire regiment, or at least the colonel;
- charge them with a charisma-12 leader of your own. That will certainly stop them. In fact, as the rules are printed it'll stop the entire game. It's the situation I referred to earlier where neither regiment will ever break, and so the melee never gets resolved. I have, as I say, referred this question to Steve Peek,



and will pass on his reply when it comes. Along with his replies concerning a few other minor funnies. At present, for example, the rules are not at all clear about melee when a leader is alone in a hex, or the matter of rallying and routing of units which, advertently or otherwise, become detached from the main body of the regiment (this last point being the one blemish on those interesting Regimental Integrity rules; pity).

These few loopholes in the rules are nothing that would detract over-greatly from the game. The thing that does, to my mind, is the paucity of scenarios. Look at the *Squad Leader* series; well over 60 scenarios published, and more to come. In Yaquinto's *Ironclads* there were over 20 scenarios, to which the expansion kit added another 2 dozen. In *Battles & Leaders* we are given — six. Of these, three are based on actual incidents (Little Round Top, Spotsylvania, the cornfield at Antietam), while three are bland generic "scenario types" (Partisan Raid, Delaying Action and Meeting Engagement); though if you look closely at Scenario 5, it looks remarkably like Buford's brigade during the first hour at Gettysburg. In response to questioning, Steve explained his reasons as follows:—

"... no matter what I did to a historical scenario one or more playtesters, using his own research sources, could 'prove' that my estimation of the various grades of the units was wrong ... it became obvious that we would catch a horrible amount of flak from ACW buffs ... we also noticed that when players were left alone, they preferred to play the generic scenarios over the historical ones".

Yes, well. If you want a game which is guaranteed balanced, for example, I can quite understand you'd opt for scenario 6, with exactly equal forces entering opposite sides of the board, and all

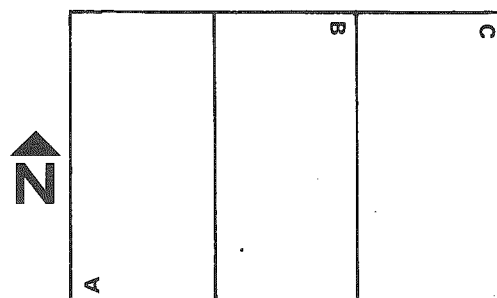
that. That apart, am I alone in feeling that those little pieces of cardboard come to life just a little bit more when you have an actual event with which to compare their doings? *B&L* is subtitled "a game of tactical combat in the American Civil War". So which tactical combats in that war featured Whitworths and Blakelys? Find out for yourself, buddy.

Overall, then, *Battles and Leaders* is a good game. A very good game. One which, with a bit more shove in some directions, could have been a great game. Never mind — perhaps we'll get some more scenarios in the Expansion Kit. In the meantime, just in case you don't have to hand historical resource material of the quality available to Steve Peek, try these two.

But first, a Player's Health Warning. OK, all you Civil War buffs, NOW HEAR THIS. The ratings, from elite through crack down to poor, given to the regiments are in no way subject to historical 'proof'. They are purely subjective, a designer's device for blending simulation with the Cardboard mechanics of his game. If your subjective interpretations differ from mine, because your great-granpappy fought at Shiloh, for example, you are perfectly at liberty to design scenarios of your own. I for one will enjoy playing them. Meanwhile here are *my* subjective assessments of how various people actually fought on The Day, and I'm sticking to them. (There you are, Steve, that's how you do it). 613 SCENARIO No. 7

Cross Keys.

a. Mapboard Configuration. The mapboard sections should be placed together in the following manner:—



b. Terrain layout. The three large hill units make a large ridge running from C3933—C2632. The SE edge of the ridge should have 10 hexes of trees placed on it. Hill unit 39 should be centred on A2712, with 3 hexes of trees on it. Place 6 building units within 3 hexes of A2605, West of the creek. The remaining tree units go West of creek "A", from 4 to 8 hexes from A2609. The remaining hills are scattered about boards B and C.

c. Special Rules. Crop fields exist as printed, except where the ridge covers field IV. Creek A is not fordable below hex A2007; bridge 1207 is down. Creek C is the Shenandoah river, impassable except at bridges. Treat the railway line as a road in all respects.

d. Forces

1. UNION: inf: 1-cr-5-6, inf 2-av-5-7, inf 3-av-5-7, inf 4-av-5-6, inf 5-av-4-6. Art: A-a,B-a. General: level 7.

2. CONFEDERATE: Inf: 1-el-4-8(rep rifle), inf 2-cr-4-8, inf 3-cr-5-7. General: level 9.

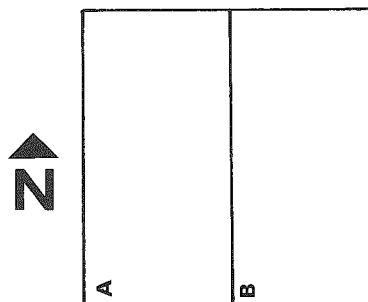
e. Entry/Setup. The Confederates deploy anywhere between the two creeks. The Union move first on Turn 1, and enter the map anywhere on the Northern half of the West edge.

f. Victory Conditions. Each side scores points as normal for eliminated units. In addition the Union scores the full Victory Point value for each artillery unit deployed on the ridge at the end of the the game. For any Union artillery unit still on the map and not deployed on the ridge, the Confederates score half the Victory Point value. Game length is 15 turns.

614 SCENARIO No. 8.

Sherman at Shiloh

a. Mapboard Configuration



b. Terrain Layout. Use all woods and hill units, placing them East of the creek. Place one building in the centre of Hill 34, in hex A2711.

c. Special Rules. The playing area is East of the creek, which is running high and may not be forded. No units may move onto or West of the creek. Roads, and the railway line, do not exist.

d. Forces.

1. UNION: inf 1-p-5-6, inf 2-p-5-5, inf 3-gn-5-5, inf 4-p-5-7. Art A-av. General level 10.

2. CONFEDERATE: inf 1-av-5-7, inf 2-av-5-7, inf 3-gn-5-7, inf 4-av-5-8. Art A-av, Art B-av. General level 8.

e. Entry/Setup. The Union forces deploy first, anywhere on the board. The Confederates enter the Southern edge on Turn 1. Confederates move first.

f. Victory Conditions. The Confederates get the full Victory Point value for every unit which exits the Northern edge of the board by the end of the game (exiting units may not return). The Union get the full Victory point value of every Confederate unit still on the board at the end of the game. Game length is 25 turns.

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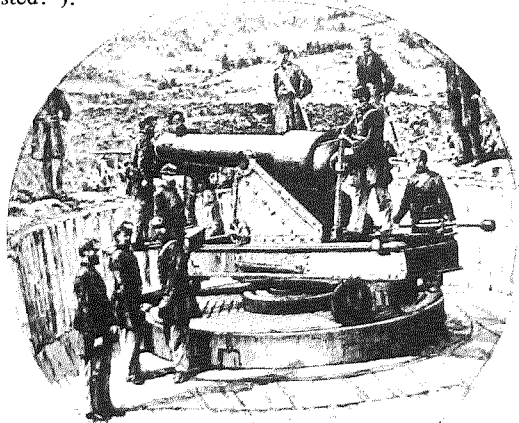
After the review article was completed, Steve Peek came through with his answers to various rules queries I had put to him. Take note of them; they count as Official Errata.

1. The movement rate of a Colonel is 12.

2. If two regiments with charisma-12 leaders get into melee, then ignore both leaders for morale purposes until the melee is resolved as per rule 120D.

3. A detached unit may not be rallied by a colonel who is with the main body of the regiment. If a detached unit routs, so does the rest of the regiment (and its leaders may not rally it).

(Comment from Steve: "this rule, while having some historical foundation, was primarily included to force players to maintain regimental integrity, which has a tremendous foundation. Rules Barristers 3, Peek 0. (Where are these guys when we send out rules to be blind play-tested?")

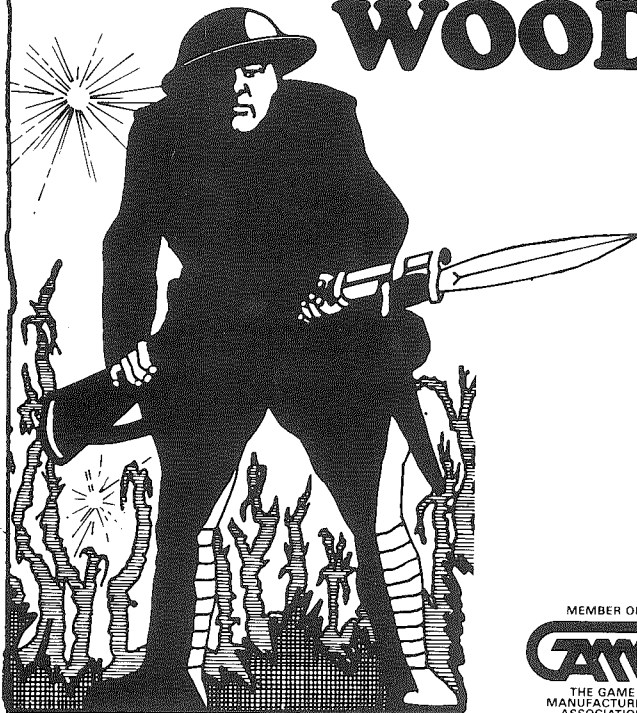


4. Melee when a leader is alone in a hex. If the leader is adjacent to a friendly regiment, he may not be meleed individually. This is because the "real" position of the leader is just slightly out in front of his gallant lads. If a leader is alone in a hex NOT adjacent to friendly units then he MAY be meleed, and cannot fight back. Any casualty result will eliminate him and if not eliminated he will immediately rout.

\* \* \* \* \*

("I hope you're satisfied", Steve wrote. "Here I sit wondering if I might be getting a little senile for rules writing"). Kidding apart, the above represent four snafus in fairly obscure corners of the game system. Steve was obviously ill-served by his playtest team, they ought to have picked them up, but they don't serve to diminish my regard for the game, particularly now they *have* been sorted out. I have this vivid mental picture of Steve copping result 55 from his own Leader Hit Table: "Knocked to the ground by his third wound of the day, Col. Peek struggled to his feet and growled: 'I'm gittin' damn tired of pickin' myself up. Let's giv'em what fer'. (Wounded, Charisma +2, Troops +1 for this turn).

# YANKS STOP HUNS AT BELLEAU WOOD



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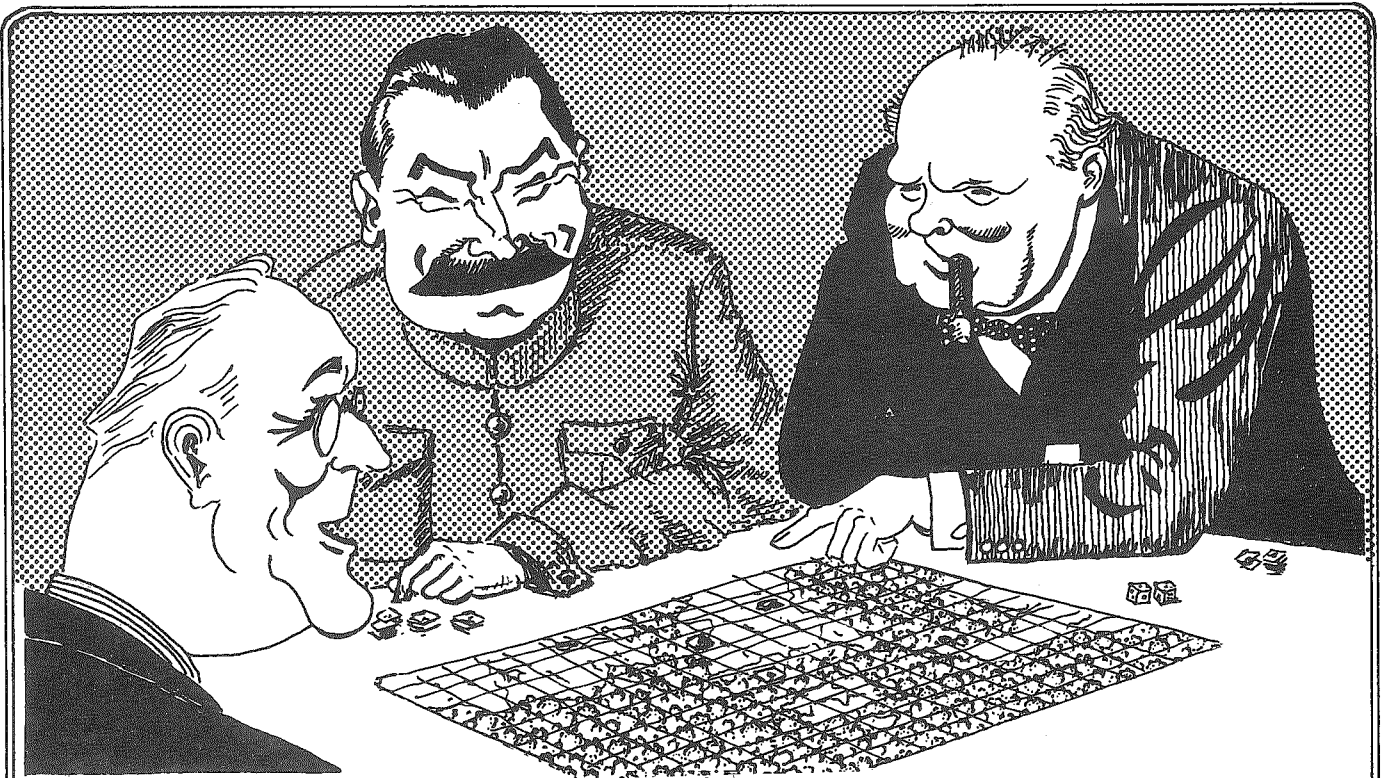
Paris is saved by the Marines. Today, the Allied High Command announced the Huns were retreating to their trenches after encountering the Yanks at Belleau Wood. It seems the spirited Marines, although outnumbered and short on supplies, were able to give the Huns a bloody nose, and stop their advance on Paris, thus preventing the fall of the French Capitol! Historical Alternatives announces the release of the game BELLEAU WOOD. Designed by Mr. Roger Nord, it was two years in the development. BELLEAU WOOD ranks as one of the finest games on WWI. Using a unique game system, BELLEAU WOOD simulates WWI combat as it actually was. You'll discover why the machine gun was such a deadly defensive weapon. See artillery blow holes in the enemy lines, clouds of gas float over the field of battle. Yet, in the final

analysis, it is the responsibility of the Infantry to take and hold the ground. BELLEAU WOOD is a Company ground level game with daily turns. Covering the entire battle from the French retreat to the American counter attack on the Huns, both sides have opportunities for offensive and defensive strategies. The game is highly mobile, with no trenches on the three color 34" x 22" game board. Comes complete with map, 270 die cut counters printed 3 colors front and back, a 16 page 'easy to read' rule book and boxed for only \$11.00

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# Inside the Third Reich

JAMES C. GORDON

Old wargames never die, but many fade away. Sometimes, though, an old classic gets the chance to regain its youthful vigor after mellowing on the shelf for a few years with a revision of its rules, or a full scale new edition. *Decline and Fall of the Third Reich*, by Avalon Hill, stands among the chosen few with the newly released 1981 Revised Update Kit. Benefitting from six years of trials and error finding, and great success in its field, this Update Kit offers a fresh look at the design to counter the plague of time. Third Reich deserved all of the attention it received in its original form, and will deserve even more with this sophisticated face-lifting of the map, scenario cards and rule booklet. The 2nd Edition rules changes (ca. 1978) started the process of sifting out the bad parts, but this 3rd Edition involved two additional years of revelations and rethinking about how Third Reich should be designed.

First, the map, where the visual display creates a better impression with a lighter blue for the ocean and neater continental lines. The 1/8" wide coastline smudges have given way to 1/16" wide strips, helping to clarify the geographic questions present on the first edition map (e.g. visibly separating Cadiz from Gibraltar). All beach hexes now feature a darkly shaded "sand strip" along their watery edges instead of covering the entire hex, a nice visual affect. Mountains, in the same dark shade, contrast the standard white hexes, and new ranges appear in Scotland, Greece, Albania and Yugoslavia. All rivers and sea have been named on the map, and the river Thames now appears in Britain, as it should have. Northern Ireland shows the border dividing the country from Ulster and Belfast has been named, along with several other port cities. Tunis, justifiably, becomes a port, but Bengasi, mysteriously, loses this status; the ports in northwestern Germany have been correctly relabeled. Other, more practical, changes include a Crimean start-line for the 1942 and 1944 scenario, giving Sevastapol to the Russians, and the inclusion of the Siegfried Line on the map. Reduction in size of the holding boxes located in the Atlantic Ocean allows more "usable" sea hexes, permitting naval unit to move in that area out of range of air units based in France (in case the Allies are invading Portugal, etc). Lastly, a grid coordinate system makes identifying a specific hex much more convenient.

The Scenario Cards come slightly redesigned and now include more details about the special situations in a particular scenario, plus rule section references for several specifics. Some small changes appear in the areas controlled by certain countries; the British gain Tobruk and the Lybian hexes to the east in 1942, the Germans gain Rhodes in 1944, and the Russians hold Sevastapol in 1942 and 1944, as was mentioned. German garrison requirements for the Eastern Front have changed, requiring only 20 combat factors instead of 25, once Poland has been defeated. Only 20 factors may garrison the minor allies, while still neutral, and from

this total only five may garrison Finland; if Finland is not garrisoned at start, the Germans can only move units there via an air drop, since Finland has no ports visible. One addition on the scenario cards lists Strategic Warfare surpluses for the Germans in 1942 (receiving six U-Boat factors free) and the Americans and British in 1944 (totalling four ASW, five SAC). Lastly, instead of putting the French and American cards back-to-back, the reverse side of each displays some of the new and more commonly used features, alterations in the combat resolution system, plus Intelligence and Foreign Aid.

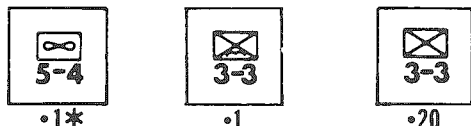
The rule booklet reflects most of the efforts undertaken to produce this update, with many sections explained more fully and a number of important changes made. The improvements in the rules even extend to the organization of the booklet itself, introducing new sections in a more logical pattern. From the introduction it moves straight to the victory conditions, with some changes in the Alliance Game Victory Conditions. In the 1939 scenario, French victory is based on the length of time before France is conquered, allowing a decisive victory if she remains undefeated. Italian victory in the 1942 scenario also rests on survival or holding out for a certain length of time. The French victory conditions remain the same when transferred to the Campaign Game, and the Italians are allowed a turn of defeat for a Stalemate or Marginal Victory, and objective hex totals for Tactical and Decisive.

Strategic Warfare changes offer some advantages to the Allies, allowing British SW units to retreat to America if Britain should fall (as long as the US has entered the war), and restricting German air capabilities. The second possibility occurs if Allied SAC factors inflict losses on the German BRP level, by exceeding the German interceptor factors. In that situation, a 5-4 when no interceptors are issued in exchange. Both sides must now be concerned more about deficit BRP levels, caused by year-end Strategic Warfare losses, because this deficit will decrease the BRP Base level permanently, or until it is raised by subsequent Growth Rate additions.

The Allies can receive some additional aid, with historical precedent, from a Free Siberian Transfer rule allowing the Russians to gain active units without actually building them. Beginning in Winter 1941, the Russian player designates the first four of his ten Siberian units, the others arriving in Spring (three), Summer (two) and Fall (one) of 1942. Use of these units does exact a penalty, though, by shortening the Axis victory conditions in a two-player Campaign Game, and increasing the Allied, or Russian, objective requirements in a multi-player campaign, and any 1942 or 1939 scenario. The procedure for American units to enter the mapboard is outlined more fully, with special attention given to the situations when either, or both, France and Britain are out of

the game. One new point brought out is the fact that if an American unit, once strategically redeployed to Britain, returns to the US it can then move back to Britain (via SR) without counting as one of the six American units allowed under the Initial Deployment rule. Also, if an air or naval unit had already been built, before the turn during which it was SR'd to Britain, it could take part in a defensive mission during that first turn on the map. Lastly, if the Americans must initially land via an invasion, the fleets involved do not count toward the deployment limit of six; they are considered to be performing a mission from their US base, to which they would return after the invasion procedure.

Several specifications appear concerning minor country operations, when still neutral and when allied with a major power.

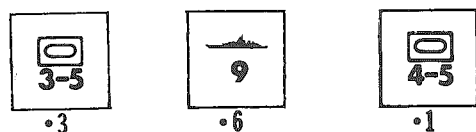


When a major power declares war on a minor country, a hostile major power can oppose the attack with naval intervention, technically before coming to the minor country's aid (which must be after the aggressor's turn). The intervening country can provide supply to the minor units when they are cut off from their capital (if it's not conquered). One clarification is offered about German Minor Allies when the capital of one is captured; the units belonging to that country are lost for good, but the Germans can retain the BRPs if they can retake the city. A series of possibilities are explained for the activation of, and Axis intervention in the Axis Minor Allies, and an important rule restricts the countries in which these Minor Allies units may operate. The Finns must remain within six hexes of Finland and the Bulgarian units are restricted to the Balkans. Hungarian units have Poland added, but they can't move in Greece or Turkey; the Rumanians are the same (minus Poland) and both of these may operate in Russia. Iraqi forces operate only in the Levant, the Spanish and Turkish only in the Mediterranean, unless they are in Russia. This rule prevents the German player from using any of the weaker Balkan units to bolster the beaches in the west (freeing German units for the east) and keeps Spain from moving through France's back door.

One of my favorite changes, adding to the historical flavor of the game, alters the criteria for an Italian surrender away from merely the occupation of Rome by the Allies. Simulating the political situation at the time, an Italian surrender becomes automatic, starting in Spring 1943, whenever three conditions are met. The Axis must be cleared out of North Africa, the Allies must control either Sicily or Sardinia and Corsica, and there must be a supplied Allied unit on mainland Italy during a turn when the Allies have the initiative (move first). All Italian controlled hexes fall to the Germans along with a portion of the Italian fleet (based on a die roll plus two). The criteria for a Russian surrender also differ from the original edition, though only slightly. At the end of any turn when the Russian combat factor total falls below 50 (rather than 75), the Germans need a 3:2 ratio advantage to force a Russian surrender. If the surrender is refused, the battle continues in the same manner as before.

The supply system receives a few clarifications, but has not been changed from the original methods. Malta remains a self-sufficient fortress unless Gibraltar and Suez/Alexandria came under Axis control; Königsberg (E.Prussia) and Durazzo (Albania) serve as supply sources until a normal supply line is established. Lastly, dual-front ports (Gibraltar, Kiel, Istanbul) can support a supply line on either front, if a fleet is based there for that purpose; also, a fleet in a dual-front port can be part of a chain of fleets, supplying units from one front to another.

The first of three changes in the Air segment follows from previous rule changes, restricting the number of air factors providing ground support to three times the number of ground factors involved in the attack. A second change alters the method for combat resolution between air units during counterair and intercept



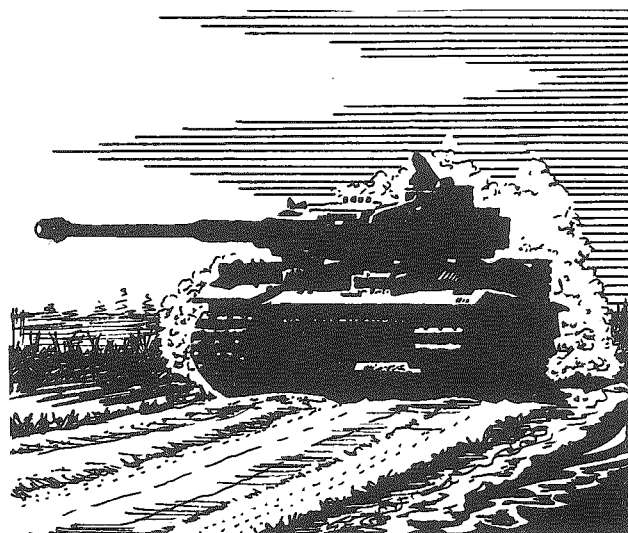
battles, using quantity and nationality die-roll modifiers. The larger side receives a +1 for each excess factor, and each country has its own addition, ranging from 0 for Germany, Britain and the US to a -2 for all minor countries. The lower roll loses and the losses must equal the difference between the modified rolls. One other change concerns air attacks against naval units at sea. Instead of equal losses, one naval factor for every four air factors, a roll of "1" eliminates one naval factor and a "6" downs an air factor. One exception to the one-mission-per-turn rule for air units occurs if the defender in a counterair mission has the larger force and wins the battle; they could then be used later that turn.

Naval combat undergoes die roll modifications similar to air combat, based on a superiority ratio from +1 for a 1.33: 1

advantage to +5 for 4+: 1, and a nationality rating from +2 for Germany down to -2 for Russia, Turkey, Spain and Italy. The side with the lower die roll loses and eliminates a factor total equal to the difference between die roll; losses are multiplied by the number of fleets involved if more than two, and the winner eliminates half as many as the loser. Another interesting rule demonstrates the possibilities for continuous naval intercepts in the course of one turn. If a naval expedition is intercepted, the phasing player can attempt to intercept the defender (the initial intercepting force); if successful, the defending player could then attempt to intercept the offensive intercept, and so on. The restrictions prevent naval units operating from the same port to intercept separate targets, and once an intercept attempt fails, the sequence ends.

This rule rewrite encompasses the large and the small, and the slightly farfetched. The rules for Partisans are greatly expanded, and allow for Partisan units in Britain and Italy (after it surrenders). Another rule allows an airdrop to chase an opposing fleet from a port hex, allowing a friendly fleet to conduct a seaborne invasion in the hex. There is even a rule designed to prevent an Allied player from sending the French fleet on "suicide" attacks to prevent its capture by the Germans should France fall; one side can elect to refuse its opponent's naval losses at any time.

Several changes were made in the variant counter results, along with notations for when each counter applies and when it does not. German variants three and five have been reversed (for no apparent reason), with no change to the first (concerning Vichy activation); Finland and Bulgaria have been added to the list for early activation of Minor Allies, which now occurs any time



France has fallen and Germany is at war with Russia, instead of a simple early activation in fall 1940. The Irish rebellion variant can't be used if the Germans control Ireland, but that's not very likely. Two other variants offer more to the Germans than before, number eight's U-boat superiority need only be 3:2, not 2:1, to reduce the US Initial Deployment to five, and with the jet fighters in number ten (eliminating SAC factors 2:3) comes an additional +1 DRM in any air combat.

The Allied variants do not have as many changes, but they are still better than before. Variant five has changed from ten free ASW factors for Britain to a better elimination ration versus German sub factors, losing only two BRPs per sub in SW resolution instead of three. Variant six still adds two US fleets to the force pool, and also offers a naval DRM of +2; One variant that does not work totally to the Allies advantage is number three, the Free French colonies. French air, naval or armor units can not be rebuilt if lost, once they become controlled by the British, and the variant becomes void if France is out of the game before Winter 1940: hence there is an incentive to retain a majority of their units in metropolitan France throughout the year.

One totally new addition to the game system involves an element of espionage, an Intelligence Table used to discover the contents of an opponent's SW or Murmansk boxes, to disrupt foreign intelligence operations, or in conjunction with the variant counters; it can also affect the use of Foreign Aid (explained below). For the cost of five BRPs any major power (one per alliance) can attempt a major intelligence effort, rolling two dice and referring to a table which allows that country a range of opportunities. Any opponent can also pay the five BRPs, as counterintelligence, otherwise the die-roll is modified with a +1 (higher numbers are better for the rolling player since he can elect to use a lower numbered result instead). The very low numbers offer negative results, increasing the cost of future intelligence to ten BRPs or preventing its use for one turn. Other results will reveal an opponent's strategic situation, his variant counter, or allow the rolling player to draw an additional unused counter for his own

use in guessing what the opponent possesses.

Foreign Aid adds some economic considerations to influence minor neutral countries in the 1939 and Campaign scenarios. German and Britain can both influence Hungary, Rumania, Bulgaria, Finland, Turkey, Vichy France, Ireland, Spain and Iraq; the Russians might affect the first three and the Italians the last two. When one of those countries is ready to activate, the controller player must roll a "1" or higher, with one die, subject to a -1 modifier for each excess BRP given via Foreign Aid to that minor country by a hostile major power. New allies can not be gained through excess BRP grants but activation can be forestalled indefinitely, with a little luck from the die. Turkey constitutes the one exception, becoming a British Minor Ally if the Allies ever manage to gain an overwhelming superiority in the Mediterranean, outnumbering the Axis ground and naval factors, controlling at least seven objective hexes and by paying 35 BRPs to activate Turkey. Since the British begin with only four objectives under their control in the Mediterranean this option will usually not become available until very late in the game, after Italy has fallen and the Allies have a firm hold on the "soft underbelly".

Across the Mediterranean Sea from Europe's "Soft underbelly" the Axis forces operate under supply restrictions unless Malta can be taken from the Allies, as in the first edition. The limit of 18 German combat factors still applies in North Africa, supplied either from Libya or through any port west of Suez. This idea has been extended to cover situations in the eastern Mediterranean, where the Levantine ports from Antioch to Port Said can support an additional 18 combat factors, via Italian naval supply fleets or through Turkey or Persia to another supply source. A British (or American etc) air unit based on Cyprus, Crete or Rhodes or a naval superiority in the eastern Mediterranean inhibits the Axis supply through these ports in the same manner that Malta affects those units originating from Libya.

Along another supply line, the Murmansk convoys' combat resolution system has been changed for all three aspects - naval, air and submarine. The changes make German fleet sorties slightly less frequent and a scattering convoy loses a smaller percentage of its BRPs. However, an additional BRP is lost for every air and submarine factor which attacks the convoy, the latter must be in excess of any ASW factors. For air attacks a die roll, modified for

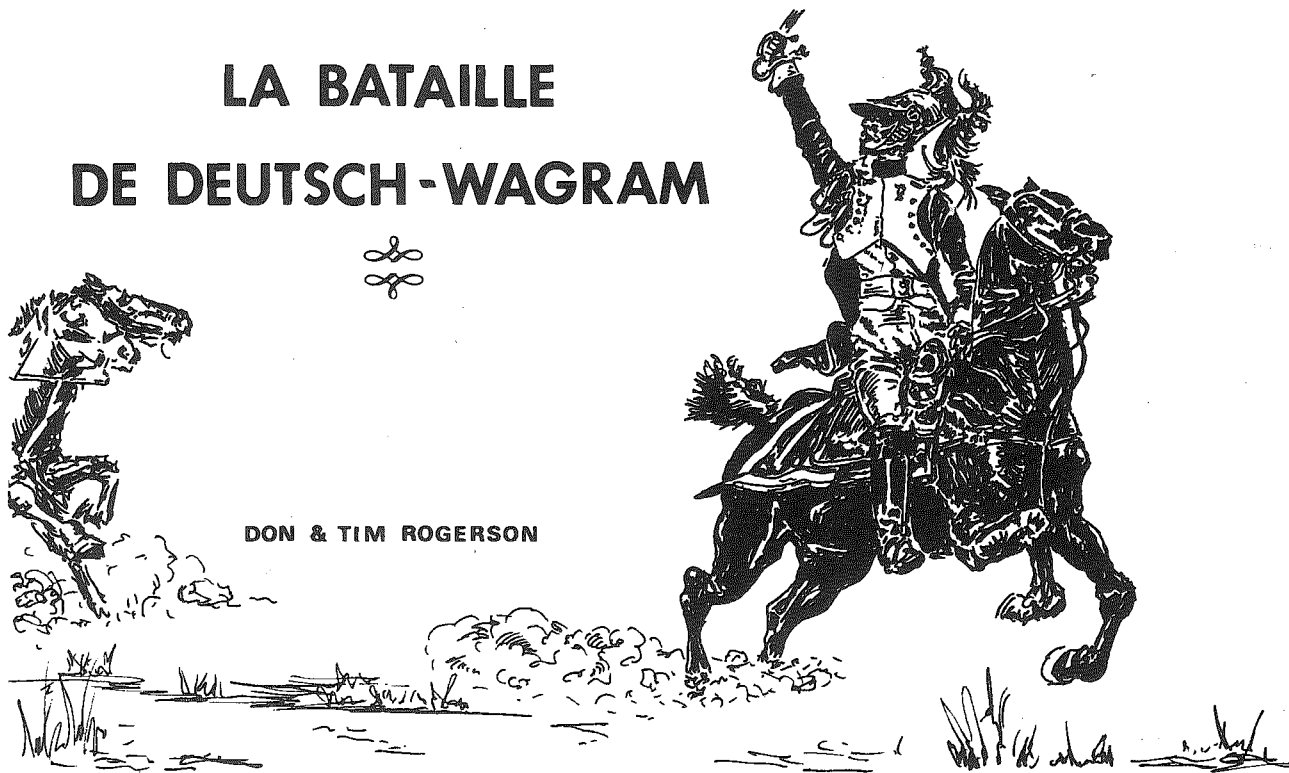
a scattered fleet (+1) and excess fleets guarding the transports (-1), determines the BRP losses, and the air factors must roll for survival after their attack. Intercepted convoys are likely to lose a significant portion of their BRPs, and a standard naval battle might also take place, but an uninterrupted convoy delivers 100% of its BRPs to Russia.

Several other sections receive few changes, instead concentrating on more complete explanations. Anglo-French, German-Italian and Russian Allied Cooperation, Poland/East Europe and the Russian Winter all required a number of clarifications. Likewise, it is pointed out that Gibraltar, though located on the Mediterranean Front, can be assaulted by sea from the Western Front as well, opening the possibility of a German expedition against The Rock. Spain takes on new importance if the Axis player sees it as an avenue to attack Gibraltar; attacking Spain cancels variants one, three, five and seven if not already used, and any subsequent minor ally activation must pass a die-roll of a six or higher, forcing additional Foreign Aid. Finally, Vichy France's position as an inactive Minor German Ally is covered with a couple of alterations. The German player can move Vichy units between Vichy and her colonies, using the Vichy fleets. Vichy activation still rests on a die-roll modified by various situations, such as the British losing Gibraltar or Suez/Alexandria or Malta, and the US declaring War, the Axis being ousted from Africa and the Allies establishing a Bridgehead on the continent. One addition to the list of modifiers: subtract two from the die-roll (aids the Allied cause) if the Axis declares war on Spain.

Many, if not most of these rule changes offer an alternative to previously employed strategies, altering a specific advantage or creating a new disadvantage. Discovering every possibility and seeing every strategy played out will take many contests spread over several years by many different players. The larger a game is, the more divergent can a player's strategy be from that of his opponent, and the scope of *Third Reich* remains immense. This article only scratches the surface of the strategic options created, intending mainly to highlight the more significant and most often used rules changes for those *Third Reich* owners still wondering if the Update Kit is worth buying. For any *Third Reich* enthusiast, it's essential.

## LA BATAILLE DE DEUTSCH-WAGRAM

DON & TIM ROGERSON



I was more favourable impressed by this game than by any for a long time. Marshall Enterprises are a group of Napoleonic "nutcases" (justification for this epithet follows later) who have produced a series of games on specific battles in the Napoleonic Era - Talavera, Austerlitz, Wagram, etc., - which possess a unique games system and high excitement level due to the unusual and very beautiful counters provided. If you do not want to play the game you can sit and look at the counters (as do some possessors of "Crescendo of Doom").

"La Bataille de Deutsch-Wagram" is the largest and most expensive of the series. It is a battalion level game played in 20

minute turns on a 34 x 88 inch map (4 sheets) with 1,6000 multi-coloured counters of which about 900 are combat units. The rest are numbers or for demoralization, square formation, exhaustion, etc. There is also a smaller fifth map on a smaller scale depicting an off-board area over which troops fought and manoeuvred away from the main battlefield.

There are 5 Scenarios and a Campaign Game of possibly 40 game turns. The 4 maps fit neatly onto a table tennis table with room to spare for organisation charts, rules, combat tables, etc. but are slightly too large for the average dining room table. If you haven't a table tennis table (how on earth do you manage to play

War in Europe or DNO/Unentscheiden during the odd spare 5 minutes?) do not despair! You can still buy the game and revel in the counters as the 5 scenarios are played on single maps – or two at the most. Scenario 1 can be played on a small tray with the map folded up so as to display the small part required. Scenarios 1, 2 and 3 can be combined into a single mini-campaign game using only half the total map as they take place simultaneously (5.20pm to 10.00pm of the day before the main battle) and on adjacent portions of the map.

The rules are relatively conventional on the surface. There is a 14 page Rule Book of General Rules applicable to all games in the series, of which about 10 pages are meat; a 14 page booklet specific to Wagram of which only two pages are rules and the rest Orders of Battle, Tables, Scenario Set Ups, etc., a small 4 page pamphlet concerning the 5th map sheet rules and a couple of addendum sheets.

The Rules raise one's hackles by their provocative introductory statement – "The rules mean what they say. They are written in a language not uncommon in this day and age, English".

In fact they are not written entirely in English. They are written as if by French Revolutionary Generals in a highly biased pro-French manner with derogatory remarks concerning Englishmen, Austrians and Spaniards all of which are not always translated (e.g. Carre for square) and with French titles for the rule sections and various tables. If you write to them with queries concerning the rules (the errata sheet was missing from my copy) you will receive a prompt reply – signed by some Revolutionary General and will be addressed as "Citizen".

The layout of the campaign game has the Austrians, badly "outnumbered", defending along a river line on 2 maps with a large open space on the other 2 across which the Austrian right wing will advance against the relatively weak French left flank. It is a large map and despite the number of units continuous lines are impossible and it can take a very long time to march infantry from one side to another.

Normal Napoleonic-type rules are explained including locking "Zoned Influence" with modifications, "Assaut a Melee" not compulsory, advance into vacated hex after melee, pre-melee morale checks, different movement costs for various terrain. Units may adopt various formations – column, line, square, skirmish order which modify offensive fire, defensive ability and movement.

The rules for Cavalry (light, heavy, lancers, tirailleurs) and for Artillery are a little more complex. Leaders and Morale are all-important.

The heart of the game, however, lies in the counters. Every unit is different. They have a coloured design on the face based on the colour of the coat, pants and/or facings of the unit or officer concerned. Printed on the face are 2 large numbers, e.g. 16-6, where the first number represents the units strength in manpower and the second its movement value. In addition there are small unit identification numbers or letters.

The face however gives no measure of the units actual fighting value. This is printed on the reverse – Column fire, melee value, morale, etc. Leaders have their names and details on the reverse also.

Thus an Austrian Unit – Strength Value 10, with an officer, is attacked by a French unit – strength value 12, also with an officer. Looks like a 1-1 (rounding the odds down in favour of the defense). The reverse of the counters show a completely different picture however. The Austrian unit is Landwehr, the French is Imperial Guard. The Austrian fire value is only 3 in column (only 1 to 2 against the French column). The French fire value is 18 (3 to 1 against the Austrian if a column formation). The French morale is 1-1 (a double one required to rout it).

The Austrian morale is 43, i.e. he must roll more than 4 (red die) and 3 (white die) on a base six resolution using 2 die, if he suffers loss during fire combat. In other words the Guards unit has tremendous fire power and will not rout. The Austrian Landwehr of roughly equal numbers has hopeless fire power and will run at the first shot. If he should stand, the French "Assaut a melee" strength is 50, the Austrian only 14, odds of 3½ to 1. The Austrian is dead!

Our Austrian officer above probably helps morale by -1 to the die roll if he is a typical Austrian Officer, i.e. a 4-3 die roll becomes 4-2, and he probably doesn't help combat at all. Our French officer, General Lauriston say, adds 4 to Infantry Combat, 8 to Artillery Fire (he is an Artillery expert) and minus 6 to any morale throws, i.e. a 4-3 would become 3-3. There is a strong bias in favour of the French!

There are lots of similarly uniformed French and Austrian line units – but with markedly different fighting and morale values – and there is NO TIME to check the reverse sides until the moment of combat!

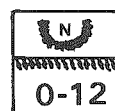
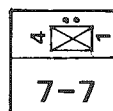
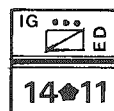
The reason lies in the TIME RULE. It is laid down in the rules that each player has only 10 minutes to move all his units in the movement phase. This is a COMPULSORY rule, not voluntary as in most games. In the campaign game it is impossible. Some units cannot be moved. There is not time to check the reverses. PANIC! TERROR! You frantically move the most threatened units. Others equally vital are forgotten. The fog of war lies over the units. Is that battalion you have frantically hurled in to fill a gap

good or bad? In the scenarios there are few forces to move and the panic element is lost. Perhaps the time limit should be cut to 5 minutes for these – or even two!

The Saxon and Bavarian units fighting on the side of the French have similar uniforms to the Austrians and the same Teutonic script numbers. (French units have Roman script) German cavalry in the French army are practically identical to Austrian cavalry. In the second game, of 3 we played, the Saxons advanced to the river, the Austrian defence line. The Austrian player in his haste during his next movement phase saw only a continuous line of red and green units at this part of the field, and frantically moved pieces elsewhere. Next move the Saxons crossed the weakly defended river. The defending Austrian Landwehr routed. The French were across!

A suicidal cavalry charge by an Austrian cavalry unit in reserve (reserves are vital as usual) forced the Saxons into a square, but lost heavily and were disorganised. This was followed up by line infantry who managed to rout the Saxons back across the river and save the situation. A similar situation arose involving the cavalry on the wing in a later game. The game requires a good memory and much skill in correct use of cavalry, infantry and artillery.

In the first campaign game an Austrian charge by unsupported light cavalry was successful at first against the weak French left flank, but the cavalry was left exhausted after the charge and a sitting target for the French counter charge by heavy cavalry (doubled against light cavalry). The Austrian infantry, now without cavalry, and their guns left far behind (they move slowly anyway, but the Austrians forgot to move them twice in the rush!) were then cut to pieces by the combined forces of the French. A cavalry charge to force the infantry into a square (only way to defend against cavalry), then massed artillery fire against the square (big target) or infantry attacks (square defence weak v. infantry). The whole wing crumbled and the Austrians were lost.



Game balance seemed to leave much to be desired. In the first 3 scenarios, in each of which a single French corps is trying to cross a river section defended by a single Austrian corps, the balance favours the Austrians. It is very difficult for the French to cross, or to hold a bridgehead if they do cross. Scenarios 5 and 6 are better, more movement, but the combination of Scenarios 1, 2 and 3 into Pre-Wagram campaign game is better still. The French commander can shift units from one zone to another and take more advantage of any breakthrough. The full Campaign Game definitely favours the French.

It is possible for the Austrians to hold the game to a draw by denying the French all their victory conditions, but it is a desperate and depressing task. The Austrian is gradually knocked back with his troops routing and dying before the superior French forces with their better morale, better fire power, cavalry, artillery, officers, etc. The Austrian player becomes demoralized and gives in. Unlike the Russian in a Russian Campaign or the Allies in a Waterloo Campaign his time will never come – there are no reinforcements – nothing to hope for. It is impossible for the Austrians to hold their left flank. The French right flank is very strong and simple steam-rollers on regardless of all Austrian attempts and finally rolls right along the centre – if not already broken through.

In addition the French artillery is much better than the Austrian, and if massed can blow away defenders guarding the river at some point. Once a large French force is across the river the Austrian is lost. This means he is forced to defend the whole river line strongly despite his weak left flank. On his right the Austrian outnumbers the French at first and can attack across the wide open prairie. But the French have strong reserves. If the French reserve cavalry is initially at the optimum position it takes only 4 moves to get within striking distance of the threatened flank and then there is nothing the Austrian can do. It is impossible for him to use the extra 5th board (essential for Austrian victory). There are no troops to spare and the French start with strong forces there already. These will later pour off and hit the Austrian right flank.

The 3rd time we played the full campaign game we gave the Austrians 2 players and the French only one, thus effectively giving the Austrians twice the time for movement, but the French right wing steamrollered on just the same.

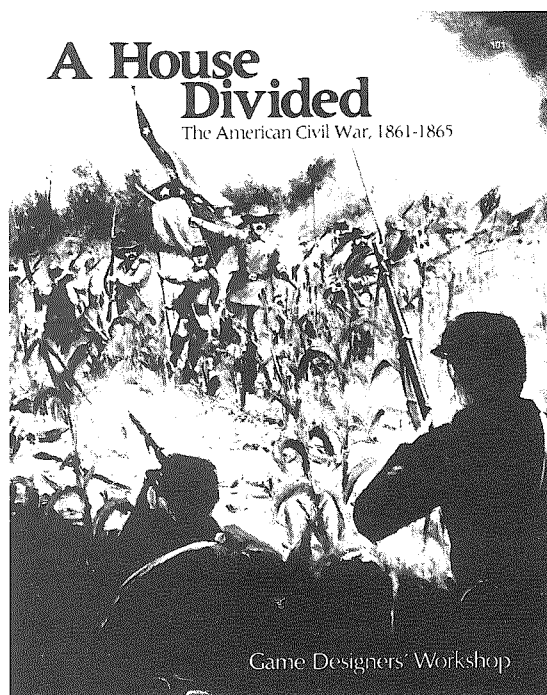
However, despite the imbalance it is a highly interesting game. We will play it again for fun – but modify it to improve the Austrian chances. There are plenty of spare counters, with uniforms but no numbers, with which to make extra Austrians for an unhistorical game; or the French forces could be drastically reduced (again unhistorically) as they never needed to use the Imperial Guard in any of the games we played.

#### SUMMARY

Worth buying for something different, but not a main game or for competitions.

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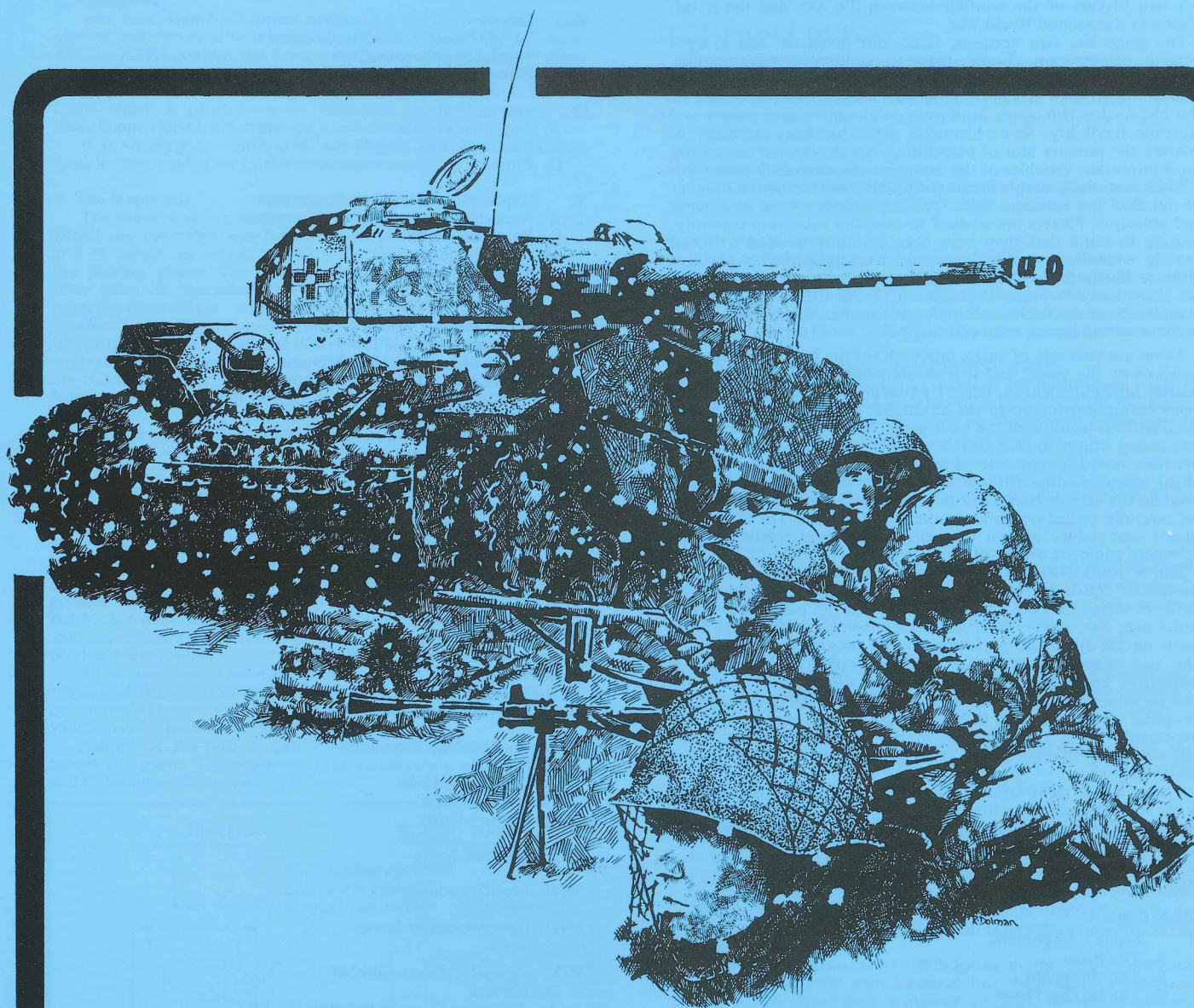
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LOU COATNEY'S

# STURM NACH OSTEN

## DEDICATION

*This game is dedicated to Pamela Ann Coatney, one-time 4.0 math major and Russian language student who gave all that up to mother Rebecca and Robert and to become a wargames widow.*

## INTRODUCTION

STURM NACH OSTEN was developed in response to Donald L. Doy's unrelenting exhortations for another classically simple Russian Front/Great Patriotic War game. It is a strategic-level simulation for two players of the conflict between the Axis and the Soviet Union in the Second World War.

The game has two versions, basic and advanced, and in each version players can choose between a number of scenarios, including the entire campaign from June 1941 to May 1945. *Sturm Nach Osten* has been designed to retain the playability of the old Avalon Hill classic *Stalingrad*, whilst increasing realism and strategic flexibility. Some historical detail has been sacrificed to achieve the primary aim of playability, but the general tempo and most important variables of the campaign are accurately conveyed.

While essentially simple in structure, the game contains a number of detailed and intricate rules, and introduces several new ideas and concepts. Players are advised to read the rules very carefully, bearing in mind that they have been carefully worded to mean exactly what they say. A number of Examples of Play are also given to illustrate the more difficult parts of the rules, and players are also advised to study these. Don't be put off by the apparent complexity of such rules as Supply and Combat – they will quickly become second-nature once play begins!

There are two sets of rules, one each for the basic and advanced versions of the game, and it is recommended that all players, no matter how experienced, begin by playing the basic game at least once before moving on to the advanced. The advanced game rules then add on to those of the basic game, altering some sections and expanding others to give greater complexity and realism. The two versions use different sets of unit counters, distinguished by a slight colour shading difference. The two centre pages of the rules contain the various charts and tables necessary for play, and should be carefully pulled out from the rest of the rules. The basic game charts and tables are on one side while those relating to the advanced game are on the other.

*Sturm Nach Osten* is played in turns, each representing one month of actual time. Each turn is sub-divided into two player-turns in which first the Axis and then the Soviet player move their units over the playing area and initiate combat. Victory is based both on the historical performance and on the war potential of the two sides, and is determined by control of geographical objectives known as Victory cities (see Appendix I), with the precise number required for victory by either side varying with the progress of the war. A defeat for the Soviet player does not necessarily imply the surrender of the Soviet Union, but rather the sustaining of such losses as to prolong the war well beyond May 1945.

Overall, the game tries to provide the Axis and Soviet players with some insight into the strategic options, operational capabilities, and tactical opportunities available to the historical commanders. Good luck and good gaming!

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## Appendices

- Appendix I. Victory Cities  
 Appendix II. Soviet Set-Up: June 1941  
 Appendix III. Mapboard Notes  
 Appendix IV. Designer's Notes

## BASIC GAME

### I. GAME COMPONENTS

#### A. The Rules

The Basic Game comprises Section I to XIII of the rules, and players will also need to refer to Appendices I, II, and III. Sections XIV to XXIII contain the Advanced Game rules, and no reference should be made to them when playing the Basic Game. All of the charts and tables needed for play, apart from the Terrain Effects Chart which is printed on the mapboard, are contained on the Basic Game side of the centre pages of these rules.

It is strongly recommended that players play the Basic Game first, before moving on to the Advanced version.

#### B. The Mapboard

The mapboard is a diagrammatic representation of the area over which the campaign was fought. Superimposed on the map is a grid of hexagons, which regulates the movement and combat of the playing pieces. The hexagons are referred to as 'hexes' and their sides as 'hexsides'. Each hex contains a number which uniquely identifies it.

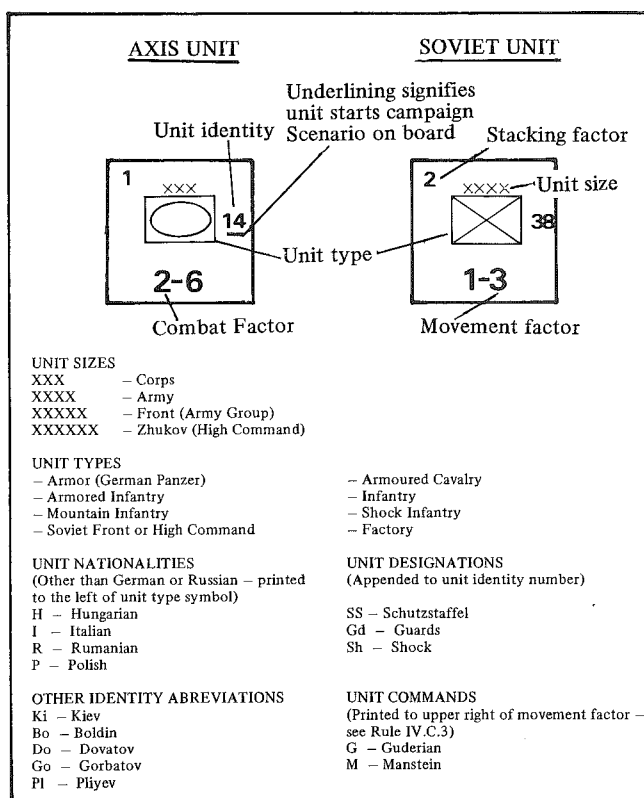
Hexes are either blank, or contain some symbol representing the various types of terrain of the region. The key to these symbols is given on the Terrain Effects Chart, together with their effects on movement and combat (note that these sometimes differ between the Basic and Advanced versions of the game). Rules Sections IV.E, VI.B, and VII.E give further details of terrain effects, and players should also study Appendix III before commencing play.

#### C. The Playing Pieces

The 1/2" die-cut counters represent the actual military units which took part in the campaign, and are hereafter simply referred to as 'units'. There are different sets of units for the Basic and Advanced versions of the game. In the Basic Game, the Axis player uses only those units printed black on a *light* green background; the Soviet player uses those units printed black on a *light* red background, but will also need to use five of the factory units and the Zhukov unit which are printed in advanced game colors (darker background).

All of the Basic Game units, with one exception, are single-sided, and the symbols on the reverse side of the counters should be ignored. The one exception is the Zhukov marker, both sides of which may be used in the Basic Game.

Printed on the units is all the information necessary for their use in the game. The following is an explanation of the symbols and notation on the counters:—



The full significance of these various notations is explained in later sections of the rules.

A few of the counters are not military units but function markers, used to denote the altered status of a unit during play. Of these, only the 'Dispersed' markers are needed in the Basic Game. The background color of function markers is irrelevant, and should be ignored.

One six-sided die (not provided is needed for play. Also not provided (due to lack of space) is a 'Game-Turn' marker. Players should use any spare counter to record the progress of the game on the Turn Record Track.

### II. SEQUENCE OF PLAY

Sturm Nach Osten is played in turns. Each game-turn commences with determination of weather for that turn, and is then divided into two player-turns, one Axis and one Soviet. The Axis player-turn always comes first in each game turn, and play proceeds in the sequence listed below.

#### A. Weather Determination

The weather for the month may be pre-determined, but if not, one die is rolled to decide it. Refer to Section VI.A.

#### B. Axis Player-Turn

##### 1. REPLACEMENT/REINFORCEMENT PHASE (RRP)

The Axis player takes any replacements and reinforcements to which he is entitled and places them on the mapboard in accordance with the rules of Section X. Replacements (not reinforcements) have a 'dispersed' marker placed on them.

##### 2. OPERATIONAL MOVEMENT PHASE (OMP)

The Axis player moves as many of his undispersed units as he wishes in accordance with the rules of Section IV, indicating any overrun attacks as he does so. No Soviet movement is allowed.

##### 3. RECOVERY PHASE

The Axis player removes 'dispersed' markers from all of his units.

##### 4. COMBAT PHASE

The Axis player specifies all his attacks, and resolves them one by one, beginning with overrun attacks. Following each attack Tactical Movement (retreat and advance after combat) may take place. No Soviet attacks are allowed.

#### C. Soviet Player-Turn

The Soviet player-turn is simply the converse of the Axis one, with the same four phases carried out in the same order for Soviet units. No Axis operational movement or combat is allowed.

On completion of the above steps, players record the passage of the month on the Turn Record Chart, and the same procedure starts again for the next game-turn.

#### D. A Note on the Sequence of Play

In practice, players will undoubtedly find it a great temptation to vary the above sequence of play by introducing replacements and reinforcements during the Operational Movement Phase — in effect combining the RRP and OMP. Also, with reference to Section VII, it is obviously easier to specify attacks as they are resolved, rather than detailing them all in advance.

Well, what you care to indulge in in the privacy of your own home is your own business, but the designer's intention is that the prescribed sequence of play should be strictly adhered to, and such variations are contrary to the rules. The sequence of play is deliberately designed to make things more difficult for the players and simulate to some extent the planning and logistic problems encountered by general staffs.

## III GAME TERMS AND DEFINITIONS

### A. Zones of Control

- Every combat unit has a Zone of Control which consists of the six hexes adjacent to the hex it occupies. This term implies the potential of a unit for influencing the military situation in the neighbourhood of its position.
- A unit does *not* exert a Zone of Control into any hex which is adjacent via an impassable hex-side, i.e. a sea or unfrozen lake hex-side (see Sections IV and VII).
- Factory units and the Zhukov unit have no Zone of Control
- Units may temporarily lose their Zone of Control as a result of overrun (Section IX.D).

### B. Control of Major Cities and Victory Cities

- Control of Major cities and Victory cities has no connection with Zones of Control, but implies "ownership" of such cities by one or other player. A Major or Victory city can never be controlled by both players at once, though it may be controlled

by both players at once, though it may be controlled by neither.

2. At the start of any scenario, players are assumed to already control all Major and Victory cities on their own side of the scenario start-line or border. (Exception: see rule XI.A.5).
3. A player gains control of a Major or Victory City as soon as both of the following conditions are met:—
  - a) one of his combat units either occupies or was the last unit to enter the city, and
  - b) he can trace a rail line into the city (see Rule X.A.8).
4. A player loses control of a Major or Victory city as soon as he can no longer trace a rail line into the city, or as soon as an enemy unit enters the city.

#### C. Control of Sea Areas

1. Control of the sea areas of the mapboard is relevant only for purposes of supply and disbandment/break-out (see Sections VIII.B and VII G.) and reflects the capability of one side or the other to transport supplies or personnel by sea.
2. The Baltic Sea is controlled by the player who last controlled Königsberg (hex 0520).
3. The Black Sea is controlled by the player who last controlled by the player who last controlled Sevastopol (hex 3018).
4. The Sea of Azov is controlled by the player who last simultaneously controlled both Rostov (hex 2911) and Sevastopol.
5. The Caspian Sea is always controlled by the Soviet player.

#### D. Other Definitions

1. A 'friendly' unit is any unit of the player's own side, regardless of nationality. An 'enemy' unit is any unit of the opponent's side. Sea areas and Major or Victory cities controlled by a player's own side or by his opponent are referred to as being under friendly control or under enemy control respectively.
2. A 'combat' unit is any unit with a combat factor, i.e. any unit other than a factory unit or Zhukov.
3. 'Armour-type' units are all armor, armored infantry, and armored cavalry units.
4. 'Infantry-type' units are all infantry, mountain infantry, shock, front, and armored infantry units. (Note that armored infantry are both armor and infantry-type)
5. The 'phasing' player is the player whose player-turn is in progress at any point; his opponent is the 'non-phasing' player. The 'owing' player is the player to whom a unit belongs.
6. To avoid confusion, the term 'City' (large C) will be used to refer only to ordinary cities, not Major or Victory cities, while 'city' (small c) will refer to any kind of ordinary, Major, or Victory city.
7. Other definitions, relevant only to particular situations, will be introduced in the rules as the need arises.

#### E. Abbreviations

The following abbreviations are used in the rules:—

ZOC	— Zone of Control
RRP	— Replacement/Reinforcement Phase
OMP	— Operational Movement Phase
AWL	— Arctic Weather Line
CRT	— Combat Results Table
VDT	— Victory Determination Turn
AV	— Attack Voluntary
HAB	— Heavy Artillery Bonus
Inf	— Infantry

## IV. MOVEMENT IN THE OPERATIONAL MOVEMENT PHASE (OMP)

### A. General

1. In the OMP of his own player-turn, a player may move as many of his units as he wishes — all, some, or none — in accordance with the restrictions of this Section.
2. Units are moved one at a time in any order the owning player wishes, tracing a path from hex to hex in any direction or combination of directions. Movement from hex to hex must be consecutive (i.e. units may not "skip" hexes), and a unit may never enter a hex containing an enemy unit (EXCEPTION: Section IV.D - Overrun).
3. As a unit moves it expends movement points for each hex entered or hexside crossed as laid down by the Terrain Effects Chart, up to the limit of its movement allowance. Basically, it costs a unit one movement point to enter each clear terrain hex, with increased costs for some units entering swamp or mountain hexes, or crossing river or Kerch Straits hexsides.
4. A unit's movement allowance is its printed Movement Factor, modified for the effects of weather, together with any movement

bonuses or penalties specified in Section IV.C A unit may never exceed its movement allowance in any OMP, and may not enter a hex if this would cause it to do so; EXCEPTION: A unit may always move one single hex in the OMP, regardless of movement point costs, if it is not moving directly from one hex in enemy ZOC to another (see also Rule IV.B.3.b).

5. Movement allowances may not be accumulated from turn to turn or transferred from one unit to another. Note that the die affects movement only through its determination of weather.
6. A unit may never move across a sea hexside, across a lake hexside which is not frozen (see Section VI — Weather), or into a hex occupied by an enemy combat with (EXCEPTION: Overrun — Section IV.D)

### B. Movement and Zones of Control

1. A unit which enters an enemy ZOC during its OMP must immediately stop and move no further that phase.
2. A unit which begins its OMP in enemy ZOC may move out to a hex not in enemy ZOC, but may then re-enter an enemy ZOC only if its total movement point expenditure for that phase does not exceed one-half of its movement allowance.
3. In certain cases, a unit which begins its OMP in enemy ZOC may move directly to an adjacent hex in enemy ZOC (and there must cease movement). The two cases are as follows:—
  - a) A unit may move to an adjacent hex in the ZOC of a *different* enemy unit (this hex may not be in the ZOC of the original enemy unit or units as well), provided that in doing so it expends no more than one movement point.
  - b) A unit may move to an adjacent hex in the ZOC of any enemy unit, regardless of movement point costs (it may even exceed its movement allowance), provided the hex to which it moves is occupied by a friendly unit which remains stationary throughout the OMP.
 A unit may move directly from one hex in enemy ZOC to another only if meets one of the above two conditions.

### C. Movement Bonuses and Penalties

1. In certain circumstances the Movement Factor of a unit may be modified by the addition of a bonus, or the imposition of a penalty. The two bonuses explained in Rules 2 and 3 below are cumulative, and a unit may receive either or both of them even if subject to the penalty explained in Rule 4.
2. STRATEGIC MOVEMENT BONUS: Any unit which neither begins nor ends its OMP in enemy ZOC receives a strategic movement bonus. This bonus is two movement points for Axis units, and three movement points for Soviet units. This bonus is unaffected by weather (Section VI)
3. GUDERIAN AND MANSTEIN: The Three German units marked with a 'G' next to their Movement Factor historically represent the components of General Heinz Guderian's 2nd Panzer Group. Each of these units receives a bonus of one movement point in each Good Weather turn of 1941 only, provided that at the start of the OMP it is within two hexes of another Guderian unit (whether or not this latter unit is dispersed).  
The German 56th Panzerkorps (similarly marked with an 'M') was initially commanded by General Erich von Manstein. This unit receives a bonus of one movement point in each Good Weather turn of 1941 only.

4. FUEL SHORTAGE: Any armor, armored cavalry, or armored infantry unit which cannot trace a fuel line at the *beginning* of its OMP suffers a fuel shortage penalty for that entire OMP. A fuel line is traced in precisely the same manner as a supply line (see Section VIII), except that it must be traced from the appropriate fuel source, rather than from a supply source. For Axis units, the fuel source is Ploesti (hex 2325), and for the Russians it is *both* of Grozny (hex 3907) and Maykop (hex 3412) (i.e. Russian units must be able to trace a fuel line from both of these points to avoid fuel shortage).
5. Movement bonuses and penalties never apply to dispersed units.

### D. Overrun

1. At any time *during* the OMP, the phasing player may declare an Overrun Attack if his units are in a position to attack an enemy unit or defending group (VII.A.7) at combat odds (see Section VII.B) of at least 5-1 on CRT A or 6-1 on CRT B after all necessary modification. Although the attack itself is not resolved until the Combat Phase, this has the immediate effect of nullifying the ZOC of all enemy units being overrun; from the instant the overrun attack is announced the unit or units being overrun are treated as having no ZOC for the purpose of Section IV.
2. The phasing player may even move his units into or through a hex occupied solely by enemy units which have been overrun. To enter such a hex, however, a unit must expend double the normal terrain cost of the hex, and all units of both sides are counted towards stacking limits.
3. When declaring an overrun attack, the phasing player must

indicate which of his units are taking part in the attack. There is no limit to the number of overrun attacks which may occur in an OMP, but no phasing unit may take part in more than one. Units which conduct an overrun attack may not take part in any other attacks in the Combat Phase.

4. The phasing player may bring up extra units to make the combat odds greater than 5-1 (CRT A) or 6-1 (CRT B) *before* declaring an overrun attack, but may not add any more units to the attack after it has been declared.
5. Overrun attacks are resolved in the Combat Phase before normal attacks. Note that an overrun attack always eliminates the defending units, although possibly with an Exchange result.
6. The phasing player does not have to conduct all attacks at 5-1 (CRT A) or 6-1 (CRT B) or greater as overruns - he may conduct any of them as normal attacks instead. The phasing player may also choose to overrun some of the units in a hex without overrunning all of them, but any units not overrun would still retain their ZOC.
7. A phasing unit may participate in an overrun attack even if it is also adjacent to other enemy units which would normally have to be attacked under rule VII.A.8. Such enemy units must still be attacked by other friendly units in the Combat Phase, although these could be units which moved after the overrun was declared in the OMP.
8. A player making an overrun attack must ensure that the conditions of Section VII.C can be met in the Combat Phase; otherwise the overrun attack is illegal.

#### E. Terrain Effects and Other Restrictions on Movement

1. The effect of terrain features on movement is listed on the Terrain Effects Chart printed on the mapboard. The normal cost of entering a clear terrain (blank) hex is one movement point.

The following rules are intended to clarify certain aspects of this chart and detail other special restrictions affecting movement.

2. All partial land hexes are playable for all purposes as if they were full hexes.
3. A 'lake hexside' is one that is contained entirely within the lake. Where a lake covers only part of a hexside the lake has no effect on movement. Similarly, a sea hexside is one that is entirely covered by sea, including estuaries such as 2419/2420.
4. Rivers affect movement (by costing one additional movement point to cross) only if they are unfrozen and the unit is to end its OMP in enemy ZOC.
5. The Kerch Straits are hexsides 3015/3115 and 3116/3115, and a unit may cross only by expending its entire movement allowance to move the one hex. The following hexsides are treated in the same manner as the Kerch Straits:- 2816/2917, 0125/0224, 0225/0224, 0325/0224, and 0324/0224.
6. The sand-spit in hex 0521 is for decoration only, and has no effect on movement or combat.
7. The red marks across some rivers are 'freeze lines', which are explained in Section VI.
8. Hexside 1205/1206 is in fact a canal, the only one on the map, but is treated as a normal river hexside for all purposes.
9. As there are no Finnish units in the game, their effect on the campaign is recreated by specifying a certain area as out of bounds to Soviet units for a certain period. Between September 1941 and June 1944 inclusive, no Soviet unit may enter any hex North-West of the line bounded by hexes 0308, 0407, 0406, 0405, 0404, 0504, 0503, 0402, 0303, 0202, 0103 (these hexes themselves may be entered); the area covered by hexes 0104-10, 0203-08, 0304-07 and 0403 is considered occupied by Finnish forces.  
Any Soviet unit within this area in September 1941 must leave in its OMP, and if unable to do so for any reason or forced to enter the area between then and June 1944, it is eliminated instead. Axis units may freely move through and attack from these Finnish hexes, but no Soviet attacks into the area are permitted, nor may Soviet supply or rail lines be traced through it.  
These restrictions are immediately removed in July 1944.
10. The thick black lines represent 1941 borders. These have no effect on movement except as laid down in rules 11 and 12 below.
11. Hungary is considered unactivated until the German player-turn of April 1942, or until the Russian player moves or attacks into Hungary, whichever occurs sooner. Prior to this activation, the Hungarian unit may not leave or attack from Hungary, nor may other Axis units enter Hungary (if forced to do so, they are eliminated instead), and ZOC's do not extend across the Hungarian border.
12. Rumanian units may *never* enter Hungary or Bulgaria, and

the Hungarian unit may *never* enter Rumania. Any such unit forced to contravene this rule would be eliminated instead.

#### V. STACKING

1. Each side may have more than one friendly unit in a common hex, and this is known as stacking. The number of friendly units which may occupy any single hex is limited by the following rules.
2. Each unit has a stacking point number in the top left-hand corner. No more than SIX stacking points of friendly units in total may occupy any one hex, regardless of terrain. Of these, no more than TWO stacking points may be "pure" armor units (i.e. not including armored infantry or armored cavalry).
3. These limits do not apply *during* operational or tactical movement, but are applied only to the phasing player's units at the *end* of his Operational Movement and Combat phases. Stacking limits are never applied against the non-phasing player's units.
4. If at either of these times the stacking limit is exceeded, the phasing player must eliminate sufficient of his own units from the hex to bring the stacking down to permissible levels. The owning player has the choice of which units to eliminate.
5. Units of opposing sides can never stack together except temporarily when overrun (Section IV.D) occurs. In this case, the non-phasing units must be counted for stacking limit purposes.
6. Dispersed units retain their normal stacking point value. Factory units and the Zhukov unit are considered to have a stacking point value of zero.
7. SPECIAL: Hungarian and Rumanian units may never stack with the other in the same hex, nor may either of these nationalities' units even move through a hex occupied by the other at any instant during movement. If any such unit would otherwise be forced to do so for any reason, it is eliminated instead.

#### VI. WEATHER

##### A. Weather Determination

1. Weather is determined at the beginning of each game-turn and remains in force throughout both player-turns of that month.
2. In all June, July, August and September turns the weather is automatically 'Good'. In all December, January and February turns the weather is automatically 'Snow'. The weather in other months may vary.
3. At the beginning of each October game-turn, one die is rolled:-  
a) On a die roll of 3-6, October has 'Mud', November then automatically has 'Good' weather, and the following March, April, and May automatically have 'Snow', 'Mud', and 'Good' weather respectively.  
b) On a die roll of 1-2, October has 'Good' weather, November then automatically has 'Snow' and the following March automatically has 'Mud'. Another die-roll is then made at the start of the April turn; 1-3 gives April 'Good' weather with May then automatically having 'Mud', and 4-6 gives April 'Mud' with May then automatically having 'Good' weather.
4. This weather determination sequence is summarised in a flowchart on the game charts and tables sheet.

##### B. Weather Effects on Terrain

1. During any month in which the weather is 'Snow', all swamp and lake hexes and river hexsides on or north-east of the Arctic Weather Line (AWL) are considered frozen.  
There are three separate Arctic Weather Lines, each indicated on the map as a row of hexes running NW to SE; one is for January only, one for December and February, and one for November and March. If the weather in any of these months is not 'Snow', the AWL has no significance and is ignored.
2. In 'Snow' months (only), rivers are considered frozen along all hexsides *upstream* (i.e. nearer the source of the river) of any point where the river flows north-east of or along any hexside of the AWL. Small red lines known as 'freeze lines' across hex-corners indicate the points upstream of which these rivers freeze in 'Snow' months.  
In most cases, "upstream" means in practice north-east of the AWL, because most rivers flow roughly east to west. The river system stemming from Gorki (1501), however, flows west to east, and hence the whole of this system is frozen in any 'Snow' month, including November/March when some of it lies south-west of the AWL.
3. Frozen swamp and lake hexes are treated as clear hexes, and frozen river hexsides are treated as clear hexsides (as if the river did not exist) for all movement and combat purposes.
4. The hexes and hexsides of the Baltic Sea never freeze.

### C. Weather Effects on Movement

1. In all 'Mud' weather turns, all units have their movement factor halved, with any fractions being rounded up for all Soviet units and rounded down for all Axis units. The maximum factor of any unit in 'Mud' turns (except the Zhukov unit) is '3'.
2. In all 'Snow' weather turns, all units have their movement factor halved with any fractions being rounded up for both sides. The two EXCEPTIONS to this occur during 'Snow' months of the Winter of 1941/42 only:-
  - a) All Soviet Shock Armies (Sh) retain their normal movement factor.
  - b) All Axis units have any fractional movement factors rounded down, rather than up.
3. THAW: In the first non-'Snow' game-turn after any Winter, any unit which begins its player-turn on an all-lake hex is not immediately eliminated but may move or attack from that hex to any permitted hex, treating the lake hexsides as if they were river hexsides. No unit may move or attack into an all-lake hex during such a 'Thaw' turn, and any unit still on an all-lake hex at the end of its own player-turn is then eliminated.

### D. Weather Effects on Combat

1. In addition to the consequent effects on combat of frozen terrain, weather also affects the question of which Combat Results Table is to be used for combat resolution. (See Section VII.B).
2. In all 'Mud' turns, CRT 'B' is used by both sides for all attacks.
3. In 'Snow' turns, CRT 'B' is used by both sides for all attacks EXCEPT that in the Winter of 1941/42 only, the Soviet player uses CRT 'A' for all attacks against Axis units which are not in any kind of town or city hex.

## VII. COMBAT

### A. How Combat Occurs

1. Combat occurs during the Combat Phase only between opposing combat units in adjacent hexes. The phasing player and his units are referred to as the 'attacker', the non-phasing player and his units as the 'defender', regardless of the overall strategic situation.
2. The circumstances in which combat can occur during the OMP are described in Section IV.D - Overrun. Such combats are resolved, however, in the Combat Phase, before any non-overrun attacks.
3. In some cases, combat is discretionary on the part of the phasing player (he is not obliged to attack, but may do so if he wishes), while in other cases it is mandatory (he must attack). The non-phasing player never has any choice in the matter.
4. A phasing combat unit which is adjacent to one or more enemy units in the Combat Phase must attack at least one of them, *unless*:-
  - i) it is in a Major or Victory city hex; or
  - ii) it is adjacent to enemy units only across unfrozen river hexsides or Kerch Straits (or similar - Rule IV.E.5) hexsides; or
  - iii) all enemy units in its ZOC are being attacked by other units; or
  - iv) it was not dispersed and did not move during the OMP; or
  - v) it is stacked with another combat unit which was not dispersed and did not move during the OMP; or
  - vi) both it and all enemy units to which it is adjacent are also adjacent to another phasing combat unit which was not dispersed and did not move during the OMP.

A unit is also not obliged to attack if a combination of (ii), (iv), and (vi) apply, as shown in the Examples of Play.

EXPLANATORY NOTE: With reference to (iv), (v), and (vi) above, it is envisaged that undispersed units which did not move in their OMP have had a chance to prepare positions in their part of the front (their own and adjacent hexes), and that such fixed positions would allow serious conflict to be avoided. In the Advanced Game this concept is replaced by that of Fortification (Section XVII). Note that, particularly since 'Dispersed' markers will have been removed before the Combat Phase, players will have to remember or find their own method of signifying which phasing combat units remained undispersed and stationary throughout their OMP.

5. A phasing unit *cannot* attack across a sea or unfrozen lake hexside. Since ZOCs do not extend across these hexsides, such units are not considered to be "adjacent" in terms of this Section.
6. A non-phasing unit which finds itself adjacent to an enemy unit or units in the Combat Phase must be *attacked* by at least one such unit unless all of them either disband/break out (Rule 12 below and Section VII.G) or are relieved of the obligation to attack by Rules 4 and 5 above.

7. The combat factor of a unit is always unitary and may never be divided between different attacks. No attacking unit may take part in more than one attack in a single player-turn (one "attack" is defined to mean one roll of the die). A unit may, however, attack more than one defending unit in a single attack, and may even attack enemy units in more than one hex, provided they are all in its ZOC.

8. A defending unit *may* be attacked more than once in a single Combat Phase, by different attacking units. More than one attacking unit, adjacent to the same defender, may also attack together in a single attack.

9. 'Multi-unit/multi-hex' combat is possible, whereby attacking units in one or more hexes (an 'attacking group') combine to attack defending units in one or more hexes (a 'defending group') in a single attack. (The term 'group', where used later in these rules, includes the case of a single unit).

Generally, the phasing player may divide attacking and defending units into groups in any manner he desires; the non-phasing player has no choice. In practice, however, the provisions of Section VII.C (combat odds limitations) may restrict the phasing player's choice of grouping.

10. If any unit in a hex makes an attack, then *all* enemy units in its ZOC must be attacked in that Combat Phase by some attacking group (not necessarily from the original hex), *unless* the attacking unit's hex contains another combat unit which meets the terms of Rule VII.A.4. (iv) and does not attack.

This rule takes precedence over Rule 4, in that a unit not obliged to attack under the terms of Rule 4 may find itself forced to do so in order to satisfy the terms of this rule.

11. The phasing player may resolve his attacks in any order he wishes, subject to the proviso that all overrun attacks must be resolved first. However, he must specify all of his attacks, announcing which of his units are attacking which defenders, before resolving any of them.

Should it occur that a defending group has already been retreated or eliminated by a previous attack when the time comes to resolve an attack allocated against it, then the attacking group concerned may either:-

- i) not attack at all; or
- ii) attack instead any other defending group in the same hex or hexes occupied by the original defenders; it may not attack enemy units in any other hex.

In either case, the attacking group is eligible for Tactical Movement. (Section VII.F).

12. Phasing units always have the option to disband or break out rather than make an attack, even if the rules of this subsection would otherwise require them to attack. The conditions of Rule VII.A.6 and VII.A.10 must still be met, however.

### B. How Combat is Resolved

1. Each attack is resolved separately in a six-step process as follows:-

STEP ONE: The combat factor of each unit in the attacking group is modified for the effects of terrain (Section VII.E), if any, and these modified factors are totalled.

STEP TWO: The combat factor of each unit in the defending group is modified for the effects of terrain, if any, and these modified factors are totalled.

STEP THREE: The attacker selects which CRT, A or B, is appropriate, according to the constraints of terrain, weather, and nationality, as laid down in Rule 3 below.

STEP FOUR: The attack strength arrived at in step one above is compared with the defense strength arrived at in step two in the form of a ratio - attack strength: defense strength. This numerical ratio is then simplified down to one of the combat odds ratios found across the top of the CRTs, always rounding off in favor of the *defender*. For example, 29:10 would round down to 2:1 7:4 would round down to 3:2, and 5:12 would round down to 1:3.

STEP FIVE: The choice of combat odds column may be affected by terrain (Section VII.E) and the presence of the Zhukov marker (Section IX.C). If so, the combat odds are modified accordingly; note that these effects are cumulative.

STEP SIX: One die is rolled and the result is cross-referenced with the final combat odds ratio to determine the result of the attack. The meaning of the various combat results is explained in Section VII.D.

The above procedure is completed for each attack, and the result implemented before moving on to the next, until all attacks have been resolved.

2. a) Odds lower than 1:6 are not allowed, and the attacker may not arrange his attacks in such a way that odds lower than 1:6 occur. If such attacks are unavoidable, the attacking units concerned are automatically eliminated at the beginning of the Combat Phase before any other attacks (including overrun attacks) are resolved. This is considered an 'AE' combat result (Section VII.D).
- b) Odds higher than the maximum odds on the CRTs are reduced to 7:1 (CRT A) or 9:1 (CRT B) *before* any further modification under Step Five of rule 1 above.

3. Normally, the Axis player uses CRT A to resolve his attacks, while the Soviet player uses CRT B. The exceptions to this are:
  - i) In turns with 'Mud' or 'Snow' weather, all Axis attacks must use CRT B.
  - ii) All Axis attacks against Soviet units in swamp hexes must use CRT B.
  - iii) In 'Snow' turns of the winter of 1941/42, the Soviet player uses CRT A for all attacks against Axis units which are not in any kind of city or town (CRT B must be used if any of the defending group are in a town or city).

#### C. Combat Odds Limitations

1. A common tactic in many games is that of 'soaking-off' - a low-odds attack made to facilitate a high-odds attack elsewhere. This somewhat unrealistic tactic is restricted in *Sturm Nach Osten* by the following combat odds limitations.
2. If separate attacks are being made against defending units in the same hex, the highest odds involved may not be more than double the lowest odds.
3. An attacking unit may not take part in an attack at combat odds more than three times greater than those being applied against any other enemy unit to which it is adjacent. Example: a unit may not participate in a 3:1 attack if it is adjacent to another enemy unit being attacked at odds lower than 1:1.
 

Units attacking from hexes containing at least one friendly combat unit which remained undispersed and stationary throughout the OMP and is not participating in any attack (see Rule VII.A.10) are exempt from this rule; such units may attack at any odds they please.
4. To clarify what is meant by multiples of combat odds ratios, treat these ratios as fractions or while numbers by dividing the first digit by the second: for example, 1:4 becomes  $\frac{1}{4}$ , 3:2 becomes  $1\frac{1}{2}$ , and 5:1 becomes 5, so that three times 1:2 is 3:2.

#### D. Combat Results

The combat results are interpreted as follows:-

1. 'DE' - Defender Eliminated: All units of the defending group are eliminated.
2. 'DD' - Defender Disbanded: All units of the defending group must immediately disband (if in supply) or break out (if out of supply) as described in Section VII.G.
3. 'DX' - Defender Exchanged: All units of the defending group are eliminated. The attacker then eliminates from the attacking group units whose modified combat factors do not exceed the modified combat strength of the defending group, but come as near as possible to this figure. If the attacker cannot eliminate even a single unit without exceeding the defender's combat strength, then he removes nothing.
4. 'DR' - Defender Retreat: All units of the defending group are retreated 1, 2, or 3 hexes at the defender's option, according to the rules of Section VII.F (Tactical retreat after combat), and become 'dispersed' (Rule 14 below), unless any one of them is an infantry-type unit in a Major or Victory city, in which case none of them are obliged to retreat.
5. '(DR)' - (Defender Retreat): Identical to a 'DR' result except that defending units are not obliged to retreat if any one of them is an infantry-type unit in any kind of city (not town).
6. '-' - No Effect. All units involved remain in place with no combat losses.
7. 'X' - Exchange: All units of the defending group are eliminated. The attacker then eliminates from the attacking group units whose modified combat strength is in total at least equal to that of the defending group.
8. '2X' - Double Exchange: Identical to an 'X' result except that the attacker must lose units totalling at least *double* the defender's modified strength.
9. 'TX' - Total Exchange: All units involved are eliminated.
10. 'AL' - Attacker takes losses: The attacker eliminates from the attacking group units whose total modified combat strength is at least equal to that of the defending group. (If the attacker's total modified combat strength is less than that of the defender, all of his units are eliminated).
11. 'AE' - Attacker Eliminated: All units of the attacking group are eliminated.
12. In all cases where there is a choice of units to be eliminated, the owning player has that choice.
13. Defending units are always 'dispersed' by 'DR' and '(DR)' combat results, even if they do not actually retreat. Units not obliged to retreat by these results still have the option to do so. (See Section VII.F).
14. Where the CRT indicates two results ('DR/AL' or '(DR)/AL'), both are applied, the DR or (DR) result first.
15. If a defending group obliged to retreat by a 'DR' or '(DR)' result cannot do so without contravening the rules of Section VII.F, the combat result is treated as 'DD' instead. This is the only way in which a 'DD' result can occur in the basic game.
16. The modified combat strengths referred to in the results are those arrived at in Steps One and Two of Rule VII.B.1, *after* the effects of terrain have been taken into account.

#### E. Terrain Effects on Combat

1. Terrain may have the effect of making combat either voluntary or mandatory as described in Section VII.A.4. It may also affect the combat factor of a unit, or the choice of which CRT column is to be used. These effects are summarised on the Terrain Effects Chart and explained in detail here.
2. Infantry-type units have 1 added to their combat factor when defending in, or attacking into, mountain hexes. Note that this addition is per unit, not per hex.
3. Soviet infantry-type units have 1 added to their combat factor (again, per unit, not per hex) when *defending* in Victory Cities in the Soviet Union.
4. If defending units are being attacked from across an unfrozen river hexside, the combat odds are shifted one column to the left in Step Five of Rule VII.B.1. This does not apply if part or all of the defending group is being attacked across a non-river hexside or hexsides by units of the attacking group with a modified combat strength at least equal to that of the defending group.
5. Defending units being attacked across Kerch Straits hexsides have their combat factors doubled. Again, this does not apply if units of the attacking group with a modified combat strength at least equal to that of the defending group is attacking via non-Straits hexsides.
6. Rivers running through major cities have no effect.
7. Combat is *never* permitted across sea hexsides or unfrozen lake hexsides.

#### F. Tactical Movement (Retreat and Advance After Combat)

1. Only the non-phasing player may retreat after combat and only the phasing player may advance after combat. Such movement is known as Tactical Movement.
2. Tactical movement must be made immediately following the combat resolution from which it results, if it is to be made at all. Retreat is carried out first, followed by advance.
3. It is a general principle that tactical movement is subject to the same restrictions as operational movement (movement in the OMP). The provisions of rules sections IV.A, IV.B, and IV.E all apply to tactical movement as well, and in particular, no unit may ever exceed its movement allowance during tactical movement, except in the circumstances described in Rule IV.A.4.
4. RETREAT AFTER COMBAT
  - a) On an effective 'DR' or '(DR)' combat result, the defender retreats his affected units one, two, or three hexes at his option, provided their movement allowance permits this.
  - b) If a unit retreats only one hex, it *may* retreat into a hex in enemy ZOC which is occupied by a friendly unit, as long as that hex does not have an attack yet to be resolved against it in the current Combat Phase. It may not retreat into an unoccupied hex in enemy ZOC.
  - c) If a unit retreats two or three hexes it must retreat further away from the enemy with each hex moved. The first hex of retreat must be at least two hexes away from all enemy units, the second hex at least three hexes away from all enemy units, and the third hex at least four hexes away. A unit may never retreat more than three hexes.
  - d) Within the above restrictions, units may retreat in any direction the defender desires. If a unit which is obliged to retreat *cannot* do so without violating one of the above rules, then the 'DR' or '(DR)' result is taken to be a 'DD' result for that particular unit instead, and it must disband or break out (Section VII.G). Other defending units in that combat which are able to retreat may still do so.

#### 5. DISPERSAL

Defending units which receive a 'DR' or '(DR)' combat result are dispersed, and have a 'Dispersed' marker placed on them, even if they did not actually retreat. Dispersed units may not move in the OMP of their own following player-turn. The 'Dispersed' marker is removed in the Recovery Phase of this following player-turn.

#### 6. ADVANCE AFTER COMBAT

If a defended hex is completely vacated by the application of any DE, DD, DX, DR, or (DR) combat result (including DR/AL and (DR)/AL results), then surviving units of the phasing player which took part in that attack may, at his option, advance after combat. The advance is limited to one

hex (Exception: Rule 9 below), and may be made into the vacated hex itself or into any hex adjacent to it which is not enemy-occupied.

Advance after combat must take place before any other attacks are resolved, and is not permitted if any units still occupy the defender's hex or if it would violate the rules of Sections IV.A, IV.B, or IV.E. (Exception: Rule 10 below). It follows that if more than one attack is being made on a hex, units involved in attacks prior to that which clears the hex of enemy units may not advance. Units which were scheduled to attack a hex and find it already cleared by previous attacks in the same Combat Phase *may* advance as if their attack had cleared it, provided that the attack which in fact cleared it yielded one of the above five results.

7. Attacking units may not advance after combat if the defender's hex was left vacant by a TX, X, or 2X combat result.

8. Juggernaut units may *never* advance after combat.

9. Armor and armored cavalry units eligible to advance after combat have the option of advancing two hexes, rather than one. This advance is permitted only if it costs no more than 2 movement points, and the first hex of it must be that (or one of those) vacated by the defender in that combat.

No armor unit may make this two hex advance if the weather is 'Mud' (armored cavalry may), and no Axis unit may do so in 'Snow' months of the winter of 1941/42.

10. If the defender's hex is left empty by a DE, DD, or DX result (not by a DR or (DR) result), then armor and armored cavalry units may *ignore* all enemy ZOCs in making their two-hex advance; none of the rules of Section IV.B apply. No more than two movement points may be expended, however, and the additional river-crossing cost of Rule IV.E.4 still applies.

#### G. Disbandment and Break-Out

1. Any combat unit may disband or break out, and this may occur in one of two ways: either voluntarily by the phasing player, or involuntarily by the non-phasing player following a 'DD' combat result. 'Disbandment' refers to a unit which is in supply at that moment, 'Break-Out' refers to a unit which is isolated.

2. Voluntary disbandments and break-outs are carried out by the phasing player at the *end* of his Combat Phase, after all combat and tactical movement has taken place; disbandments are resolved first, followed by break-outs. Involuntary ('DD') disbandments and break-outs are resolved at the moment of combat.

A player may disband or break out only his own combat units.

3. To *disband*, a unit in supply is simply removed from the board, and a number of replacement factors equal to its combat factor

- less two if the unit is a juggernaut; or
- less one if it is any other combat unit

is added to the owning player's replacement total for his next player-turn (make a written note if this is likely to be difficult to remember). EXAMPLES: A Soviet Front unit would yield 3 replacement factors if disbanded; the German 24th Pz Corps (3-5) would yield 2, and any unit with a combat factor of 1 would yield nothing at all.

4. A disbanded unit may always return to the game later as a replacement (Section X.A.).

5. The procedure for *break-out* is identical to that for disbandment. However, break-out is only permitted if the isolated unit:—

- i) can trace a break-out path no longer than three hexes to a hex where it would be in supply. This path may follow any route through any number of enemy ZOCs, but not through an enemy-occupied hex or across an impossible hexside; OR
- ii) be in a 'pocket' (Rule 6 below) with another unit that can trace such a break-out path.

Any isolated unit unable to meet these requirements cannot break out, and if forced to do so, is eliminated with no surviving replacement points.

6. A group of isolated units which can trace a supply line to each other (i.e. which would all be in supply if any one of them was) is known as a 'pocket'. All of the units in a pocket may break out if any one of them meets the terms of Rule 5(i) above.

Note for purists only: it is possible for two units, let us call them A and B, to be in a position such that A can trace supply from B but B cannot trace supply from A. In this sort of case, if units A and B are isolated, they are considered to be in the same pocket if A can trace supply to B or vice versa.

7. Units which break out may return to the game later as replacements, except for juggernaut units, which are permanently eliminated.

8. Units of the phasing player which voluntarily disband or

break out may have moved or been dispersed in their OMP, but may not attack in the Combat Phase.

#### 9. EVACUATION

For the purposes of disbandments and break-outs (only), any coast (partial land/sea) hex on a sea area controlled by the owning player may be treated as a hex in supply in the context of Rule VII.G.5.(i). Thus:—

- a) a unit on such a coastal hex may disband normally, and
- b) a unit which can trace a break-out path (not more than three hexes long) to such a hex may break out normally. The coast hex in question cannot be enemy-occupied, and if it is in enemy ZOC then one further replacement factor is eliminated from the unit, or pocket as a whole, before evacuation.

Evacuation may not take place through sea areas not under friendly control, and in any case a maximum of two replacement points per turn may be evacuated through each of the Baltic and Black Seas.

### VIII SUPPLY

#### A. Supply Sources and Supply Lines

1. In order to be 'in supply', each combat unit on the mapboard must be able to demonstrate a supply line from a supply source to the unit itself in accordance with these rules. Any combat unit which is not in supply at the end of the Combat Phase of its own player-turn is said to be isolated and is penalised as described in Section VIII.C. Note that other rules sections (e.g. VII.G; X.A.8) may require supply to be checked at other points during the player-turn.

Soviet factories and the Zhukov marker do not require supply and suffer no penalty if they are isolated.

2. The supply sources are:—

- a) for all German and Italian units, all mapboard-edge hexes from 0130 to 1430 and from 2630 to 2724 inclusive.
- b) for all Rumanian units, Bucharest (2425).
- c) for the Hungarian unit, Budapest (1428).
- d) for all Soviet combat units, all mapboard-edge hexes from 1101 to 3301 and from 3905 to 3912 inclusive.

3. A supply line is a continuous path of hexes running from any supply source hex appropriate to that unit's nationality to the unit, either directly or via any number of friendly 'supply points' (explained below). In order to be part of a valid supply line, *each hex* on this path must be either:—

- a) occupied by a friendly unit (not necessarily a combat unit, or
- b) *closer*, as defined below, to the nearest friendly supply point than a supply line may never be traced across a sea or unfrozen lake hexside

4. A 'supply point' is any of the following:—

- a) any supply source hex appropriate to the unit's nationality, which is neither occupied by nor in the ZOC of an enemy unit.
- b) any Major or Victory city under friendly control at the instant of supply determination.
- c) any friendly combat unit already established as being in supply at the instant of supply determination.

The distance of a hex from a supply point, for the purpose of Rule 3.b. above, is the length, in hexes, of the shortest route from supply point to that hex which does not pass through an enemy unit or an unoccupied hex in enemy ZOC. Count the hex to which this route is being traced but not the hex of the supply point.

5. A 'supply threat' is either of the following:—

- a) any enemy combat unit which, were it able to move at the instant of supply determination and given an unlimited movement allowance, could move to the hex in question without passing through an opposing unit or opposing ZOC.
- b) any Major or Victory city under enemy control such that, if it contained an enemy combat unit, that unit would qualify as a supply threat under (a) above.

The distance of a hex from an enemy supply threat, for the purpose of Rule 3.b. above, is the length, in hexes, of the shortest route from supply threat to that hex which does not pass through either a unit or ZOC of the side tracing supply. Count the hex to which this route is being traced but not the hex of the supply threat.

6. A supply point or supply source cannot be used as such if it is in enemy ZOC. Such a hex occupied by a friendly unit could, however, be used as part of a supply line from another supply point under Rule 3.a. above.

7. Any combat unit unable to trace a valid supply line in accordance with rules 1 to 6 above may still be in supply if one of the special supply situations of Subsection B below applies.

#### B. Special Supply Situations

1. There are two situations in which a combat unit may still be in supply even if the conditions of Rules VIII.A.1-6 are not met. 'Sea Supply' simulates the possibility of supplies being transported across a controlled sea area to a port; 'Siege Supply' recreates the situation of units surrounded in or

around a vital city.

## 2. SEA SUPPLY

A port (city or town) may act as a supply point provided that it is on a sea controlled by the player tracing supply and is not in enemy ZOC. Any number of units may draw supply from this point, and it is not necessary for the player to control or occupy any other port along that sea coast.

If a port on a controlled sea area is in enemy ZOC, then any friendly units actually occupying the port hex are still considered to be in supply, but no other units may use it as a supply point.

## 3. SIEGE SUPPLY

An isolated Victory city on a player's own side of the 1941 Russian border may provide supply for up to six stacking factors of friendly units which either occupy or can trace a supply line from that city. In this special case only, Rule VIII A.6. is negated in that such a city may provide supply for adjacent friendly units (but not for non-adjacent ones) even if it is in enemy ZOC.

Against this six-factor limit, friendly units actually occupying the Victory city hex have their stacking factors doubled: for example, an isolated Victory city in Russia which contained two stacking factors of Soviet units could only support an additional two factors outside. Where more than six stacking factors, counted in this way, are attempting to draw supply from a single isolated Victory city, the owning player must specify which units are supplied and which are isolated.

A player may never draw siege supply from a Victory city on his opponent's side of the 1941 Russian border, although such a city could, of course, act as a normal supply point.

## C. Effects of Isolation

1. At the end of a player's own Combat Phase, all of his units which are isolated and are not in a Major or Victory city hex are eliminated and removed from the mapboard. All except Juggernaut units and the Polish 1st Army are eligible to return later as replacements (Sections IX.A and X.A.)

2. Any group of isolated units which occupies a Major or Victory city at the end of a player's own Combat Phase has stacking points equal to half the number of isolated stacking points in the hex eliminated (fractions rounded up). For example, if such a hex contained 5 stacking points of isolated units at the end of his Combat Phase, the phasing player would have to eliminate from the hex units of his choice totalling at least three stacking points. The stacking factor modification of Rule VIII.B.3. does not apply here.

Note that if a single combat unit is isolated in a Major or Victory city it is always eliminated under this rule.

3. Players should bear in mind that disbandment/break-out, which occurs during the Combat Phase, is always preferable to having a unit eliminated under these rules, unless a supply line can be restored by tactical movement.

## IX SPECIAL UNITS

### A. Juggernaut Units

1. Soviet fronts and German infantry armies are termed 'juggernaut' units. (Rumanian infantry armies are not juggernaut units).

2. Juggernaut units may enter the game as replacements in the normal manner (Soviet fronts can *only* enter the game as replacements). However, if any juggernaut unit is eliminated—  
a) by an overrun attack, or  
b) by a 'DE' combat result, or  
c) in any manner when it is out of supply,  
it is permanently removed from the game and can never be replaced. This also applies to the Polish 1st Army unit.

3. Juggernaut units may not use tactical advance after combat (Section VII.F)

### B. Factory Units

1. Factory units are used in Soviet replacement production (Rule X.A.4) and are placed on their own cities at the start of any scenario as laid down in Section XI. In the Basic game the Leningrad and Tula factory units are not used and the dates on the side of the counters should be ignored; all factories on the mapboard are always fully operative, and are unaffected by Dispersal (Rule VII.F.5)

2. Factory units are not combat units and have no combat factor or ZOC. They cannot move at all during the game and are removed from the mapboard as soon as an Axis unit enters the hex they occupy. Factory units can never be replaced once eliminated.

### C. Zhukov

1. The Zhukov marker is not a combat unit; it represents an elite Soviet military planning headquarters (not necessarily the man himself). It has no combat factor or ZOC. It begins all scenarios in Moscow (1306), with the side marked 'D' face-up.

2. The Zhukov marker can never be alone in a hex; it must always be stacked with another Soviet unit, although this could be just a factory unit, Zhukov may not use Tactical

Movement, and if for any reason, other than by virtue of rule 6 below, it is never left alone in a hex, it is removed from the mapboard until the beginning of the next Soviet OMP, when it automatically reappears.

3. The Zhukov marker has no movement factor; it has an unlimited movement capability. At the *beginning* of the Soviet OMP, before any combat units are moved, the marker may be placed with any Soviet unit. It remains, and may move, stacked with that unit for the rest of the OMP.

4. The Zhukov marker affects Axis attacks against Soviet units in or adjacent to the hex it occupies. All Axis attacks on defending groups which include any such Soviet units are modified by a one-column shift to the left on the CRT in Step Five of Rule VII.B.1.

5. Zhukov can also affect Soviet attacks if he spends the whole of the OMP of the previous Soviet player-turn in Moscow (making plant!). If Zhukov spends an entire Soviet OMP in Moscow (may be in a turn in which he returns to the mapboard), the marker is flipped over to the side marked 'AD'. This means that Zhukov may now influence one Soviet attack in addition to his normal defensive capabilities: in the Combat Phase of the *following* Soviet player-turn, any one attack on Axis units within two hexes of the marker is modified by a one-column shift to the right on the CRT in Step Five of Rule VII.B.1. The Zhukov marker is reverted back to the original 'D' side at the end of this Combat Phase, unless it is still on Moscow.

This rule is in effect irrespective of how close Axis units are to Moscow, though not, of course, if the city is Axis-controlled.

6. In addition to the temporary removal described in rule 2 above, the Zhukov marker can be eliminated in combat if all the Soviet units in its hex are eliminated with no surviving replacement factors. It is also eliminated if all the units with which it is stacked are overrun, or if an Axis unit enters the hex it occupies.

7. Once eliminated under rule 6 above, the Zhukov marker cannot be replaced in the normal way (Section X). Instead, it reappears at no replacement cost at the beginning of the OMP of the Soviet player-turn exactly twelve months after its elimination.

## X. REPLACEMENTS AND REINFORCEMENTS

### A. Replacements

1. Both players may receive replacements each game-turn, in the RRP of their own player-turn. Replacements are either previously eliminated units re-entering the game or new units entering the game for the first time in accordance with the rules of this section.

2. Each player receives a certain number of replacement factors per turn, which may be used to bring into the game replacements whose total combat factors do not exceed the total number of replacement factors available.

3. Unused replacement factors may be accumulated from turn to turn at the discretion of the owning player. Players should keep a written note of these accumulated replacement factors, which may be freely used in any later turn.

4. The Soviet player receives one replacement factor per month for each factory unit still on the board, plus the following replacement factors (from "factories in Siberia"):-

In 1941 – 1 factor per month  
In 1942 – 2 factors per month  
In 1943 – 3 factors per month  
In 1944 – 4 factors per month  
In 1945 – 5 factors per month

5.a) The Axis player receives the following replacement factors:

In 1941 – 1 factor per month  
In 1942 – 2 factors per month  
From 1943 onwards – 3 factors per month

b) In addition, the Axis player receives replacement factors for two victory cities in Russia that he controls, at the rate of one factor every two months. For the first pair of such cities he controls the Axis player receives one replacement factor in each even-numbered month (February, April, etc); for the second such pair he receives one factor every odd-numbered month as well, and for the third and fourth such pairs he receives a second factor in each even and odd month respectively.

c) 'Control' for the purpose of this rule is judged at the moment the replacements are due. The Axis player gets no credit for any 'odd' victory city which is not one of a pair, but Moscow counts as two victory cities by itself for the purposes of this count.

6. Replacements enter the game in a dispersed condition (place a 'dispersed' marker on them) and hence may not move in the turn in which they enter the game.

7. When they enter the game, replacements may appear only on town, city or mapboard-edge supply source hexes, and the

number of stacking points of replacements which may appear at any one such hex in a single turn is limited to the following maxima:-

- Town hex — 2 stacking factors
- City hex — 3 stacking factors
- Major city hex — 4 stacking factors
- Victory city hex — 6 stacking factors
- Mapboard-edge supply source — 6 stacking factors

For the purposes of this rule (only), the stacking factor of any unit is considered to be 1 greater than its normal (printed) stacking factor if its entry point is on the opponent's side of the 1941 border. All mechanised units, shock infantry and front units which appear as replacements also have 1 added to their stacking factor for the purpose of this rule, wherever they appear, and these two additions may be cumulative. EXAMPLE: Were the Kiev armored unit to appear as a replacement west of Russia's 1941 border, its stacking factor of 2 would be read as '4', and hence it could only appear at a major or victory city.

8. In addition to the above stacking limits, in order to start a replacement on any kind of city or town hex, the owning player must be able to trace a 'rail line' to the hex at the moment the replacement is due to appear. A rail line is identical to a supply line with the following additional restrictions:-
  - a) it must not cross any lake hexside (whether frozen or not), and
  - b) it must not pass through any hex in enemy ZOC (whether occupied by a friendly unit or not).
9. Replacements may appear at any town or City within the above restrictions, but may appear at a Major or Victory city only if it was controlled by the phasing player at the beginning of his current turn.
10. Provided sufficient replacement factors are available, a player may select any of his units not presently on board as replacements, whether previously eliminated or not, subject to the following restrictions:-
  - a) No unit listed as a reinforcement in Section X.B. may enter the game as a replacement until it has first entered as a reinforcement and been eliminated.
  - b) No Soviet tank army may enter the game before 1942.
  - c) No Soviet Guards (Gd) unit may enter the game before 1943.
  - d) No German SS unit may enter the game before 1943.
  - e) Juggernaut units may be taken as replacements only if they were not previously eliminated in the manner described in Rule IX.A.2.
11. SPECIAL: In his RRP of each April turn, in addition to any normal replacements, the Axis player may return to the game at no replacement point cost, one previously-eliminated unit of either Hungarian, Rumanian or Italian nationality. A Hungarian unit may not be chosen if Budapest is currently under Soviet control, a Rumanian unit may not be chosen if Bucharest is currently under Soviet control, and the Italian unit may not be chosen in 1944 or 1945.

#### B. Reinforcements

1. In addition to replacements, both sides receive reinforcements, new units which enter the game at no replacement cost on certain fixed turns.
2. a) The Soviet reinforcements are:-
  - January 1942 — 1st and 2nd Shock (Sc) Armies
  - February 1942 — 3rd Shock Army
  - March 1942 — 4th Shock Army
  - April 1942 — 5th Shock Army
  - June 1944 — Polish 1st Army
- b) The Axis reinforcements are:-
  - May 1942 — Italian 8th Army
  - February 1943 — 2nd SS Panzer Corps
- c) The Hungarian 2nd Army, although not strictly a reinforcement because it begins the game on the board, is released in April 1942 unless a Soviet attack on Hungary occurs earlier. (See Rule IV.E.11) When released, it may enter the game like any other reinforcement, as if it had been off-board at the start of the run.
3. Reinforcements enter the game during the RRP of their own side's player-turn in the specified month. Unlike replacements, they begin undispersed and may move freely on their turn of entry.
4. Like replacements, reinforcements may appear on town, city or mapboard-edge supply source hexes. Rules X.A.7 yo 9 apply in full to reinforcements in the same way as replacements, and reinforcements appearing on a hex.
5. In addition to the above, reinforcements (not replacements) may also appear on any hex adjacent to a friendly-controlled Victory city and to which a rail line can be traced. In the absence of any city there, such a hex has the same stacking restrictions as a town for the purposes of Rule X.A.7.
6. In the RRP of the Axis player-turn, October 1943, the Italian 8th Army is withdrawn from the game and can never be replaced. If on the mapboard at the time, it is simply removed directly from its current location.

## XI. THE SCENARIOS

### A. General

1. Players of *Sturm Nach Osten* may either begin the game in 1941, when the campaign historically started, or at one of a number of alternative dates. These various different versions of the game, known as scenarios, are detailed in this section.
2. The victory conditions of Section XII apply to all scenarios. Normally, any scenario is played from its start date through to May 1945 unless one player wins sooner; players may, however, agree to an earlier finishing date under Rule XII.6, and in this way a large choice of start dates and game lengths is available.
3. Each scenario is identified by its start date, and each has a 'front line' associated with it, defining the boundary between the two sides as the scenario starts. The June 1941 boundary is the Russian border, the green dotted lines are the front lines for the two 1942 scenarios, the red dotted line is the 1943 boundary and the purple dotted line the 1944 boundary.
4. For each scenario, the following are laid down:-
  - (1) START DATE AND PLAYER MOVING FIRST
 

Since the Axis player-turn always comes first in each game-turn, scenarios which begin with a Soviet player-turn omit the Axis player-turn of that month.
  - (2) AVAILABLE FORCES
 

The number and size of combat units available to both sides is usually defined in terms of a total number of combat factors. Some scenarios, however, demand specific units. Players may never select units before their historical date of availability as defined by Rules X.A.10 and X.B.

In addition to his combat units, the Soviet player begins all scenarios with the Zhukov unit on Moscow.
  - (3) SET-UP RESTRICTIONS
 

The areas within which both sides may set up their units are defined. Specific placement of some or all units may be demanded.
  - (4) SOVIET FACTORIES
 

The number and location of the Soviet player's factory units is laid down.
  - (5) SPECIAL RULES
 

Rules applicable only to a specific scenario are listed.
5. At the start of any scenario, each side is assumed to control all Major and Victory cities on its own side of the front line boundary, except those to which it cannot trace a rail line.
6. The player whose player-turn is first in any scenario always sets up his units *after* his opponent has set up his. Units may be set up in enemy ZOC.
7. At the start of any scenario, both sides are assumed to have no accumulated replacements.

### B. June 1941 — The Campaign Scenario

1. This scenario begins with the Axis player-turn, June 1941.
2. AVAILABLE FORCES:
 

Both sides begin the game with just those combat units whose identity is underlined on the counter. There are 31 such Axis units and 20 such Soviet ones.
3. SET-UP RESTRICTIONS:
 

Soviet: All Soviet units must be set up precisely as listed in Appendix II.

Axis: The Hungarian unit sets up anywhere in Hungary, the Rumanian units anywhere in Rumania. Up to three stacking points of German infantry or mountain infantry may, at the Axis player's option, also set up in Rumania. All other German units may set up anywhere in Germany EXCEPT hex 0418 (Memel).
4. SOVIET FACTORIES: — See Appendix II.
5. SPECIAL RULE:
 

In June 1941, the Soviet player receives 3 combat factors of replacements, the Axis player none. Normal replacement rules apply from July 1941 onwards.

### C. May 1942 — The 1942a Scenario

1. This scenario begins with the Axis player-turn, May 1942.
2. AVAILABLE FORCES:
 

Soviet: Combat units of the Soviet player's choice totalling 50 combat factors, must include those units listed in Rule 3 below.

Axis: German combat units of the Axis player's choice totalling 60 combat factors, plus all Rumanian, Hungarian, and Italian units.
3. SET-UP RESTRICTIONS:
 

Soviet: The following units set up precisely as listed:-

6th Inf — 2412	57th Inf — 2512
9th Inf — 2511	2nd Shock Inf — 0309
21st Inf — 3018	Bo. Armoured Inf — 2411
42nd Inf — 0308	

All other Soviet units may set up anywhere on the eastern side of the 1942a front line boundary EXCEPT Sevastopol (3018), Leningrad (0308), and Kronstadt (0309).

Axis: Set up anywhere on the western side of the 1942a front line boundary.

Aug.	Sept.	Oct.	Nov.	Dec.
Aug.	Sept.	Oct.	<sup>D</sup> Nov.	Dec.
Aug.	Sept.	Oct.	Nov.	Dec.
Aug.	Sept.	Oct.	Nov.	Dec.

CEMENT/REINFORCEMENT ENTRY:				
City	Major City	Victory City	Mapboard-Edge Supply Source	
3	4	6	6	

# ADVANCED GAME Charts and Tables

CTORY REINFORCEMENTS TABLE					
		Axis			
		1941	1942	1943	1944
		10	12	10	7
		10	12	10	3

COMBAT RESULTS TABLES (AXIS)

Odds Die Roll	Assault										
	1:6	1:5	1:4	1:3	1:2	1:1	3:2	2:1	3:1	4:1	5:1
1	(DR) AL	DR AL	DR*	DR*	DR*	DR*	DR*	DD	DE	DE	DE
2	-	(DR) AL	(DR) AL	DR	DR	DR	DR	DR	DD	DE	DE
3	-	-	(DR) AL	(DR) AL	(DR) AL	(DR) AL	(DR)	DR	DR	DD	DE
4	AL	-	-	-	-	-	-	(DR)	DD	DD	DE
5	AL	AL	AL	-	-	-	-	-	DR	DD	DE
6	AL	AL	AL	AL	AL	-	TX	2X	X	X	DD

\* Defender suffers at least DX if 'No Retreat' in effect

COMBAT OPTIONS - Axis attacks			
Exchange Conversion		No Retreat	Both
DE	→ DE	DE	→ DE
DD	→ 1/2 DX	DD	→ DE
DR	→ DX	DR	→ X
(DR)	→ DX	(DR)	→ X
-	→ 2X	-	→ 2X
X	→ 2X	X	→ TX
2X	→ TX	2X	→ TX
TX	→ AL	TX	→ AL
DR/AL	→ DX	DR/AL	→ AE
(DR)/AL	→ X	(DR)/AL	→ AE
AL	→ AE	AL	→ AE

Effective DR and (DR) results against units which cannot retreat convert to DD.

## ADVANCED SEQUENCE OF PLAY

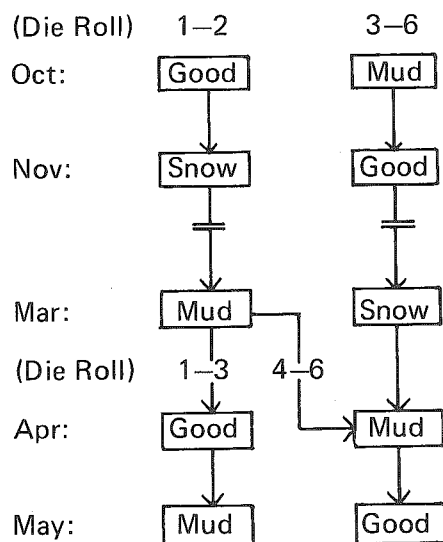
Weather Determination (Axis player-turn only)

- Replacement/Reinforcement Phase
  - Fortification and defortification
  - Entrain, detrain, and move factory units
  - Bring on replacements and reinforcements
- Operational Movement Phase
  - Flip over juggernaut units to stronger side and place HAB markers
  - Place Zhukov marker (Soviet player only)
  - Operational movement (including overruns)
  - Flip over juggernaut and armor units which used their higher movement factor. Remove HAB markers.
  - Create new juggernaut units
  - Stacking limits enforced
- Recovery Phase
  - Remove 'Dispersed' markers
  - Refit armor units
- Combat Phase
  - Specify all attacks
  - Resolve overrun/blitz attacks
  - Resolve assault attacks
  - Voluntary disbandments and break-outs
  - Stacking limits enforced
  - Eliminate phasing units which are isolated
  - Check Victory conditions (VDTs only)
  - 'No Retreat' orders for next player-turn

including tactical movement after each attack

# BASIC GAME Charts and Tables

## WEATHER DETERMINATION



See Section VI

## TURN RECORD TRACK

1941					May (optional)	B June	July	Aug
1942	Jan. ☆	Feb. ☆	March ☆	April ☆	C May	June	July	Aug
1943	Jan.	Feb. ✠	March	April	May	E June	July	Aug
1944	Jan.	Feb.	March	April	May	F June ☆	July	Aug
1945	Jan.	Feb.	March	April	May			

B,C,D,E,F:— Scenario start date  
 ✠(✠):— Axis reinforcement (withdrawal)  
 ☆:— Soviet reinforcement  
 □:— Victory Determination Turn

## COMBAT RESULTS TABLES

	Die Roll	Odds											
		1:6	1:5	1:4	1:3	1:2	1:1	3:2	2:1	3:1	4:1	5:1	6:1
<b>A</b>	1	(DR) AL	DR AL	DR	DR	DR	DR	DR	DE	DE	DE	DE	DE
	2	—	(DR) AL	(DR) AL	DR AL	DR	DR	DR	DR	DE	DE	DE	DE
	3	—	—	—	(DR) AL	(DR) AL	(DR) AL	(DR)	DR	DR	DE	DE	DE
	4	AE	—	—	—	—	—	—	(DR)	(DR)	DR	DE	DE
	5	AE	AE	AL	—	—	—	—	—	—	DX	DE	DE
	6	AE	AE	AL	AL	AL	—	TX	2X	2X	X	DX	DE
<b>B</b>	1	(DR) AL	DR AL	DR	DR	DR	DR	DR	DX	DE	DE	DE	DE
	2	—	(DR) AL	(DR) AL	DR AL	DR	DR	DR	DR	DX	DE	DE	DE
	3	AE	—	—	(DR) AL	(DR) AL	(DR) AL	(DR) AL	DR	DR	DX	DE	DE
	4	AE	AE	AL	—	—	—	—	(DR)	(DR)	DR	DE	DE
	5	AE	AE	AL	AL	AL	—	—	—	—	(DR)	DX	DE
	6	AE	AE	AL	AL	AL	AL	TX	TX	2X	2X	2X	DX

See Section VII.B for details of use

Aug.	Sept.	Oct.	Nov.	Dec.
Aug.	Sept.	Oct.	D Nov.	Dec.
Aug.	Sept.	Oct. (#)	Nov.	Dec.
Aug.	Sept.	Oct.	Nov.	Dec.

## BASIC GAME SEQUENCE OF PLAY

Weather Determination (Axis player-turns only)

1. Replacement/Reinforcement Phase  
Bring on replacements and reinforcements (Section X)
2. Operational Movement Phase
  - a) Place Zhukov marker (Soviet player only)
  - b) Operational movement (including overruns) Section IV)
  - c) Stacking limits enforced (Section V)
3. Recovery Phase  
Remove 'Dispersed' markers (Rule VII.F.5)
4. Combat Phase (Section VII)
  - a) Specify all attacks
  - b) Resolve overrun attacks
  - c) Resolve other attacks
  - d) Voluntary disbandments and break-outs
  - e) Stacking limits enforced
  - f) Eliminate phasing units which are isolated
  - g) Check Victory conditions (Victory Determination Turns only) (Section XII)

1:1	7:1	9:1	Odds Die Roll	
DE	DE		1	<b>A</b>
DE	DE		2	
DE	DE		3	
DE	DE		4	
DE	DE		5	
DE	DE		6	
DE	DE	DE	1	<b>B</b>
DE	DE	DE	2	
DE	DE	DE	3	
DE	DE	DE	4	
DE	DE	DE	5	
X	DE	DE	6	

## REPLACEMENT/REINFORCEMENT ENTRY CAPACITIES

(Number of stacking points that may appear on a hex – X.A.7)

Town	City	Major City	Victory City	Mapboard-Edge Supply Source
2	3	4	6	6

Notes:

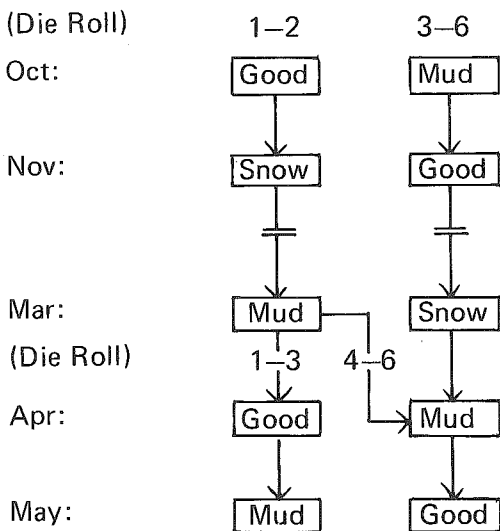
- a) All armor-type, shock, and front units increase their stacking factors by 1.
- b) All units appearing on the enemy side of the 1941 border increase their stacking factor by 1.
- c) Reinforcements (only) may also appear on a rail line hex adjacent to a friendly Victory City (2 stacking points maximum)

## VICTORY REQUIREMENTS TABLE

	Dec. 1941	Dec. 1942	Dec. 1943	Dec. 1944	May 1945
Axis:	10	12	10	7	3
Soviet:	8	6	8	11	14

(Moscow and Berlin each count as the equivalent of two Victory Cities).

# WEATHER DETERMINATION



See Section VI

## TURN RECORD TRACK

1941						May (optional)	B June	July
1942	Jan. ☆	Feb. ☆	March ☆	April ☆	C May	June	July	
1943	Jan.	Feb. ㄱ	March	April	May	E June	July	
1944	Jan.	Feb.	March	April	May	F June ☆	July	
1945	Jan.	Feb.	March	April	May	REPLA  Town 2		
B,C,D,E,F:— Scenario start date ㄱ (ㄱ):— Axis reinforcement (withdrawal) ☆:— Soviet reinforcement □:— Victory Determination Turn								

Scenario start date  
Axis reinforcement (withdrawal)  
Soviet reinforcement  
Victory Determination Turn

## VII REQUIREMENTS

### Soviet

8 6 8 11 14

10:1 10:1 10:1 10:1 10:1

10:1 10:1 10:1 10:1 10:1

10:1 10:1 10:1 10:1 10:1

10:1 10:1 10:1 10:1 10:1

10:1 10:1 10:1 10:1 10:1

10:1 10:1 10:1 10:1 10:1

10:1 10:1 10:1 10:1 10:1

10:1 10:1 10:1 10:1 10:1

10:1 10:1 10:1 10:1 10:1

10:1 10:1 10:1 10:1 10:1

10:1 10:1 10:1 10:1 10:1

10:1 10:1 10:1 10:1 10:1

10:1 10:1 10:1 10:1 10:1

10:1 10:1 10:1 10:1 10:1

10:1 10:1 10:1 10:1 10:1

## COMBAT RESULTS TABLES (SOVIET)

Odds Die Roll	1:6	1:5	1:4	1:3	1:2	1:1	3:2	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1
1	(DR) AL	DR AL	DR* AL	DR* AL	DR* AL	DR* AL	DR* AL	DX	DD	DE	DE	DE	DE	DE	DE	DE
2	—	(DR) AL	(DR) AL	DR AL	DR	DR	DR	DR	DX	DD	DE	DE	DE	DE	DE	DE
3	AL	—	—	(DR) AL	(DR) AL	(DR) AL	(DR) AL	DR	DR	DX	DD	DE	DE	DE	DE	DE
4	AL	AL	AL	—	—	—	(DR)	(DR)	(DR)	DR	DX	DD	DE	DE	DE	DE
5	AL	AL	AL	AL	—	—	—	(DR)	DR	DX	DD	DE	DE	DE	DE	DE
6	AL	AL	AL	AL	AL	AL	TX	TX	2X	2X	X	X	DX	DD	DE	DE
DIE ROLL																
1	X	X	DE	DE	DE	DE	DE	DE	DE	DE	DE	DE	DE	DE	DE	DE
2	2X	X	X	DE	DE	DE	DE	DE	DE	DE	DE	DE	DE	DE	DE	DE
3	3X	2X	X	X	DE	DE	DE	DE	DE	DE	DE	DE	DE	DE	DE	DE
4	AE	3X	2X	X	X	DE	DE	DE	DE	DE	DE	DE	DE	DE	DE	DE
5	AE	4X	3X	2X	X	X	X	X	X	X	X	X	X	X	X	X
6	AE	AE	4X	3X	2X	X	2X	X	X	X	X	X	X	X	X	X

\* Defender suffers at least DX if 'No Retreat' in effect

## COMBAT OPTIONS — Soviet attacks

### Exchange Conversion

### No Retreat

### Both

DE ———→ DE	DE ———→ DE	DE ———→ DE
DD ———→ ½DX	DD ———→ DE	DD ———→ DE
DX ———→ DX	DX ———→ ½DX	DX ———→ ½DX
DR ———→ DX	DR ———→ —	DR ———→ X
(DR) ———→ DX	(DR) ———→ —	(DR) ———→ X
———→ 2X	———→ —	———→ 2X
X ———→ 2X	X ———→ 2X	X ———→ 2X
2X ———→ TX	2X ———→ TX	2X ———→ TX
TX ———→ AL	TX ———→ AL	TX ———→ AL
DR/AL ———→ DX	DR/AL ———→ AL	DR/AL ———→ AE
(DR)/AL ———→ X	(DR)/AL ———→ AL	(DR)/AL ———→ AE
AL ———→ AE	AL ———→ AE	AL ———→ AE

Effective DR and (DR) results against units which cannot retreat convert to DD.

## Overrun/Blitz

## Assault

Note that the two 1942 scenarios share a common front line boundary from hexside 1908/1909 northwards. South of this hexside, the 1942a boundary is the more westerly of the two lines, including the two lines on the Kerch peninsula.

4. SOVIET FACTORIES on Moscow and Gorki only.
5. SPECIAL RULE:

The weather in May 1942 is 'Mud'.

#### D. November 1942 – The 1942b Scenario

1. This scenario begins with the Soviet player-turn, November 1942.
2. AVAILABLE FORCES:  
Axis: German combat units of the Axis player's choice totalling 64 combat factors, of which at least 16 factors must be armor, plus all Rumanian, Hungarian, and Italian units. Must include those units listed in Rule 3 below.  
Soviet: Combat units of the Soviet player's choice totalling 70 combat factors. Must include those units listed in Rule 3 below.
3. SET-UP RESTRICTIONS:  
Axis: The following units set up precisely as listed:—  

Rumanian 3rd Army – 2706	Italian 8th Corps – 2508
Rumanian 4th Army – 3005	14th Panzer Corps – 2804
Hungarian 2nd Army – 2208	German 6th Army – 2804

All other Axis units set up anywhere on the western side of the 1942b boundary (the whole of the Kerch peninsula is now under Axis control).  
Soviet: The following units set up precisely as listed:—  

2nd Shock Inf – 0309
42nd Inf – 0308
62nd Inf – 2904

All other Soviet units set up anywhere on the eastern side of the 1942b boundary EXCEPT Leningrad (0308) and Kronstadt (0309).

- 4. SOVIET FACTORIES on Moscow and Gorki only.
- 5. SPECIAL RULES:
  - a) The weather in November 1942 is 'Good'.
  - b) This scenario cannot end in December 1942; the December 1942 victory requirements do not apply.

#### E. June 1943 – The 1943 Scenario

1. This scenario begins with the Axis player-turn, June 1943.
2. AVAILABLE FORCES:  
Soviet: Combat units of the Soviet player's choice totalling 80 combat factors.  
Axis: German combat units of the Axis player's choice totalling 70 combat factors, plus the Hungarian 2nd and Rumanian 4th Armies. The German 6th Army has been permanently eliminated and cannot be taken either initially or as a replacement.
3. SET-UP RESTRICTIONS  
Soviet: Set up anywhere on the eastern side of the 1943 boundary. Units totalling at least 25 combat factors must be in Voronezh (2108) and/or in or adjacent to Moscow. Units totalling at least 10 combat factors must be on hexes 1810 and/or 2010.  
Axis: Set up anywhere on the western side of the 1943 boundary.
4. SOVIET FACTORIES on Moscow and Gorki only.
5. SPECIAL RULE:  
The weather in June 1943 is 'Mud'. (This is not normally possible – it is peculiar to this scenario only).

#### F. June 1944 – The 1944 Scenario

1. This scenario begins with the Soviet player-turn, June 1944.
2. AVAILABLE FORCES  
Axis: German combat units of the Axis player's choice totalling 74 combat factors, plus all Hungarian and Rumanian units. Must include at least 20 factors of armor, and all units listed in Rule 3 below. The German 6th and 17th Armies have been permanently eliminated and cannot be taken either initially or as a replacement.  
Soviet: Combat units of the Soviet player's choice totalling 111 combat factors.
3. SET-UP RESTRICTIONS  
Axis: The following German units set up precisely as listed:—  

2nd Army – 1218
4th Army – 1213
9th Army – 1315
16th Army – 0812

All other Axis units set up anywhere on the western side of the 1944 boundary.  
Soviet: Set up anywhere on the eastern side of the 1944 boundary.

- 4. SOVIET FACTORIES on Moscow and Gorki only.
- 5. SPECIAL RULES - none.

## XII VICTORY CONDITIONS

1. Victory depends on control of a certain number of the fourteen Victory cities listed in Appendix I. Each player checks whether he has achieved victory at the end of his opponent's player-turn in each December game-turn, and also in the May 1945 game-turn. These are known as the Victory Determination Turns (VDTs), and the game can only

be won in one of these five turns.

2. Players check the number of cities under their control at the end of their opponents player-turn in each VDT, and compare this with the number indicated in their own column of the Victory Requirements Table (Rule 5 below) for that turn. If either player controls as many or more Victory cities than indicated, he wins the game immediately at that point. If neither player reaches the required target, play continues.
3. If neither player reaches their required number of Victory cities for the May 1945 turn, the game is a draw.
4. For the purpose of counting Victory cities, Berlin and Moscow count as the equivalent of two each. For example, the Axis player could win in December 1941 by controlling Berlin, Moscow, and any six other Victory cities at the end of the Soviet player-turn.
5. VICTORY REQUIREMENTS TABLE
 

	Axis	Soviet
December 1941	10	8
December 1942	12	6
December 1943	10	8
December 1944	7	11
May 1945	3	14
6. Players may elect to play a shortened version of any scenario by deciding in advance to end the game no later than an agreed December VDT. If neither player has achieved victory by this point, the game is a draw. The November 1942 scenario, however, may not be ended in December of the same year!
7. For victory determination purposes only, Warsaw is considered Soviet-controlled only if currently occupied by the Polish 1st Army unit. For all other purposes Warsaw is controlled in the normal way.
8. These victory conditions do not necessarily apply when any of the Strategic Options of Section XIII are being utilised. They may be modified or superseded as described in that Section.

## XIII STRATEGIC OPTIONS

### A. General

1. The strategic options are variations on the basic game, reflecting historical possibilities which did not actually occur. All of the options apply only to the Campaign Scenario, except Option H (Partisans) which can be used with the 1942a Scenario as well.
2. Before setting up the game, players should agree between them which of the strategic options *may* be used. It is then up to one player or the other, depending on the option in question, to decide which if any of them *are* used. It is strongly recommended that the use of option G at least is permitted.
3. In some cases, use of a strategic option may alter the game length and victory conditions, those of Section XII being modified as follows:—
  - a) If the Soviet player elects to use option B, C or D, the game automatically end after the December 1941 game-turn. If either player controls 9 Victory cities (counting Moscow and Berlin as 2 each) at the end of his opponent's player-turn in this month, he wins; otherwise the game is a draw.
  - b) If the Axis player elects to use option H, the victory conditions of Section XII apply as normal except that any Axis win counts instead as a draw; the Axis player cannot win after using this option.

The above options modify victory conditions only if they are actually used, not if they are merely permitted. Options E, F, and G leave the victory conditions of Section XII unaltered.
4. Options B, C, D, E, and F are referred to as the 'start options' because their use must be declared before the game begins. Options G and H are known as the 'playing options' as they are introduced during the game. Each player may select at most one start option and one playing option.  
The Soviet player declares whether he is using any of options B, C, or D and sets up all his units before the Axis player has to decide whether he is using either of options E or F.

### B. Free Soviet Set-Up

Instead of setting up as listed in Appendix II, all Soviet combat units which begin the Campaign Scenario on the map-board may be set up as the Soviet player wishes on any hexes within the 1941 Russian borders. Factory units and the Zhukov marker set up as listed in Appendix II.

### C. The Stalin Line

1. This option supposes that construction and activation of the Stalin Line fortifications had been completed by the outbreak of hostilities, and its use is the only circumstance in which this terrain feature has any effect on the game; otherwise it is ignored.
2. The Soviet 21st, 22nd, 24th, 26th and 27th Armies and the Kiev Armored Unit are removed from the 1941 Soviet available forces (all may be used as replacements later), and the remaining

1941 Soviet combat units may be set up as the Soviet player wishes on any hexes within the 1941 Russian borders. Factory units and the Zhukov marker set up as listed in Appendix II.

3. The Stalin Line hexsides benefit only the Soviet player, and only when Axis units are approaching or attacking from the western side. Their effect is identical in all respects to that of a river, except:—
  - a) they never 'freeze' (Section VI.B)
  - b) no Axis unit may ever move directly from one hex in Soviet ZOC to another in an eastwards direction across a Stalin Line hexside. This rule takes precedence over Rules IV.B.3 and VII.F.10.
4. Where the Stalin Line runs along a river hexside, their effects are cumulative.
5. The Stalin Line never impedes Soviet movement or combat.

#### D. Modernisation of the Red Army

1. This option supposes that the pre-war modernisation of the Red Army had not been curtailed, and that all Tank and Guards Armies were immediately available.
2. The Soviet player may select any Soviet combat units he wishes, except Shock Armies, totalling 42 combat factors, for his initial set-up. At least 9 factors must be armor and/or armored cavalry units. These units may be set up as the Soviet player wishes on any hexes within the 1941 Russian borders, with the restriction that every hex adjacent to the border must be covered either by a Soviet combat unit or its ZOC. Again, Factory units and the Zhukov marker are set up as listed in Appendix II.
3. All Soviet combat units are immediately available for selection as replacements, except the five Shock Armies which appear in the normal way and cannot be taken as replacements before then.

#### E. May 1941 – The 'Conservative' Axis Invasion

1. Both this and the next option deal with the possibility of an Axis attack on the Soviet Union a month earlier, in May 1941. Here it is assumed that the Axis invasion of the Balkans is proceeding at the same time.
2. If the Axis player elects to use this option, the Campaign Scenario begins in May 1941. The Axis player receives no replacements in May 1941, the Soviet player 3 factors. Normal replacement rules (Section X.A.) apply from June 1941 onwards.
3. The Soviet 21st and 22nd Armies begin the game dispersed.
4. The German 14th, 40th, 41st Panzer Corps and 2nd Army begin the game in a dispersed condition in or adjacent to Lodz (hex 0924).
5. One die is rolled for weather; a roll of 1-3 gives May 1941 'Good' weather, a roll of 4-6 gives it 'Mud'.

#### F. May 1941 – The 'Daring' Axis Invasion

1. This option supposes that Hitler has abandoned the Balkan invasion in favour of an earlier attack at full strength on the Soviet Union.
2. If the Axis player elects to use this option, the Campaign Scenario begins in May 1941. The Axis player receives no replacements in May 1941, the Soviet player 3 factors. Normal replacement rules (Section X.A.) apply from June 1941 onwards except that the Axis replacement factor production rate (Rule X.A.5.a) is one factor per month less than normal for the entire game.
3. The Soviet 21st and 22nd Armies begin the game dispersed.
4. All units normally available to the Axis player in June 1941 are included in his May 1941 set-up.
5. One die is rolled for weather; a roll of 1-3 gives May 1941 'Good' weather, a roll of 4-6 gives it 'Mud'.

#### G. The Siberian Reserves

1. The five Soviet Shock Armies are collectively titled the Siberian Reserves. The Soviet player may elect to bring them into the game sooner than scheduled by Rule X.B.2.a at the risk of facilitating a Japanese invasion of Siberia (off-board) to the East.
2. The Soviet player may choose to commence the entry of his Siberian Reserves in any turn from June to December 1941. Whenever he chooses to commence their arrival the order of appearance is the same – two in the first month and one in each of the three subsequent months.
3. At the beginning of the Soviet player-turn in which he chooses to commence the arrival of the Siberian Reserves, and at the beginning of each subsequent Soviet player-turn through to December 1941 inclusive, a single die is rolled. On a die-roll of '1' the Japanese invasion of Siberia occurs, with the following consequences:—
  - a) Soviet replacement production is one factor per month less than normal for the remainder of the game, and
  - b) in addition, the Soviet player loses the next 17 factors of replacements to be produced. Shock Armies yet to appear may have their entry cancelled, if the Soviet player so chooses,

in which case their combat factors are deducted from the deficit.

Once the Japanese invasion has occurred, the relevant die-roll is discontinued.

4. Unless previously introduced under this option, the Siberian Reserves begin to arrive in January 1942 with no risk of any penalty.

#### H. Partisans

1. There are no partisan units in the game; instead, their considerable effect on the campaign in "factored-in" to Axis replacement production. This option hypothesises that Axis forces are able to contain the Partisan threat.
2. The Axis player may choose to implement this option at the beginning of his player-turn in any clear-weather month up to the end of 1942. Once implemented, the option remains in force for the rest of the game.
3. This option has the effect of giving the Axis player one extra factor of replacements each month from the turn it is implemented to the end of the game. However, the Axis player cannot win the game if he employs this option; a normal Axis win under Rule XII.2. would instead end the game as a draw. A draw under Rule XII remains a draw.

## ADVANCED GAME

### XIV. ADVANCED GAME COMPONENTS

#### A. The Rules

Sections XIV to XXIII contain the Advanced Game rules. All these are *additional* to the Basic Game rules in that ALL BASIC GAME RULES ARE STILL IN FORCE EXCEPT WHERE ALTERED OR REPLACED BY THESE RULES. So, for example, if a subject is not mentioned in the Advanced rules (e.g. Supply), the Basic Game rules remain unaltered.

The Advanced Game charts and tables, printed on the reverse of those for the Basic Game, must be used in this version.

#### B. The Mapboard

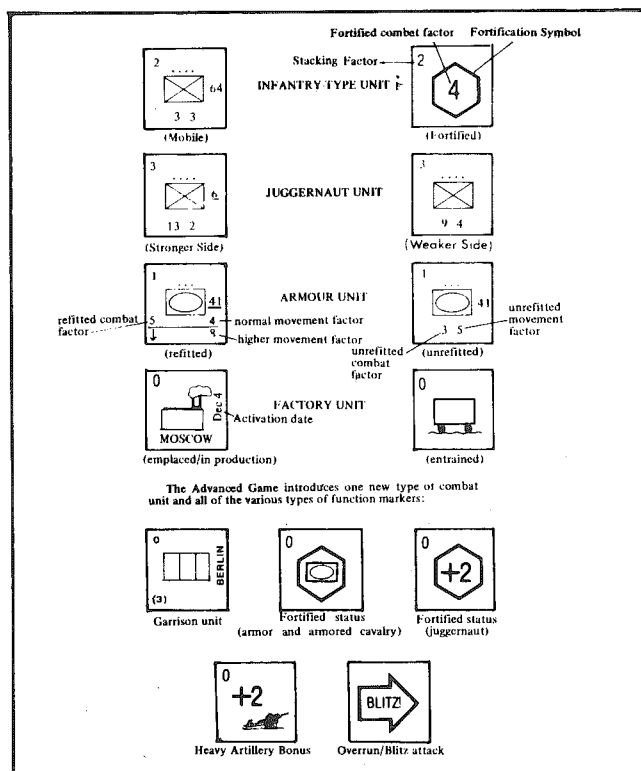
The Advanced Game of course uses the same mapboard as the Basic Game. However, some of the terrain effects are different – see the Terrain Effects Chart and also Section XIX.

#### C. The Playing Pieces

The Advanced Game combat units are printed black on a darker shade of green (Axis) or red (Soviet). In addition the two German SS Corps are printed white on black (for aesthetic effect only!).

All Advanced Game combat units, except armored cavalry and garrison units, are double-sided, with the reverse side of the counter representing the same unit either in fortified status (Section XVIII) or in an alternative mode (Section XV). Armored cavalry and garrison units are printed on the reverse of Basic Game units, with which they should not be confused.

The following are examples of double-sided units and their significance:—



'Dispersed' and 'No Retreat' markers (which should be obvious!) are also used. Note that many of these function markers are printed on the back of Basic Game combat units.

Unlike the Basic Game, the background colour of some function markers is relevant. Players may only use fortified status and heavy artillery bonus markers of their own colour.

## XV VARIABLE UNIT CAPABILITY

### A. General

1. In the Advanced game, some combat units have more than one possible combat and movement factor. The two sides of juggernaut factory, and armor unit counters signify two possible states in which these units can exist.

Such units always operate with the combat and movement factor currently face-up. All of these factors are subject to modification in the normal way, and a unit's movement allowance (Rule IV.A.4) is based on the movement factor being used.

2. For replacement purposes, including selection of available forces at the start of a scenario, the combat factor of a juggernaut unit is considered to be its weaker factor; for armor units it is the stronger (refitted) combat factor. Factory units can never be replaced.
3. Fortification (Section XVIII) is not considered a variable unit capability, but is a formation that any combat unit (except Garrison and Factory units) can adopt in addition to those of this Section.

### B. Juggernaut Units

1. In the Advanced game, juggernaut units are considered, more realistically, to be composed of a number of smaller, lower-echelon, infantry units (German corps or Soviet armies). Each juggernaut unit can exist in one of two forms, represented by the two sides of the counter, and can in addition be broken down into and reformed from its component parts.
2. Juggernaut units may never be brought into the game directly as replacements, although they may be on board at the start of any scenario. The only way in which they may appear during a scenario is by the combining of lower-echelon units. At the end of any OMP (before stacking limits are enforced), the phasing player may combine any of his infantry units (German corps or Soviet armies) which occupy the same hex by removing them from the board and replacing them with a juggernaut unit whose *weaker* (lower) combat factor is equal to or less than the total combat factors of the units removed. The juggernaut is placed weaker-side up on the same hex; it may not, of course, move in that player-turn. Juggernaut units may not be formed in enemy ZOC.
3. There is no limit to the number of juggernaut units that may be created in a single turn, nor any restriction on which or how many infantry units may combine to make them. The component units must, however, be German infantry corps (for Axis juggernauts) or Soviet infantry armies (for Soviet juggernauts); mountain, shock, and armored infantry may not be used.
4. At the beginning of his OMP, all of the phasing player's juggernaut units currently on board automatically revert to their stronger side (at no cost in replacements), provided they are in supply and not dispersed at that point. This is the only time and only manner in which a juggernaut unit may flip over from its weaker side.
5. A juggernaut unit may flip over from its stronger to its weaker side during movement (either operational or tactical) at the discretion of the owning player if he wishes to use the higher movement factor on the weaker side; otherwise, he is restricted to the stronger-side movement factor.
6. In 'Snow' months of the winter of 1941-42 only, Axis juggernaut units which end their OMP on or north of the Arctic Weather Line *must* immediately flip over to their weaker side, irrespective of the movement factor used, unless they are in any kind of city or town. See also Rule 10 below.
7. A juggernaut unit may be broken down into low-echelon units (not necessarily the same ones which combined to form it) by the owning player at any time during his player-turn. Irrespective of which face is uppermost at the time, a juggernaut unit always breaks down into units (any number) whose total combat factors do not exceed that on the weaker side of the juggernaut. Any infantry corps (German) or infantry armies (Soviet) may be selected from those available for replacement, but again, mountain, shock, and armored infantry may not be used. The juggernaut may re-enter the game (as described in rule 2 above) later only if it was in supply at the moment it was broken down.
8. A juggernaut unit may also break down in order to absorb combat losses from 'AL' or any kind of 'X' results, and any juggernaut which begins the Combat Phase *stronger-side up* is considered to have lost combat strength points equal to the difference between its two printed combat factors before any

component units have to be eliminated.

EXAMPLE: A Soviet Front unit, stronger-side up attacks 5 Axis combat strength points at 2-1 and rolls an 'X' result. All axis units are removed; the Soviet player may break the juggernaut down into components, and in doing so absorbs three combat strength points (12 minus 9) of his required loss. He need then remove only two combat strength points in component units.

A juggernaut unit which absorbs losses in this way may not have to lose any component units at all, if the required loss does not exceed the difference between its two combat factors. It must still break down into components, however – it cannot simply flip over to its weaker side.

9. A juggernaut may break down after combat resolution in order to allow its component units to advance tactically after combat.

10. In 'Snow' months of the winter of 1941/42 only, all Axis juggernauts on or north of the AWL which are still stronger-side up at the end of their Combat Phase are flipped over to their weaker side.

### C. Armor Units

1. Refitted status for an armor unit is like a freshly sharpened cutting edge on a sword. An armor unit does not have to be refitted to move, attack, or defend, but is more effective in the status.
2. Armor units always begin any scenario in refitted status, and their combat factor for replacement purposes is the higher one, that above the line on the refitted side of the counter.
3. An armor unit loses its refitted status, and is flipped over to its unrefitted side, in all of the following circumstances: –
  - i) if it exceeds the movement factor printed above the line on the refitted side. A refitted armor unit may move using the movement factor printed below the line but must immediately over to unrefitted status on completion of such movement.
  - ii) if it receives a 'DR' or '(DR)' combat result. In this case, a refitted armor unit flips over *instead* of being dispersed (it must still retreat if obliged to do so). Already-unrefitted armor units are dispersed in the normal way.
 II) as a combat loss following an 'AL' or any kind of 'X' result in the owning player's combat phase. An armor unit may flip over to unrefitted status in order to satisfy a combat loss equal to the difference between its two combat factors (in a similar manner to a juggernaut unit in Rule XV.B.8, except of course that it does not break down).
4. Note that the movement factor on an armor unit's unrefitted side is not the same as that below the line on its refitted side. An armor unit that begins its OMP unrefitted is restricted to the movement factor printed on that side of the counter. The fuel shortage penalty (Rule IV.C.4) applies equally to both refitted and unrefitted armor units.
5. To flip back over from unrefitted to refitted status, an armor unit must be undispersed and in supply at the start of its own player-turn, and may not move or be in the ZOC of an enemy unit during its OMP. It is then flipped back to its refitted side in the Recovery Phase at no cost in replacements. Armor units may fortify (Section XVI) in either refitted or unrefitted status, but may never *become* refitted while fortified.

### D. Factory Units

1. In the advanced game, factory units *are* combat units, representing the value as militia of their workers. They have a normal ZOC and, although it is not printed on the counter, are considered each to have a combat factor of '1' for defense only – factory units may never attack. They are neither infantry nor armor-type units, and their combat factor is never modified for any reason.
 

As in the basic game, factory units have a stacking value of zero and do not require supply. They may not retreat, and the only manner in which they may move is explained in Rule 3 below.

Section XXI details the initial placement of factory units in advanced game scenarios.
2. A factory unit cannot be attacked separately if stacked with any fortified unit; it must be attacked together with the largest such fortified unit in the hex (other units may be included as well). Furthermore, such an attack may only be an Exchange Conversion, Overrun, or Blitz attack (see Section XIX).
3. Factory units each produce replacement points at the rate of one per month *provided* that a rail line can be traced to that city in the RRP, but do not begin to do so until the date printed on their counter, known as the activation date. For example, the Leningrad factory unit produces one replacement point per month only from October 1941 onwards. The two factories with no date on the counter, Dnepropetrovsk and Tula, are in production from the start of the game.
4. Although they have a movement factor of zero, factory units may use a special form of movement simulating their dismantling and evacuation east of the Urals. The evacuation of a factory unit is a three-turn process: –
 

STEP ONE: In the RRP of any Soviet player-turn, the factory

unit is simply flipped over to its entrained side.

STEP TWO: In the RRP of the following Soviet player-turn, the factory unit is removed from the mapboard and placed off-board to the East, *provided* that at that moment a rail line can be traced to the city.

STEP THREE: In the RRP of the Soviet player-turn after that, the factory unit is flipped back to its original (production) side.

5. The Soviet player may conduct the evacuation of any number of factory units simultaneously. The process may even be interrupted or delayed if, for example, no rail line can be traced in Step Two above. Once entrained, however, the factory unit cannot re-enter production until it has been evacuated.
6. A factory unit produces no replacements during any turn in which it is entrained or flipped over from one side to the other (hence the process of evacuation always halts production for at least three turns).  
Any factory unit which commences evacuation on or before its activation date has this date postponed by three months (or by however long the evacuation took if this was more than three months).
7. A factory unit retains its defensive combat factor of '1' even if entrained or not yet in production.
8. No factory unit may entrain (commence evacuation) on the first turn of the campaign scenario (June 1941, or May 1941 if either of options XIII.E or XXIII.F are in operation).

## XVI. GARRISON UNITS

1. There are eight garrison units in the game (seven Soviet, one Axis), representing fixed garrisons of regular troops rather than militia units. They are placed on their indicated cities at the start of any scenario as laid down in Section XXIII, and may not move at all during the game.
2. Garrison units are combat units with **normal ZOCs**, but are neither infantry—nor armor-type units. Their combat factor is defensive only—garrison units **may never attack**—and is never modified for the effects of terrain.
3. A garrison unit, like a factory unit, cannot be attacked separately if stacked with any fortified unit. It must be attacked together with the largest such unit in the hex. Again, such an attack may only be an Exchange Conversion, Overrun, or Blitz attack.
4. Garrison units may never fortify, disband, or break out, and can never be replaced once eliminated.
5. The number of garrison units on board has an effect on Soviet replacements. See Rule XX.3.

## XVII FORTIFICATION

1. Any combat units, except factory and garrison units, which did not retreat in the immediately preceding enemy Combat Phase, may be fortified by the owning player in the Replacement/Reinforcement Phase of his player-turn. A fortified unit is so indicated by flipping the counter over, if its reverse side contains the fortification symbol (all infantry-type units except juggernauts), or by having the appropriate fortification marker placed on it (armor, armored cavalry, and juggernaut units).

By convention, fortified units are normally placed at the bottom of any stack.

2. Factory and garrison units may never fortify. Dispersed units *may* fortify if they did not actually retreat in the immediately preceding enemy combat phase.
3. A fortified unit has no movement allowance and may not move at all during its own player-turn. It may, however, retreat if it suffers a 'DR' or '(DR)' result in the enemy Combat Phase, but loses its fortified status in doing so.
4. A fortified unit may not attack, it can only defend. Further:—  
i) units stacked with a fortified unit are not obliged to attack enemy units in their ZOC: and  
ii) a unit adjacent to both a friendly fortified unit and an enemy unit which are also adjacent to each other is not obliged to attack that enemy unit.  
In effect, fortified units in the Advanced Game replace the concept of stationary units in Basic Game Rule VII.A.4.(iv) etc. (with a slight difference due to the fact that certain dispersed units can fortify). The words "was not dispersed and did not move during the OMP" in Rules VII.A.4.(iv), (v) and (vi), VII.A.10 and VII.C.3 are replaced by the words "is fortified" in the Advanced Game.
5. As shown on the counters themselves, some units increase their combat factor (for defense only) when fortified:—  
a) The combat factor of armor, armored cavalry, and shock infantry units is unaltered.  
b) Infantry (other than juggernauts), mountain infantry, and armored infantry have their combat factor increased by 1. (EXCEPTIONS: The Soviet 42nd and 62nd Armies have their

combat factor increased by 2).

c) German infantry armies have their combat factor increased by 2.

d) Soviet front units have their combat factor increased by 3.

6. Armor units may fortify at either their refitted or unrefitted strengths, but may never *become* refitted whilst fortified. Juggernaut units may also fortify at either combat strength (with the same gain in defensive combat strength) and *may* flip over to their stronger side while fortified.
7. Additional combat odds limitations are imposed when hexes containing fortified units are attacked. See Rule XIX.A.5.
8. To 'defortify' (change from fortified to unfortified status) a unit, other than by virtue of Rule XVII.2, the owning player simply flips the unit back to its normal combat side, or removes the fortification marker, in the RRP of his player-turn. The unit may then move (if undispersed) and attack normally in that player-turn.

## XVIII. HEAVY ARTILLERY BONUS

1. All juggernaut units and Soviet shock armies which begin the OMP of their own player-turn undispersed, unfortified, and in supply, and which do not move during that OMP, may use the Heavy Artillery Bonus (HAB) when attacking adjacent units in the Combat Phase.  
No other types of unit may use this Bonus.
2. For ease of memory, HAB markers are placed on all eligible units at the beginning of the OMP, and removed as these units move during the OMP. All remaining HAB markers are removed at the end of the Combat Phase.
3. The Heavy Artillery Bonus gives Soviet shock armies 1 additional combat factor, and all juggernaut units 2 additional combat factors (use the appropriate marker) when *attacking* in their own Combat Phase.
4. The Heavy Artillery Bonus cannot be used defensively (which is why fortified units cannot use it).
5. Juggernauts may benefit from the HAB while at either of their combat strengths, although will be definition always be stronger-side up unless inverted only by virtue of Rule XV.B.6.
6. The Bonus combat factors allowed by the HAB can be used as "padding" against 'AL' or any kind of 'X' combat result, in the same way as can the difference between the higher and lower combat strengths of juggernaut units and armor units. The attacker may lose the combat factors of the HAB before he has to begin taking losses from combat units; this does not in any way affect the ability of that attacking unit to use the HAB again in later turns.  
EXAMPLE: The Soviet "Northwest" front unit, stronger-side up and with its HAB of +2 attacks the German 5th infantry corps (3-4) at 14 to 3, which rounds down to 4 to 1, and rolls a 'DX' result. The German 5th corps and the Soviet HAB marker are removed; the Soviet unit cannot break down or take any more losses without exceeding the Axis loss, and so loses nothing further.  
Had the result of the above combat been '2X', the Soviet player could have satisfied the required minimum six-factor loss by removing the HAB marker (2 factors), breaking down his juggernaut (3 factors), and losing any one component unit.
7. In 'Snow' months of the winter of 1941/42 (only), no Axis unit on or north of the Arctic Weather Line may use the HAB.

## XIX. ADVANCED GAME COMBAT

### A. General

1. The combat rules are perhaps the most complex part of the Advanced Game, introducing a subtlety and flexibility rare in games of this level. The general principle still holds, however, that Basic Game rules remain in force except where modified or amended by these rules.
2. In the Advanced Game, the two sides use different CRTs, two each in fact, replacing CRTs A and B of the Basic Game. Each player resolves his attacks using his own CRTs, and the significance of the 'Assault' and 'Overrun/Blitz' CRTs is explained in Section XIX.B. The maximum odds of Rule VII.B.2.b are now 7:1 (Axis attacks) and 10:1 (Soviet attacks).
3. Section VII.A remains in effect unaltered except for the change already mentioned to Rule VII.A.4. This now reads:—  
A phasing combat unit which is adjacent to one or more enemy units in the Combat Phase must attack at least one of them, *unless*:—  
i) it is a Major or Victory city hex; or  
ii) it is adjacent to enemy units only across unfrozen river hexsides or Kerch Straits (or similar - Rule IV.E.5) hexsides; or  
iii) all enemy units in its ZOC are being attacked by other units; or  
iv) it is fortified; or  
v) it is stacked with another combat unit which is fortified; or  
vi) both it and all enemy units to which it is adjacent are also

adjacent to another phasing combat unit which is fortified.

A unit is also not obliged to attack if a combination of (ii), (iv), and (vi) apply, as shown in the Examples of Play. Rule VII.A.10 is altered accordingly.

#### 4. ADDITIONAL WEATHER EFFECT ON COMBAT:

In the Advanced Game, all 'Assault' attacks (attacks other than overrun and blitz attacks) in 'Mud' turns, and all Axis Assault attacks in 'Snow' turns, are modified by a one-column shift to the left on the CRT (Step Five of Rule VII.B.1), in addition to all other effects.

This replaces Rules Section VI.D.

#### 5. ADDITIONAL COMBAT ODDS LIMITATIONS:

a) An attack against a defending group containing one or more fortified units must be at higher odds than any attack against unfortified units only in the same hex.

b) The total modified defense factor of a defending group containing one or more fortified units must be greater than that of any defending group of unfortified units attacked separately in the same hex.

EXAMPLE: A fortified Soviet 2-3 infantry army, an unfortified Soviet 2-3 infantry army and an unrefitted Soviet 6-6/4-5 tank army are being attacked in Kiev which still contains its 1-factor garrison unit. The modified combat values of the Soviet units are 4, 3, 4, and 1 respectively. The garrison unit must be combined with the fortified unit (Rule XVI.3), and to satisfy *this* rule, either the unfortified infantry unit or the tank unit must be included in the defending group. This group must then be attacked at higher odds than any unit attacked separately in the hex (the attacker could of course attack the entire hex as a single defending group).

c) The words "remained undispersed and stationary throughout the OMP" in Rule VII.C.3 are replaced by the words "is fortified" in the Advanced Game.

#### 6. ADDITIONAL TERRAIN EFFECTS ON COMBAT:

- Soviet infantry-type units each have 1 added to their combat factor when defending in any Major or Victory city in the Soviet Union (not just Victory cities as in the Basic Game).
- Mountain infantry units have their combat factor doubled when defending in or attacking into mountain hexes, rather than increased by one.

#### B. Advanced Overrun and Blitz Attacks

- An overrun attack in the advanced game requires odds of at least 5-1, and is resolved on the attacker's own Overrun/Blitz CRT.
- Any attack made possible by an overrun attack (i.e. in which one or more of the attacking units made a move during the OMP which was possible only because an overrun attack had taken place) is termed a 'Blitz' attack, and must also be resolved on the Overrun/Blitz CRT.
- Blitz markers are provided to indicate which attacking units must use the Overrun/Blitz CRT, and should be placed during the OMP both on units which make an overrun attack and on units which make a move possible only because that overrun attack has taken place.
- As indicated by the CRTs, the minimum odds for Blitz attacks are 2:1 for Axis attacks and 3:1 for Soviet attacks. Blitz attacks below these odds are not allowed, and if unavoidable for any reason, yield an automatic 'AE' result.
- Overrun and blitz attacks are never modified for the effects of weather (although other modifiers apply as normal), nor can the Combat Options of Section XIX.C be used in conjunction with them.
- Overrun and blitz attacks must be resolved before normal attacks in the Combat Phase, and can be resolved in any order the phasing player chooses.
- All attacks other than overrun and blitz attacks are resolved on the attacker's Assault CRT. A player may, however, choose to use the Overrun/Blitz CRT for a particular attack, even if he is not obliged to do so, provided that attack is resolved before any attacks on the Assault CRT.

#### C. Combat Options

- In the Advanced Game, both attacker and defender may influence the result of an attack by the employment of Combat Options. The defender may order 'No Retreat' which causes his units to remain in place, usually at the cost of higher casualties. The attacker may choose, or may be obliged to use, 'Exchange Conversion', which tends to cause higher losses to both sides. It is possible for both of these options to be in effect for the same attack.
- Combat Options only affect results on the Assault CRT. The Overrun/Blitz CRT results are never altered, and so, for example, it makes no difference to an overrun attack whether the defender had a 'No Retreat' order or not.

#### 3. EXCHANGE CONVERSION

Immediately prior to the combat die roll, the attacker may choose to declare Exchange Conversion to be in effect for a particular Assault attack. This has the effect of altering the combat result as indicated on the Combat Options section of the Advanced Game CRTs. The result is read from the Assault CRT as normal, and then converted to the result shown under the 'Exchange Conversion' heading.

- Exchange Conversion is mandatory (the attacker *must* use this option) in:-

- all attacks against a defending group which includes a garrison or factory unit; and
- all Axis attacks against a Soviet unit in a swamp hex (or any defending group that includes such a unit).

#### 5. NO RETREAT

a) A player who wishes to declare No Retreat orders must do so at the *end* of his own player-turn, to be in effect for his units in the immediately following enemy player-turn.

b) If the Soviet player invokes this Combat Option, he must do so for *all* of his units or none at all.

c) The Axis player may declare this option to be in effect for individual German-occupied hexes (but not for separate units within a hex), and such hexes are identified with a 'No Retreat' marker.

d) The Axis player may not declare No Retreat orders for any hexes containing Rumanian, Hungarian, or Italian units.

- No Retreat orders alter combat results as indicated under the appropriate heading in the Combat Options section of the Advanced Game CRTs. Again, the result is read as normal from the Assault CRT, and then converted to that shown under the 'No Retreat' heading.

- Furthermore, any combat die roll of '1' in an attack at 1:4 or greater against units with a No Retreat order causes at least a 'DX' result against the defender, even if the converted result is only a '1'.

- It is possible for a Soviet attack directed against more than one hex to include in the same defending group units both with and without No Retreat orders. In this case, all units of the defending group are subject to the No Retreat order, even if some of them are Rumanian, Hungarian, or Italian.

- The third column of the Combat Options section of the CRTs indicates the alterations in effect when both Exchange Conversions are used instead of either of the other two.

#### D. Advanced Game Combat Results

- The Advanced Game introduces three new combat results and slightly modifies two of the existing ones. 'DD' results can now occur directly on the CRT.

- '½DX' - Defender Half Exchanged: All units of the defending group are eliminated. The attacker then eliminates from the attacking group units whose modified combat strength does not exceed *half* the modified combat strength of the defending group, but comes as near as possible to this figure.

- '3X' - Triple Exchange: Identical to an 'X' result except that the attacker must lose units totalling at least three times the defender's modified strength.

- '4X' - Quadruple Exchange: Identical to an 'X' result except that the attacker must lose units totalling at least four times the defender's modified strength.

- It is possible in the Advanced Game for an 'X' result to occur when the modified combat strength of the attacker is less than that of the defender. In this case, all units of the attacking group are eliminated, and the defender eliminates from the defending group units whose total modified combat strength does not exceed that of the attacker, but comes as near as possible to this figure. In effect, this is a 'DX' result in reverse.

The same principle applies to '2X', '3X', and '4X' results if the attacker's modified combat strength is less than twice, three times, or four times (respectively) that of the defender. All units of the attacking group are eliminated, and the defender eliminates from the defending group units whose total modified combat strength does not exceed one-half, one-third, or one-quarter (respectively) that of the attacker.

- Any attacking unit required to take losses to satisfy an 'AL' or any kind of 'X' result may always lose, firstly, any HAB, and secondly, any difference between the higher and lower strengths of juggernaut and armor units, before having to take losses in actual combat units, even if, in the case of 'AL', 'DX', and '½DX' results, he could come closer to the maximum required loss by losing combat units first. For an example, see Rule XVIII.6, where the Soviet player need lose only the HAB, even though he could lose exactly three factors by breaking down his juggernaut unit.

This option is never open to the defender, even in cases where Rule 5 above applies, because armor and juggernaut

units may never flip over or break down during an opposing player-turn. So, for example, if a German 10-2 juggernaut with a No Retreat order is attacked at odds of 1 to 2 by a Soviet 5-3 infantry army with Exchange Conversion declared, and a '2' rolled on the die, the '-' result would convert to an 'X'; the Soviet unit would then be eliminated and the Axis player need lose nothing.

7. Units which are forced to retreat by a 'DR' or '(DR)' result and cannot do so still have the result converted to 'DD'. This can only happen, however, if neither Exchange Conversion nor No Retreat are operative.
8. Tactical advance after combat, including the special provisions of Rule VII.F.10, is permitted if an attacked hex is left vacant by a '½DX' result, but not if left vacant by a '3X' or '4X' result.

#### E. Advanced Disbandment and Break-Out

1. Units in the Advanced Game disband in the same manner as in the Basic Game (in spite of their higher combat factors). However:-
  - a) Fortified units which disband yield replacement factors equal to one less than their *normal* (unfortified) combat factor.
  - b) Juggernaut units which disband yield replacement factors equal to two less than their *weaker* combat strength, irrespective of their current status (and even if fortified).
  - c) Disbanding armor units yield replacement factors equal to one less than their *current* combat strength.
  - d) Factory and garrison units may never disband.
2. Break-out is treated more realistically in the Advanced Game by considering in detail the break-out path. The break-out path to a hex in supply can now be of any length, still passing through any number of enemy ZOCs but not through enemy-occupied hexes. However, in addition to the basic reduction imposed by Rule VII.G.3 (as modified by Rule 1 above), one replacement factor is lost from the total of the pocket as a whole:-
  - i) for each movement point in excess of three which would have to be expended to move along the break-out path (from the nearest unit in a pocket); and
  - ii) for each hex in enemy ZOC along the break-out path which is not occupied by a supplied friendly unit; and
  - iii) in 'Snow' months, each hex of the break-out path which is on or north of the Arctic Weather Line.

This rule does not envisage units actually making such a break-out movement, so the length of the path may be in excess of a unit's movement allowance. Obviously, however, paths containing too many hexes or enemy ZOCs may reduce the number of surviving replacement factors to zero.

## XX. ADVANCED GAME REPLACEMENTS AND REINFORCEMENTS

1. The principle and mechanism of replacements and their introduction into play remains the same as in the Basic Game. The only difference lies in the manner and numbers of replacement factor production.
2. The Soviet player now receives:-
  - a) one replacement factor per month for each factory unit emplaced and in production (either on its original city or evacuated to the east); plus
  - b) one replacement factor per month for each Soviet Victory city under his control (including only one, not two, for Moscow); plus
  - c) from "Siberia":-
    - In 1941 - 2 factors per month
    - In 1942 - 3 factors per month
    - In 1943 - 4 factors per month
    - In 1944 - 5 factors per month
    - In 1945 - 6 factors per month
3. The Soviet player may never bring into the game as replacements in any one player-turn more infantry-type units than he has garrison units currently on the board.
4. a) Normal Axis replacement factor production is now:-
  - In 1941 - 2 factors per month
  - In 1942 - 4 factors per month
  - From 1943 onwards - 6 factors per month
 b) In addition, the Axis player now receives one replacement factor per month (instead of every two months) for each pair of Soviet Victory cities he controls (again counting Moscow as two).
5. Notwithstanding the above, the Axis player may never receive more replacement factors in any one month than the total number of Victory cities under his control at that instant.
6. In addition, Rule X.A.11 from the Basic Game remains in force.
7. a) Juggernaut units may not enter the game as replacements. See Rule XV.B.2.  
b) The replacement factor cost of armor units is their refitted

combat strength, and such units enter the game with this side uppermost.

- c) The replacement factor cost of all other units is their *unfortified* combat factor.
- d) Factory and garrison units can *never* be replaced.
8. Reinforcements in the Advanced Game are identical to those of the Basic Game. The German 2nd SS Panzer Corps enters the game refitted.
9. No unit may fortify in the player-turn in which it enters the game as a replacement or reinforcement.

## XXI. ADVANCED GAME SCENARIOS

### A. General

1. Each Basic Game scenario has its counterpart in the Advanced Game, with the same start date and essentially the same set-up conditions and special rules. For ease of reference, however, the Advanced scenarios are all detailed in full here.
2. Each scenario now specifies as rule 5 the Soviet garrison units remaining. 'Special Rules' becomes rule 6.  
The Berlin garrison unit begins *all* scenarios on Berlin.
3. The combat factors referred to when defining a scenario's available forces are the *weaker* factors of juggernaut units, the *refitted* factors of armor units, and the *unfortified* factors of all units. The defensive combat factors of factory and garrison units are *not* included in the totals; these are extra.
4. a) Juggernaut units of both sides begin all scenarios at their weaker combat strength, unless otherwise specified. Those of the player moving first may, of course, flip over to their stronger side at the beginning of his first OMP, provided they are in supply.  
b) Armor units of the player moving first begin all scenarios refitted; those of the player who sets up first begin unrefitted, unless otherwise specified.  
c) Except where a scenario's special rules decree otherwise, both players may begin all scenarios with any units they wish in fortified status.  
d) No factory unit may ever begin any scenario entrained.  
e) The non-phasing player may declare 'No Retreat' orders for his units in the first player-turn of any scenario.

### B. June 1941 - The Campaign Scenario

1. This scenario begins with the Axis player-turn, June 1941.
2. AVAILABLE FORCES:  
Both sides begin the game with just those combat units whose identity is underlined on the counter. There are 31 such Axis units and 20 such Soviet ones (excluding garrisons and factories).
3. SET-UP RESTRICTIONS:  
Soviet: All Soviet units must be set up precisely as listed in Appendix II.  
Axis: The Hungarian unit sets up anywhere in Hungary, the Rumanian units anywhere in Rumania. Up to three stacking points of German infantry or mountain infantry may, at the Axis player's option, also set up in Rumania. All other German units may set up anywhere in Germany EXCEPT hex 0418 (Memel).
4. SOVIET FACTORIES:- All seven are set up as listed in Appendix II.
5. SOVIET GARRISONS:- All seven are set up as listed in Appendix II.
6. SPECIAL RULES:  
a) In June 1941, the Soviet player receives 6 combat factors of replacements, the Axis player 1. Normal replacement rules apply from July 1941 onwards.  
b) No Soviet unit may begin the game fortified.  
c) Axis juggernaut units begin the game at their stronger combat factor.

### C. May 1942 - The 1942a Scenario

1. This scenario begins with the Axis player-turn, May 1942.
2. AVAILABLE FORCES:  
Soviet: Combat units of the Soviet player's choice totalling 72 combat factors, of which 14 must be armor and/or armored cavalry. Must include those units listed in Rule 3 below.  
Axis: German combat units of the Axis player's choice totalling 90 combat factors, plus all Rumanian, Hungarian, and Italian units.
3. SET-UP RESTRICTIONS:  
Soviet: The following units set up precisely as listed:-  
  - 21st Inf - 3018
  - 42nd Inf - 0308
  - 2nd Shock - 0309
 All other Soviet units may set up anywhere on the eastern side of the 1942a front line boundary EXCEPT Sevastopol (3018), Leningrad (0308), and Kronstadt (0309).  
 Axis: Set up anywhere on the western side of the 1942a front line boundary.

#### 4. SOVIET FACTORIES:

Moscow, Gorki, Tula, and Leningrad are emplaced on board, although Leningrad produces no replacement factors until a rail line can be traced to it. Stalino and Kharkov have been evacuated to the east and are in production, and Dnepropetrovsk has been eliminated.

#### 5. SOVIET GARRISONS: - on Grozny, Moscow, Leningrad, Stalingrad and Sevastopol only.

#### 6. SPECIAL RULE:

The weather in May 1942 is 'Mud'.

#### D. November 1942 – The 1942b Scenario

##### 1. This scenario begins with the Soviet player-turn, November 1942.

#### 2. AVAILABLE FORCES:

Axis: German combat units of the Axis player's choice totalling 100 combat factors, of which at least 24 must be armor, plus all Rumanian, Hungarian, and Italian units. Must include those units listed in Rule 3 below.

Soviet: Combat units of the Soviet player's choice totalling 120 combat factors. Must include those units listed in Rule 3 below.

#### 3. SET-UP RESTRICTIONS:

Axis: The following units set up precisely as listed:-

Rumanian 3rd Army – 2706	Italian 8th Corps – 2508
Rumanian 4th Army – 3005	14th Panzer Corps – 2804
Hungarian 2nd Army – 2208	German 6th Army – 2804

All other Axis units set up anywhere on the western side of the 1942b boundary (the whole of the Kerch peninsula is now under Axis control).

Soviet: The following units set up precisely as listed:-

2nd Shock Inf – 0309
42nd Inf – 0308
62nd Inf – 2904

All other Soviet units set up anywhere on the eastern side of the 1942b boundary EXCEPT Leningrad (0308) and Kronstadt (0309).

#### 4. SOVIET FACTORIES:

Moscow, Gorki, Tula, and Leningrad are emplaced on board, although Leningrad produces no replacement factors until a rail line can be traced to it. Stalino and Kharkov have been evacuated to the east and are in production, and Dnepropetrovsk has been eliminated.

#### 5. SOVIET GARRISONS:- on Grozny, Moscow, and Leningrad only.

#### 6. SPECIAL RULES:

- The weather in November 1942 is 'Good'.
- This scenario cannot end in December 1942; the December 1942 victory requirements do not apply.

#### E. June 1943 – The 1943 Scenario

##### 1. This scenario begins with the Axis player-turn, June 1943.

#### 2. AVAILABLE FORCES:

Soviet: Combat units of the Soviet player's choice totalling 140 combat factors.

Axis: German combat units of the Axis player's choice totalling 120 combat factors, plus the Hungarian 2nd and Rumanian 4th Armies. The German 6th Army has been permanently eliminated and cannot be taken either initially or as a replacement.

#### 3. SET-UP RESTRICTIONS:

Soviet: Set up anywhere on the eastern side of the 1943 boundary. Units totalling at least 40 combat factors must be in Voronezh (2108) and/or in or adjacent to Moscow. Units totalling at least 20 combat factors must be on hexes 1810 and/or 2010.

Axis: Set up anywhere on the western side of the 1943 boundary.

#### 4. SOVIET FACTORIES:

Moscow, Gorki, Tula, and Leningrad are emplaced on board, although Leningrad produces no replacement factors until a rail line can be traced to it. Stalino and Kharkov have been evacuated to the east and are in production; and Dnepropetrovsk has been eliminated.

#### 5. SOVIET GARRISONS:- on Grozny, Moscow, and Leningrad only.

#### 6. SPECIAL RULES:

- The weather in June 1943 is 'Mud'. (This is not normally possible – it is peculiar to this scenario).
- Soviet units on or within two hexes of Kursk (1910) may not begin the game fortified.
- After the set-up, but before play begins, the Axis player rolls one die for each of his armor units. A die roll of 1, 2, or 3 leaves the unit refitted; a die roll of 4, 5, or 6 means the units begin the game unfitted.

#### F. June 1944 – The 1944 Scenario

##### 1. This scenario begins with the Soviet player-turn, June 1944.

#### 2. AVAILABLE FORCES:

Axis: German combat units of the Axis player's choice totalling 125 combat factors, plus all Hungarian and Rumanian units. Must include at least 33 factors of armor, and all units listed in Rule 3 below. The German 6th and 17th Armies have been permanently eliminated, and cannot be taken either initially or as replacements.

Soviet: Combat units of the Soviet player's choice totalling 240 combat factors.

#### 3. SET-UP RESTRICTIONS:

Axis: The following German units set up precisely as listed:-

2nd Army – 1218
4th Army – 1213
9th Army – 1315
16th Army – 0812

All other Axis units set up anywhere on the western side of the 1944 boundary.

Soviet: Set up anywhere on the eastern side of the 1944 boundary.

#### 4. SOVIET FACTORIES:

Moscow, Gorki, Tula, and Leningrad are emplaced on board, Stalino and Kharkov have been evacuated to the east and are in production, and Dnepropetrovsk has been eliminated.

#### 5. SOVIET GARRISONS:- on Grozny, Moscow, and Leningrad only.

#### 6. SPECIAL RULES:- none.

### XXII. ADVANCED GAME VICTORY CONDITIONS

The victory conditions for the Advanced Game are the same as those for the Basic Game, and the Victory Requirements Table remains unchanged. However, the Axis player may now count as the equivalent of one Victory city each pair of Soviet factory units eliminated (not, of course, those evacuated to the east by the Soviet player).

EXAMPLE: The Axis player would win the game if he controlled Moscow, Berlin, and seven other Victory cities and had eliminated two Soviet factories at the end of the Soviet December 1942 player-turn.

### XXIII. ADVANCED GAME STRATEGIC OPTIONS

#### A. General

1. The seven strategic options for the Advanced Game are the same as those for the Basic Game, so the following subsections give details only of the amendments and additions to the options necessary for their use with Advanced Game rules. The rules of Section XIII, and in particular of Section XIII.A, remain otherwise unaltered.

2. The provisions of Section XXII apply to *all* strategic options in the Advanced Game. Those of Section XII are modified as before.

#### B. Free Soviet Set-Up

Identical to the Basic Game.

#### C. The Stalin Line

Identical to the Basic Game.

#### D. Modernisation of the Red Army

The Soviet player may now select any Soviet combat units (not counting factory and garrison units) except Shock Armies totalling 85 factors, of which at least 20 factors must be armor and/or armored cavalry.

#### E. May 1941 – The 'Conservative' Axis Invasion

1. The Axis player now receives 1 replacement factor in May 1941, the Soviet player 6 factors. Normal replacement rules apply from June 1941 onwards.

2. The German 14th, 40th, and 41st Panzer Corps are refitted, even though dispersed.

#### F. May 1941 – The 'Daring' Axis Invasion

1. The Axis player now receives 1 replacement factor in May 1941, the Soviet player 6 factors. Normal replacement rules apply from June 1941 onwards.

2. The reduction in German replacement factors is now:-

1 factor per month in 1941
2 factors per month in 1942
3 factors per month in 1943
4 factors per month in 1944
5 factors per month in 1945

#### G. The Siberian Reserves

The penalty to the Soviet player if the Japanese invasion occurs is now a reduction in replacement factor production of two per month, plus the loss of the next 30 replacement factors to be produced.

## H. Partisans

Instead of simply one extra replacement factor per month, the Axis player now receives *three* (rather than one) replacement factors each month for each pair of Soviet Victory cities he controls.

## APPENDIX I

### VICTORY CITIES

In Axis Territory	In the Soviet Union
Berlin* (0327)	Moscow* (1306)
Vienna (1130)	Leningrad (0308)
Prague (0729)	Kiev (1816)
Budapest (1428)	Sevastopol (3018)
Bucharest (2425)	Rostov (2911)
Warsaw† (0922)	Stalingrad (2804)
	Voronezh (2108)
	Grozny (3907)

\*For the purposes of victory determination and German replacements Berlin and Moscow each count as the equivalent of two Victory Cities.

†For victory determination purposes only, Warsaw is considered Soviet-controlled only if currently occupied by the Polish 1st Army unit.

## APPENDIX II

### SOVIET SET-UP; JUNE 1941

#### Basic Game

3rd Inf - 0919	16th Inf - 1816
4th Inf - 1120	18th Inf - 2020
5th Inf - 1321	19th Inf - 2214
6th Inf - 1422	20th Inf - 1211
8th Inf - 0518	21st Inf - 1514
9th Inf - 2321	22nd Inf - 0911
10th Inf - 0920	24th Inf - 1107
11th Inf - 0718	26th Inf - 1523
12th Inf - 1822	27th Inf - 0515
13th Inf - 1017	Kiev Armored Unit (Ki) - 1520

Factory units in each of the following cities:-

Dnepropetrovsk (2414)  
Gorki (1501)  
Kharkov (2211)  
Moscow (1306)  
Stalino (2611)

Zhuko unit - Moscow (1306)

#### Advanced Game

Advanced Game - add to the above

Factory units at:- Leningrad (0308)  
Tula (1607)

Garrison units at:- Grozny (3907)  
Kiev (1816)  
Leningrad (0308)  
Moscow (1306)  
Rostov (2911)  
Sevastopol (3018)  
Stalingrad (2804)

## APPENDIX III

### MAPBOARD NOTES

The mapboard for this game was printed some time before the rules were finalised, and in consequence there are a number of minor discrepancies between map and rules. These notes clarify and correct certain aspects of the map and Terrain Effects Chart.

- The map lacks a compass arrow to indicate North. The North direction runs along the hex-grain from lower right to upper left of the map, e.g. from 3419 to 0103.
- The Sea of Azov is the area bounded by Rostov, Melitopol, and the Kerch Straits.
- The following freeze lines are missing from the map - mark them in, in red pen:-  
0519/0619/(0520) 1212/1213/1313  
1613/1614/1714 1610/1611/1711  
2210/2211/2311 2804/2805/2905  
The 3302/3303/3402 freeze line is marked but may be rather faint on the map, and 1508/1509/1608 does not have a freeze line because the river is running west to east at that point (see Rule VI.B.2).
- There should *not* be a freeze line of hexside 1103/1104. Ignore this mark.
- The line along hexside 0109/0108 should be black, not red. It is the Finnish border.
- The name of the port town in hex 0309 should strictly speaking be Oranienbaum, not Kronstadt. (Kronstadt Island is not in fact marked on the map).
- Players may find it helpful to mark the area controlled by Finland from September 1941 to June 1944 with a dotted line on the map. See Rule IV.E.9.

- Players who find the Victory cities difficult to remember may wish to underline their names on the map.

- Hexside 2816/2917 is misprinted on the map; it should be a straits hexside. (Hence 2816/2817 is a sea hexside). Rule IV.E.5 refers.

## 10. TERRAIN EFFECTS CHART

The following corrections should be made to the Terrain Effects Chart, to bring it into line with the rules:-

- Mountain, Effect on Combat: Delete 'AV'; after "defending" (1st line) insert "or attacking into".
- Swamp, Effect on Combat: Delete "AV (Soviet units only)" in both the Basic and Advanced versions.
- River/Canal Hexside: Effect on movement: The rules reference is IV.E.4. Effect on Combat: The exception is contained in Rule VII.E.4.
- Kerch Straits, Effect on Movement: This should read "Costs entire movement allowance to cross". Effect on Combat: The exception is contained in Rule VII.E.5.
- Borders, Effect on Movement: The exceptions are Rules IV.E.11 and 12.
- Stalin Line Hexside (Delete the word "Activated"): Both rules references quoted are incorrect. Effects on movement and combat apply only if strategic option XIII.C or XXIII.C is in use - see these rules for full details.

g) Note AV (bottom of chart): Rule VII.A.4 is the reference.

## APPENDIX IV

### DESIGNER'S NOTES

Designing a military history game is like composing an historical symphony. Such variables as supply, forces, their mobility, weather, and so on, must be balanced and orchestrated in a playable fashion which allows the more talented player freedom to innovate and execute brilliant manoeuvres within the framework of what was historically possible.

My philosophy of military history game design is that nothing should be free, it should be earned by good play. A military history boardgame is successful as a *game*:-

- when its outcome is determined by the winner's better strategic and operational decision-making, not by luck,
  - when each player is certain at the start of his player-turn that his prospects of winning are nil,
  - when each player is certain at the end of his player-turn that his prospects of winning are assured, and
  - when both players are convinced throughout the game that the designer is a sadistic and diabolical - if competent - fiend.
- A military history boardgame is successful as an historical simulation when it puts the players in essentially the same decision-making situation that the historical commanders were in. To achieve these objectives, *Sturm Nach Osten* presents many game design innovations, subtleties and refinements. As game complexity is not in itself any guarantee of realism, however, the game attempts to dispense with any detail which is nonessential.

*Sturm Nach Osten* revolves around a classic military situation wherein the Soviets desperately struggle to retain strategic control of the campaign against early Axis operational and tactical superiority. The historical importance of weather and supply is emphasised and must be anticipated in play. Regardless of the actual sequence of weather, for example, the overall average of good and bad weather months is the same, thus enhancing game balance.

The order of battle of the game attempts to depict the most important types of units utilised by the Axis and Soviets, and their most important operational characteristics - but not to such detail as would detract from the desired tempo of play. 1941 Soviet motor-mechanised corps are factored in to the Soviet rifle armies to which most of them were attached (for example, the power of the 20th Army reflects the inclusion of the 5th and 7th Motor-Mechanised Corps - the latter formation including the elite 1st Moscow Motorised Rifle Division). The special Kiev Military District armored reserve unit represents a conglomeration of the 9th, 15th, and a couple of other weak motor-mechanised corps held in deep reserve in that military district. Airpower is factored into the amplified strengths of juggernaut units. Soviet artillery corps and German heavy siege artillery are factored into the Heavy Artillery Bonus. Equating the shock armies with the Siberian Reserves is a nonhistorical generalisation; although the Siberian reinforcements did figure prominently in the strengths of these armies, they infused many other Soviet units as well. Airborne assaults and amphibious operations were omitted in

keeping with the strategic scale of the game. Geographically, Russia's vast forests and their effects were lumped in with the swamp designation on the mapboard. As in most games of this scale, this one generalises hills into mountains.

Conspicuous by their absence are railroads. At this scale, railroads would saturate the map – and *did* in one of my earlier versions of the map, making it look like a railway switch-yard. The presence of railways does not enhance game accuracy at this scale; quite the contrary is true since many otherwise insignificant rail lines, such as the Shigiry spur completed into Kursk during the defence of the salient in 1943, which played crucial parts historically would be omitted anyway, and since a rail line's real effectiveness often depended on its relationship to other lines. A Russian city's size was often directly proportional to the number of rail lines through it. Thus, awarding rail capacities – or, in the game, replacement unit introduction capacities – to cities in proportion to their size is valid.

Obviously the most drastic assumption implicit in this rule is that replacement units were the major consumers of rail services and that the amount of rail service available was proportional to war production capacity. Judging from the historical levels of rail capacity, and because strategic redeployment of non-replacement forces is facilitated by the Strategic Movement Bonus, I again felt that the concept was justified on this scale.

Also obviously absent are roads. Once again, the Strategic Movement Bonus should help to "fill in" the importance of roads to operational deployment. Also, the hex-row alignment itself should help reflect the Minsk-Moscow road axis.

The Siberian Reserves Strategic Option reflects very much what their introduction in fact was – a gamble. By their military decisions the German and Soviet leaders could only indirectly influence a Japanese decision about an invasion of the Soviet Union in Manchuria.

The dispersal rule is an important refinement of 'classic' combat results. Whereas the old 'Defender Retreat' leaves the defender entirely free to redeploy as he wishes (as in *Stalingrad*, for example) 'dispersing' a retreated defending unit simulates the demoralisation and disorganisation of retreat as well as the fact that this involuntary movement consumes the operational potential of the unit which the owning player might otherwise want to voluntarily utilise during his own next player-turn.

In addition to the Soviet order of battle, the component in which I take most pride is the map design. The map represents years of my topographical analysis of European Russia as it was at that time, and is also the happy – nay, *miraculous* – coincidence of a freakily fortuitous hex-grid setting which scintillates resolves much crucial terrain with exceptional proportion and to considerable detail. The fortress-like defensibility of Kronstadt-Oranienbaum (hex 0309), for example, is implicitly simulated by the inability to attack it from more than one hex without having to deal with Leningrad. Likewise, hex 0309 itself is crucial to an attack upon – or defense of – Leningrad proper.

The Finnish Front was something of a war unto itself in special geographical, political, and military conditions. The Finnish leadership pursued its own limited war aims, usually regardless of Hitler's wishes. Thus, all Finnish forces are deleted from the game, as are the Soviet 7th, 14th, and 23rd armies.

The strategic military options retained are logical and profound. If the Soviets had concentrated their pre-war military preparations on the old static fortifications along their pre-1939 frontier – as the French did with their Maginot Line – instead of on manoeuvre forces, the Stalin Line would not have fallen into disuse as it did. A more conservative deployment of Soviet forces in the early spring of 1941 might have encouraged greater anti-Soviet participation by countries which historically proved to be neutrals, or reluctant Axis allies at best. Premature redeployment of Soviet Siberian reserves from the Far East, coupled with the historical Axis successes early in the campaign might have tempted the Japanese militarists to forget their defeat at Khalkin Gol in 1939 and attack the Soviet Union, rather than the Western Powers as they eventually did.

I would especially like to thank.

- i) Don Greenwood and Avalon Hill for their generous permission for me to use verbatim any extracts from my July/Aug. '78 in Vo. 15/2 of the Avalon Hill *General* – "Stalingrad – Revisited and Revised" as I wish,
- ii) my loyal and tolerant friend Frank Chadwick, who has always been generous with his time and wisdom,
- iii) the staff at Game Designers' Workshop for their time, interest, and suggestions when I visited them in September of 1979, and finally,
- iv) all of my friends who have in the past ten years had occasion to exclaim: "Good God! Another Coatney *Stalingrad* revision?"

I welcome questions, comments and criticisms concerning the game's realism, playability, and play-balance. Finally, I

look forward to sitting down across a table from anyone who has the brass to pay their own way and lodgings up here to Juneau, Alaska, and to playing them in a face-to-face game of STURM NACH OSTEN.

Lou Coatney  
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Game Design and Development: Louis R. Coatney

Rules Compilation and Editing: Andy Bagley

Graphics: Ted Woods, Briony Doyle.



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Now that you have played – and we hope enjoyed – *Sturm Nach Osten*, you may be wondering how to get hold of other WWG games. The simplest – and cheapest – way is to take out a subscription to **THE WARGAMER** magazine. Each 48 page issue includes a complete game (*Sturm Nach Osten* appeared originally in *Wargamer* 19) with full-color map and die-cut counters. The designers are amongst the top names in the hobby. Games which have recently (March 1982) appeared or will do so shortly include *Aces High*, *Forward to Richmond!*, *Assault on Leningrad*, *Drive on Damascus*, *Carrier Strike*, *Napoleon at Austerlitz*, *Birth of a Nation* (Richard Berg's game of Saratoga), *Little Round Top*, *Siege at Peking*, and Jack Radey's *Kirovograd*.

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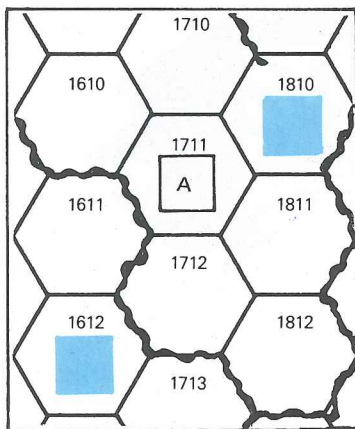


# EXAMPLES OF PLAY

## 1. Movement and Zones of Control

Unit A, beginning its OMP in hex 1711, may move directly to 1712, because this costs just one movement point and the hex is in the ZOC of a different enemy unit.

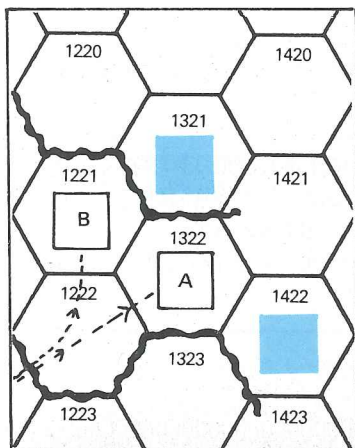
It could not move directly either to hex 1611 because this would cost two movement points, or to 1811 because this is in the ZOC of the original enemy unit. However, both of these moves would be possible if the hex to which it was moving were occupied by a friendly unit which remains stationary throughout the OMP (Rule IV.B.3).



## 2. How Combat Occurs

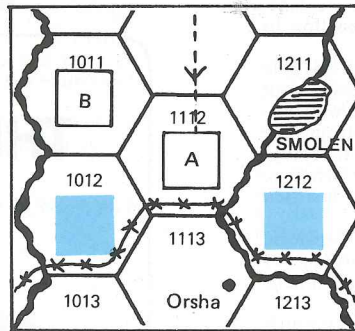
Both units A and B have just moved in their OMP. Unit B is not obliged to attack because it is adjacent to enemy units only across an unfrozen river hexside (Rule VII.A.4.(ii)). Unit A must attack the unit in hex 1422, however, and therefore all units in A's ZOC must be attacked (Rule VII.A.10). Hence either unit A must attack both enemy units, or it must attack hex 1422 while unit B attacks hex 1321.

The second of these two options is only possible if the combat odds of unit A's attack are no more than three times greater than those of unit B's attack (Rule VII.C.3).



## 3. How Combat Occurs

The rivers are unfrozen, and unit A has just moved in its OMP; unit B however remained undispersed and stationary throughout the OMP (in the Advanced Game, this unit is fortified). Unit B is not obliged to attack, under Rule VII.A.4.(iv) (XIX.A.3.(iv)). Unit A is also not obliged to attack because a combination of Rules VII.A.4(ii) and (vi) (XIX.A.3.(ii) and (vi)) apply to it. Again, if unit A chose to attack, both enemy units would have to be attacked in that Combat Phase.

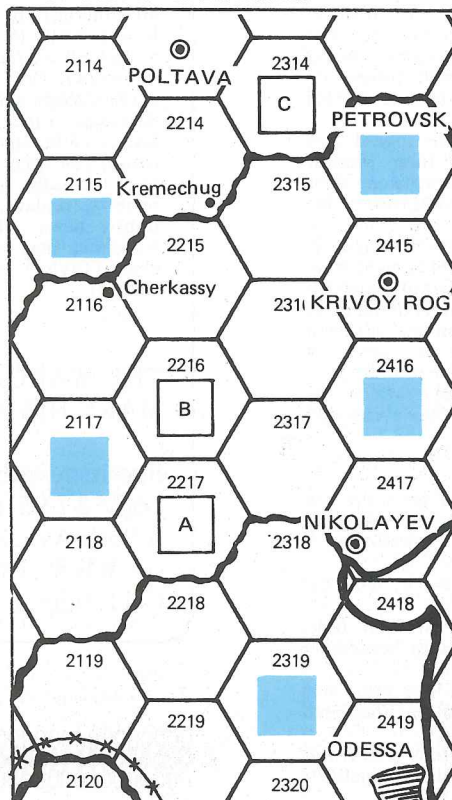


## 4. Break-out

Units A and B are isolated and the nearest hex in supply is 2314. The two units are in the same pocket and so may combine to break out. (Rule VII.G.6). BASIC GAME: Both units may break out because one of them is within three hexes of a hex in supply.

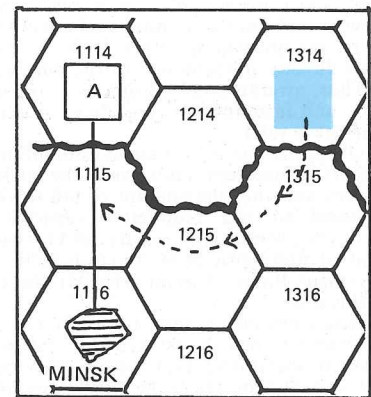
ADVANCED GAME: Again, both units may break out, but in addition to the basic loss imposed by Rule VII.G.3, the pocket as a whole loses 4 extra replacement factors because the break-out path from unit B passes through 3 hexes in enemy ZOC and costs 4 movement points (Rule XIX.E.2).

Alternatively, if the Black Sea is under friendly control, either or both units could evacuate (Rule VII.G.9), using 2417 or 2418 as a hex in supply. However, no more than two replacement factors could be "rescued" in this manner.



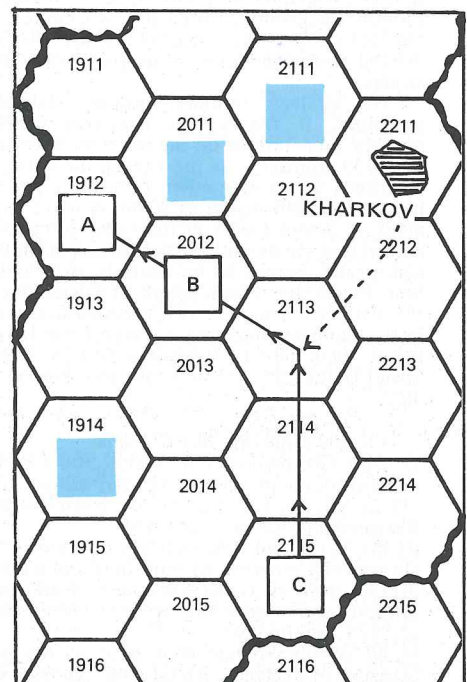
## 5. Supply

Unit A is in supply because Minsk, a Major city, can act as a supply point, and hex 1115 is closer to this supply point than to the nearest supply threat. Note that the path from the supply threat in hex 1314 cannot pass through the opposing ZOC in hex 1214.

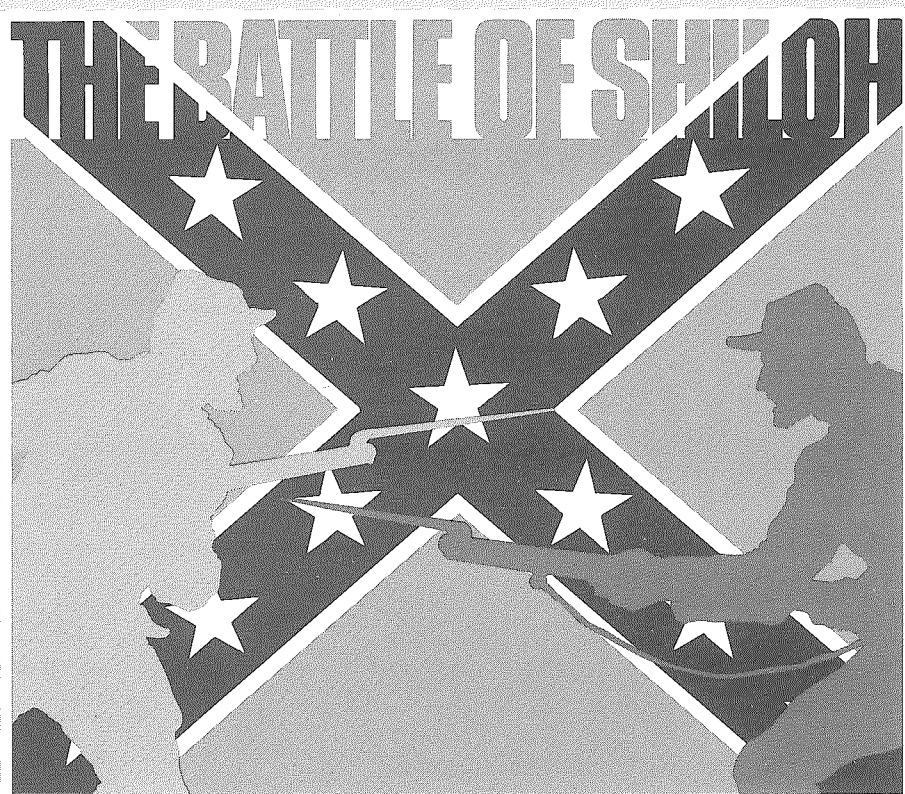


## 6. Supply

A more complex example; unit C here is acting as the supply point. If Kharkov is under enemy control then units A and B are isolated, because hex 2113 is as close to a supply threat as it is to a supply source, and hence cannot form part of a supply line. If Kharkov is under friendly control, however, both units A and B are in supply; neither unit B nor Kharkov can act as a supply point because both are in enemy ZOC (Rule VIII.A.6), but supply can now be traced from unit C because hex 2113 is now three hexes from the nearest supply threat, and hex 2112 can be used as part of the supply line to unit A (Rule VIII.A.3.a). Note that the unit in 1914 is not a supply threat because its access to the supply line is blocked by opposing ZOCs in 2013 and 2014.



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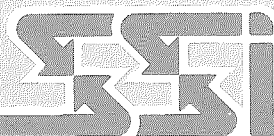
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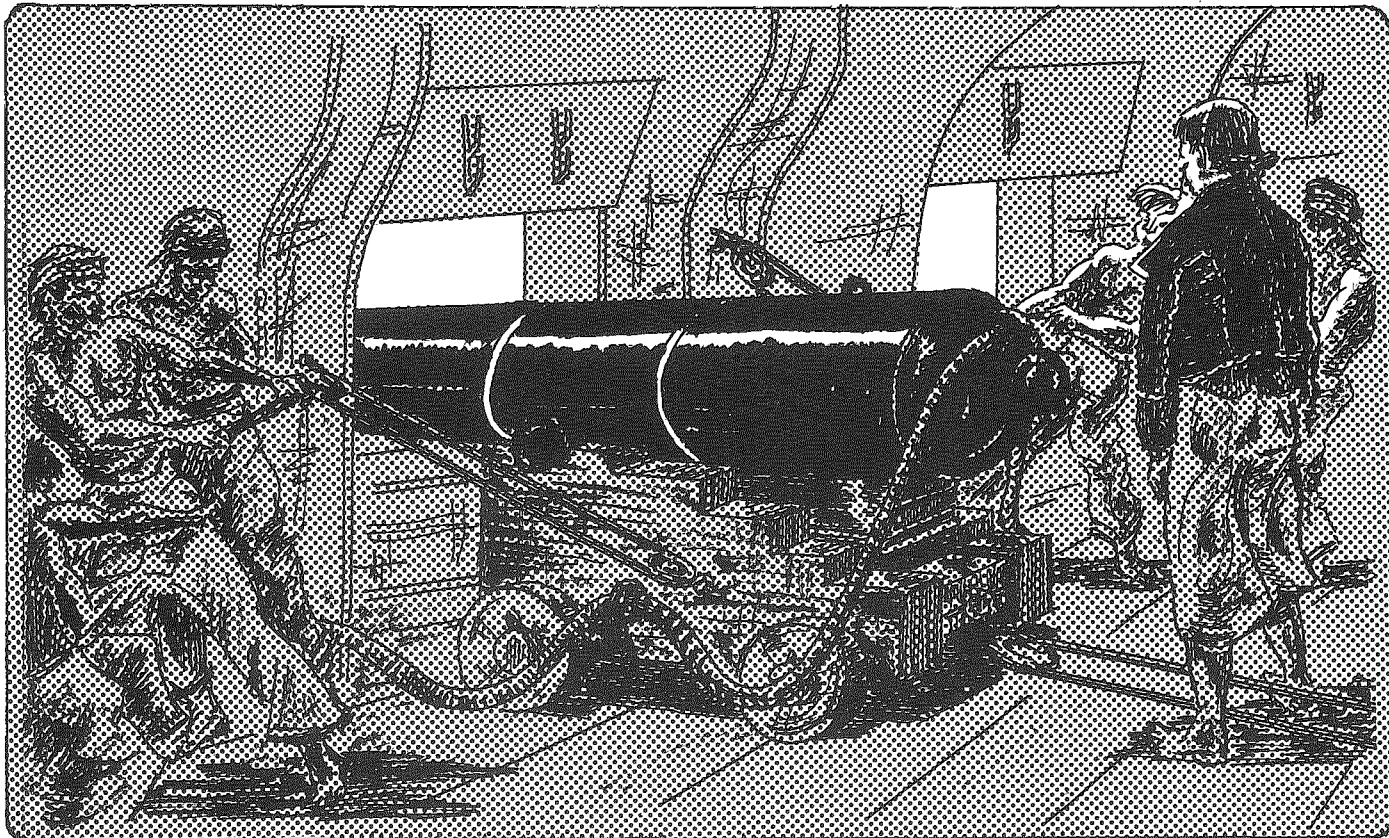
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# Notes from the Captain's Log

Andy Bagley



## The Tactics and Strategy of Wooden Ships and Iron Men

Our captain's log is not that of the Starship Enterprise, but of a great square-sail ship-of-the-line (SOL) of the type which dominated the oceans of the world in the late eighteenth and early nineteenth centuries. *Wooden Ships and Iron Men* is arguably the most popular tactical naval game, a game whose simple mechanics belie the complexity and subtlety of skills needed by the would-be Admiral. The game was originally produced by Battleground, and subsequently acquired (taken on board?) by Avalon Hill; in fact, the two versions are virtually identical, and any advice on play applies equally to both. My references, however, are to the Avalon Hill version.

The game has both basic and advanced sets of rules, and the latter can be added piecemeal to the former rather as if they were optional rules (many people play the advanced game without the Wind Velocity rules, for example). The basic game here is not just a learning aid to facilitate progress to the advanced rules as it is in many other games, it is a highly playable and very enjoyable game in itself. It's also appreciably shorter.

The real meat of the system, however, lies in the advanced version, and in particular in the fleet actions with more than, say, half a dozen ships on each side. I'm well aware that among aficionados of the game, design-your-own scenarios are very popular, but I must confess a personal preference for the historical scenarios of the rulebook and a number of issues of *The General*. Apart from the "recreating history" bit, the presence of land and the differing initial placements give added variety to the game, and there's that extra challenge in trying to win with inferior crews as the French or Spanish player, or with a smaller fleet as the British player. Not all of the historical scenarios are balanced, of course—no competent British player is going to lose in scenario 5 (Arbuthnot and Des Touches), for example—and players of the game don't need me to tell them that the superior quality of the British crews more than compensates for the slightly smaller size of their ships. As a rough guide, I reckon that the French or Spanish need some-

where around 20-30% more ships to maintain a balance.

In this article, I shall be looking at a few aspects of how the game is played, and offering some ideas and advice. Not a comprehensive coverage of the subject by any means; there are a lot more pages to the captain's log that I haven't discovered yet, and I certainly don't set myself up to be an expert. Let's just call this a 'fleeting' glimpse (Ugh!).

## It's hull hits what sink ships!

Which is a fairly blunt way of saying that the first principle of success on the high seas is to aim for the hull, not the rigging, whenever possible. This is NOT a hard and fast rule; there are many situations where firing at the rigging is highly desirable, and if the enemy ship is under full sail it's normally too good an opportunity to miss (failing to do so simply yields superior mobility to the opponent). But firing at rigging must have a specific purpose, usually to slow down a particular enemy ship or impede an enemy manoeuvre, and this should preferably be achievable in one or two broadsides. Bear in mind that sooner or later, and it might as well be sooner, to clock up those victory points you are going to have to force some enemy ships to surrender, and this means firing at the hull. Merely slowing them down does not actually score you anything.

The time has come to introduce Tables 1 and 2, the Average Damage Tables. These are neither original nor complex—they are worked out simply by adding up all the damage in each particular Hit Table and dividing it by six. Here, the Advanced Hit Tables have been used—the keen reader can work out those for the Basic Game for himself. The resulting figures indicate the average damage that can be expected to occur when a vessel is fired at on a given Hit Table, when the target is 'Hull' (Table 1) and 'Rigging' (Table 2). They do not, however, take account of any extra damage caused by critical hits or a target under full sail.

This information can be useful in a number of ways. To start with, it can give us some idea who is winning in certain

situations. Let's look at an example of the simplest case, that of a duel between two opposing ships sailing parallel. From scenario 3 (Battle of Ushant) let us suppose we have the massive French *Ville de Paris* trading broadsides, aimed at the hull, with the much smaller British *Thunderer* at a range of, say, three hexes. Because of her crack crew, *Thunderer* is firing on a higher Hit Table—4 as opposed to 3—but of course the French ship has many more hull squares to play with—27—as against 20 (Advanced rules). So which ship will go down first? Well, dividing the number of hull squares of each ship into the average damage, in number of hull squares, caused by each enemy broadside, we find that the *Ville de Paris* can expect to

3. From the Average Damage Tables it is obvious that the average cumulative damage of Hit Tables 1 and 2 exceeds that of Table 3, so the former is the option to go for. If you find that kind of calculation rather obscure, my own rule of thumb is to open fire if subsequent shots at the same range (i.e. without the initial broadside bonus) would be on Hit Table 1 or higher, and to hold fire if subsequent shots would not even make Hit Table 0. If they would be exactly on Hit Table 0 . . . well, that depends!

One last observation from the Average Damage Tables. Should you be looking for crew hits, perhaps on an enemy ship about to be involved in a melee, then it's clear that firing

#### FIRING AT RIGGING

	HIT TABLE										
RIGGING	0	1	2	3	4	5	6	7	8	9	10
GUN	0	1/6	1/3	1/3	1/3	1/2	1/2	1/2	5/6	5/6	1
CREW	1/6	1/3	1/3	1/3	1/2	1/2	1/2	2/3	2/3	2/3	1
HULL	0	1/6	1/6	1/6	1/3	1/2	1/2	2/3	2/3	2/3	1

lose, on average, 8.02% of her hull squares each turn, while *Thunderer* loses only 6.67% of hers. The British ship clearly has the advantage. Now reduce that range to two hexes and do the same calculation again with the new Hit Tables; *Ville de Paris* now loses an average of 10.49% of her hull squares, *Thunderer* 10.83% of hers. The French ship now has a slight edge.

That was a very simple case, but a similar type of calculation can be applied to determine whether, for example, two British ships can hold their own against three French, and so on. Roughly how many turns will you need to knock out those last five hull squares on that enemy ship? Again, consult the Average Damage Tables.

These methods of calculation are definitely NOT mathematically accurate—they take no account of the affect of gun

on the hull gives more chances of success, except of the three lowest Hit Tables, where it makes no difference.

#### Useful Manoeuvres

The foregoing paragraphs paid much attention to the idea of optimum range, and it goes without saying that in most battles one side at least will want to 'close' with the other. This, however, is no easy matter—getting there is half the fun, as they say. The problem is that a direct approach, pointing your ships at the enemy line, will normally expose your ships to damaging rakes while denying them any field of fire to shoot back, and any fancy stuff with full sails is liable to get you dismantled in short order.

The solution most commonly adopted is that shown in diagram 1. The ships in this line simply all perform identical 'L1R' moves to reach the positions indicated by the dotted out-

#### FIRING AT HULL

	HIT TABLE										
RIGGING	0	1	2	3	4	5	6	7	8	9	10
GUN	1/6	1/3	1/2	2/3	5/6	1	11/3	11/3	11/3	11/3	11/3
CREW	1/6	1/3	1/3	1/2	1/2	5/6	1	1	11/3	11/3	11/3
RIGGING	0	1/6	1/6	1/6	1/3	1/3	1/3	1/3	1/2	2/3	1

hits or critical hits, for example—but they are useful as a general guide to such things as whether to close with the enemy or try to pick him off at long range. Generally, but not exclusively, the conclusion emerges that the advantage in gunnery of crack crews over average crews decreases as range reduces.

Average Damage Tables can also shed some light on the age-old dilemma of whether to open fire at long range or hold back the initial broadside for use at closer range. This requires an element of guesswork in estimating the position of enemy ships in future turns, but this is not always overwhelmingly difficult. Suppose an enemy ship currently at a range of five hexes seems likely to close to four hexes next turn, and the choice is between opening fire at once on Hit Table 2 with the initial broadside, followed by a Hit Table 1 shot next turn, or holding fire until next turn for an initial broadside on Hit Table

lines. The next turn they can do the same thing again . . . and again . . . and so on (note that the prohibition on making more than one turn per hex only applies within a movement phase, not over the interval between turns). The method can also be used in reverse, to move away from a hostile line, but it only works when ships are on a 'broad reach' (Attitude A to the wind), although either reach will do. Nor can SOL 1's joining in this game—they can't turn this quickly.

There is another, rather more complex, method of achieving the same end when the line is 'running before' the wind—Attitude B—and this is shown in diagrams 2A and 2B. The ships are divided into two groups as shown in Diagram 2A; each ship parallel to the enemy line is paired with another in Attitude A behind its stern. The ships in Attitude B then move '1L' while those in Attitude A all move '2R', and the result is shown in diagram 2B—basically an identical formation, with

TABLE 3

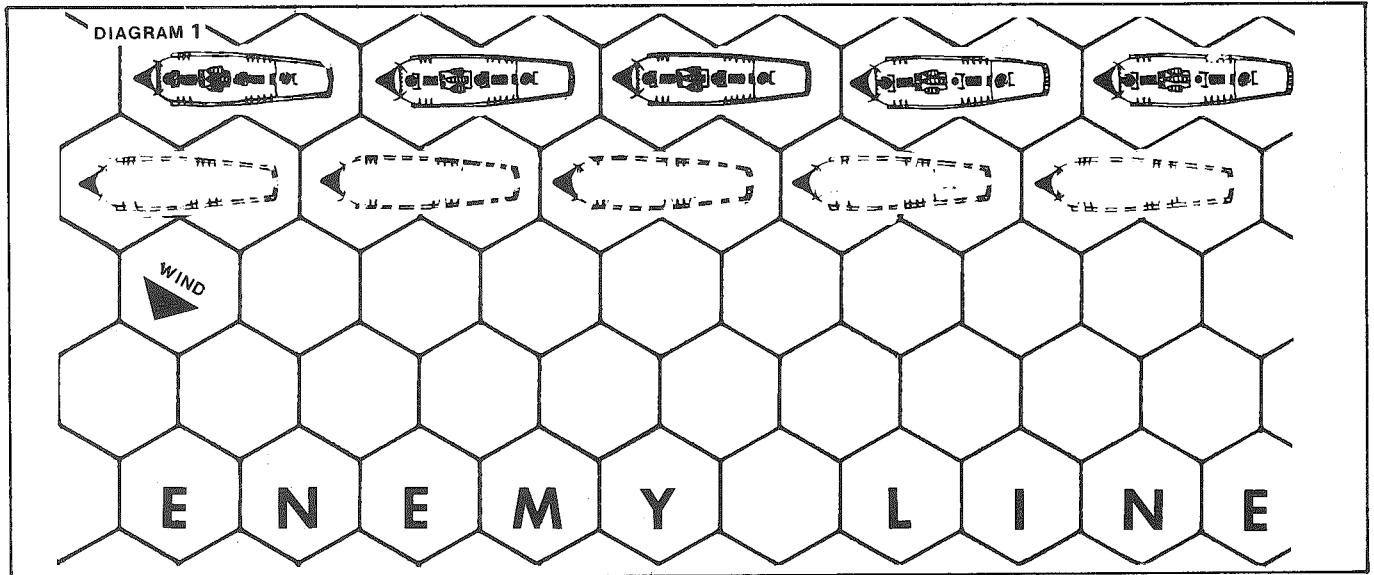
MELEE COLUMN	1-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81+
AVERAGE RESULT	1/3	2/3	1	11/3	12/3	2	21/3	3	31/3

the roles of the two groups reversed. Again, the manoeuvre can simply be repeated, moving one hex-row closer to the enemy each turn.

Now this manoeuvre is clearly more reminiscent of Busby Berkeley than of Nelson, but it's quite legitimate and very useful. Interestingly, even SOL1's, normally excluded from such fancy footwork by their limited turning capability, can take part. There are drawbacks, though; the ship in front could be prone to rakes, and of course the manoeuvre does not work in reverse, only when moving *towards* the enemy line. It can also be done without the one hex gap between the ships in Attitude

target wholly within their full field of fire. Great heavens—*concentration!* The diagrammed position packs seven ships in the space that would be occupied by only five or six in a conventional single line. The question then arises, which gives the best firepower, larger ships in front or larger ships to the rear? Well, once again the Average Damage Tables can give the answer (but bear in mind that it's the ships in the forward line that are going to take all the punishment!).

A couple of other ideas do not merit diagrams. "Trafalgar Tactics" refers to any situation where a fleet in one or more fighting lines sails directly at the enemy line rather than

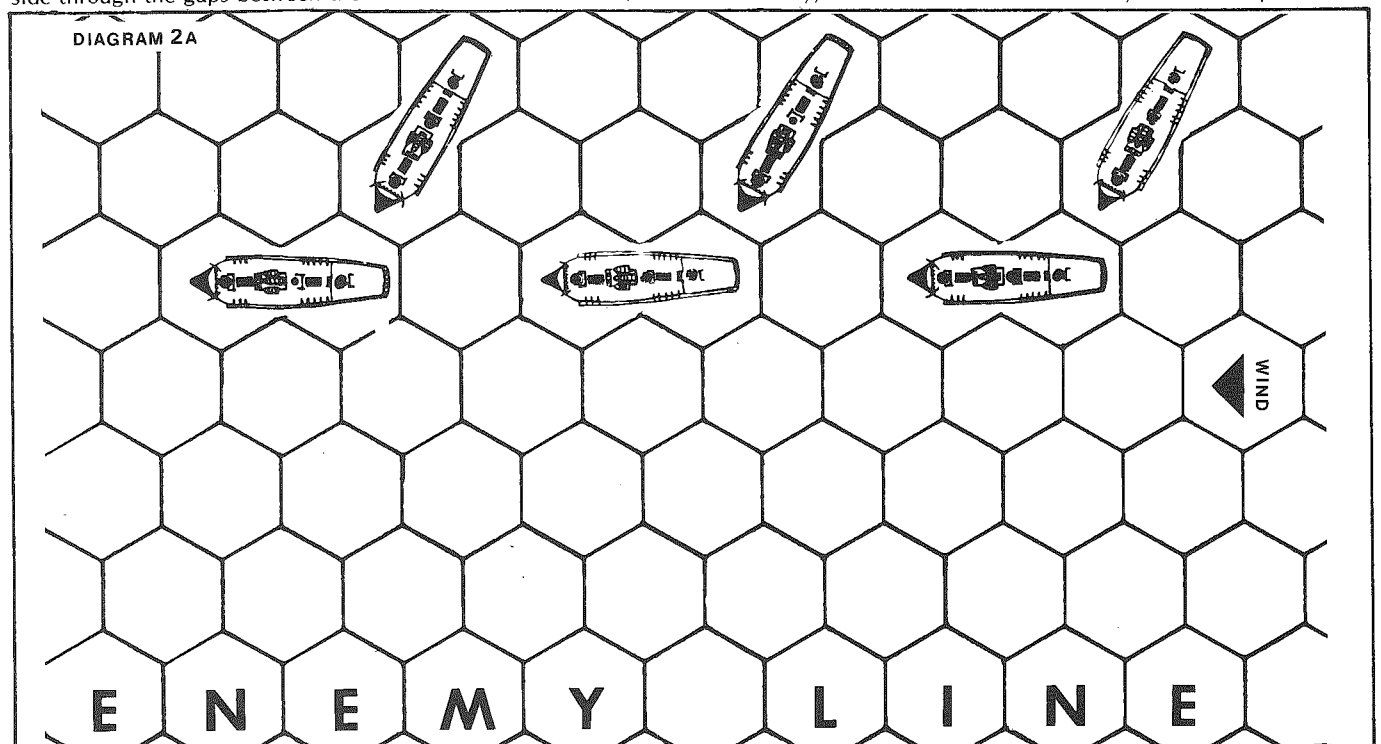


B—just substitute 'L' for '1L' as their movement. Although this would seem to have the advantage of achieving a greater concentration of ships, it's rare that such a concentration is feasible in actual play. In any case, problems are then created by the advanced turning rules when the time comes to pull out of the manoeuvre.

Possibly the best point in favour of the diagram 2 manoeuvre, though, is the ease with which ships executing it can switch to the formation shown in diagram 3. The two groups are now two lines, one a hex-row further away from the enemy than the other. Quite useless in the Basic Game, this formation is invaluable in the Advanced Game, because, if I read the rules correctly, the ships in the second row can fire their full broadside through the gaps between their comrades in front at any

alongside it. The object is to break the enemy line and either to sail through it or induce a general punch-up at close quarters, from which the initiator hopes to emerge victorious. Players should be aware though that this tactic does not inevitably bring the same success in the game as (posthumously) rewarded Nelson in the most famous of all naval battles. The hex-grid is a rather less fluid medium than real sea, and an enemy line that does not want to be broken can always just stop and sit there. An invariable result, however, is fearsome damage from multiple rakes on any ship bold enough to lead such a charge. Trafalgar Tactics can be useful, and are certainly worth a try if all else appears doomed to failure. Consider it if you look like coming off worse in a fair fight.

Lastly, I said earlier that it was very difficult to pick on a

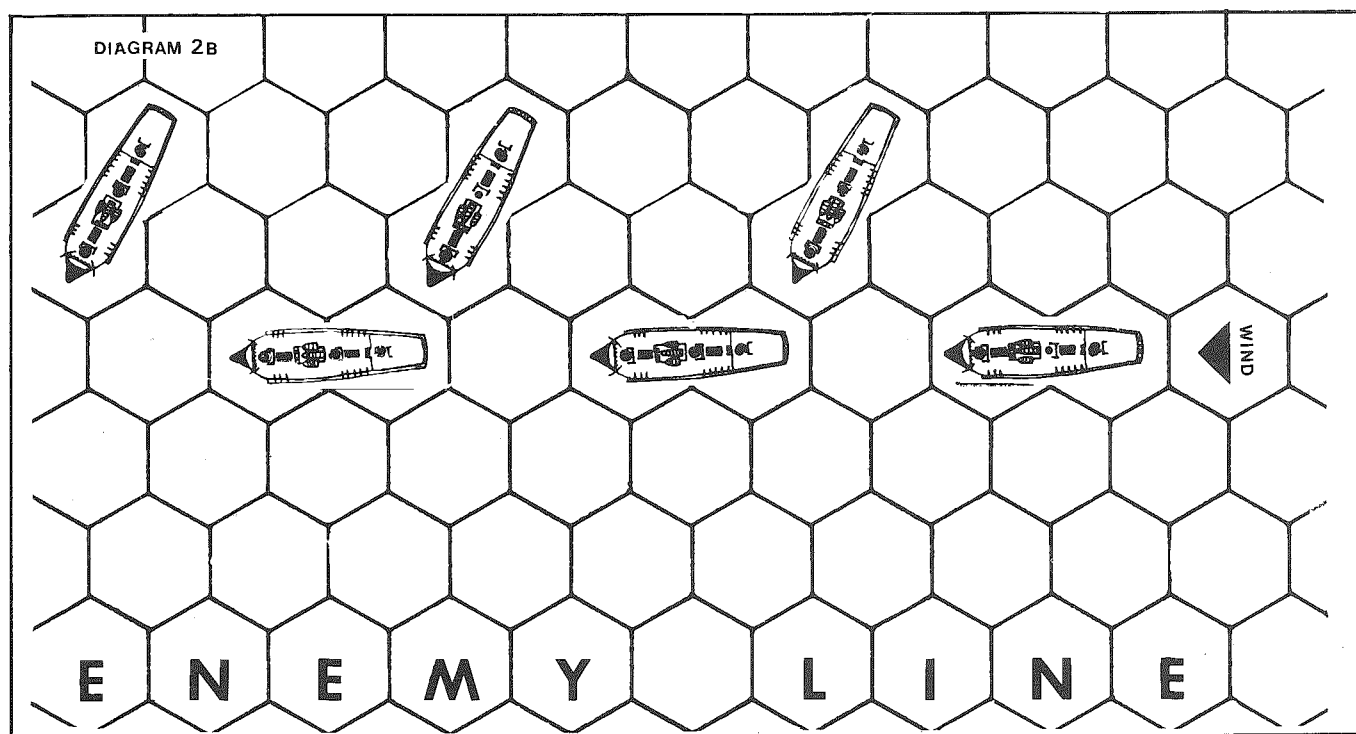


small part of your opponent's fleet without him picking on a small part of yours. True, but it's not impossible, and in particular pays off if you can get, say, eight ships against four while the rest of his fleet is tangled up against just one of yours. There are many ways in which this can be attempted, but for one example look back to diagram 2B and consider what would happen if one of the ships in Attitude A, instead of performing another '2R' move, hoisted full sails and just moved '5' straight forward. The idea is to throw a nautical spanner in the enemy works in the hope that one ship in his line will become fouled or grappled, with those behind it piling up like a dose of motorway madness while those in front go merrily sailing on to find themselves heavily outnumbered by all the rest of your ships. The kamikaze ship should actually hit the enemy line so that fouling and grappling give two chances of causing an entanglement; this ship will inevitably be lost but the aim is to knock out several enemy ships in the process.

target. And of course firing is simultaneous, so any attempt to increase firepower is likely to yield the same advantage to one's opponent.

Concentration of force therefore has to be a gradual process, a matter of hitting him harder than he's hitting you, and this demands a lot more imagination and subtlety than most games I can think of. All of the obvious methods, such as turning or doubling the opposing line, or concentrating a large number of your own ships against a few of the opponents by isolating part of his fleet, have the disadvantage that they are equally obvious to the opponent as well. Try picking on a few of his ships without him picking on a few of yours and you'll see what I mean!

It's this type of challenge that makes the game, for me, so fascinating and so absorbing. I haven't got all the answers to these problems, of course—it would be boring if I had. Just a few ideas I've picked up along the way.



#### What's the problem, Admiral?

So what is it about this game that makes it so different and difficult in practice? To understand this, consider for a moment the most common and basic of all fleet formations. The famous (or infamous) "fighting instructions" of the period demanded that ships should form a single long line, bow to stern, with no gaps (hence ships "of the line"). Two such opposing lines would then sail parallel and attempt to blast each other to matchwood. I'm sure every cardboard admiral must have found himself in a similar position at some stage in his career. What Nelson did was demonstrate that there are other possibilities, but even he used the simple fighting line as his basic means of manoeuvre—he just did different things with his line. There's a lot to be said for this 'Line Ahead' formation—simplicity, ease of manoeuvre, protection from rakes, and good fields of fire for all ships. There are alternatives to this but the fighting line gives us a basis from which to examine the game.

Right, now consider that one of the first principles of any form of warfare is that of concentration of force, a large part of one's own force hitting a much smaller part of the opponent's. In wargames set on dry land this is relatively easy to apply—just stack together the 1st and 2nd SS Panzer Divisions, throw in a bit of artillery and air support, and roll the dice for the required 'Delim' result. Even in the air, such games as *Air Force* and *Aces High* permit a form of stacking by virtue of different altitudes, and concentration is not too difficult.

At sea, the principle is much harder to apply. In the first place there's no stacking, and the fighting line tends to make attacks from more than one direction a rarity. Secondly, SOL's tend to be broadly comparable in strength, so nobody's going to get blown out of the water in one shot, not even by the *Santasima Trinidad* on a good day! Lastly, as two lines get closer together, thus increasing the firepower, fields of fire become more limited, and fewer ships are able to pick on the same

#### Stand By to Repel Boarders! A word on melee

An antidote for those who think that the best way to repel boarders is to stop changing the bed linen.

I know I am not alone in thinking that melee is only a peripheral aspect of the game. Historically, capture by boarding was a fairly rare occurrence. In the game, melees are little more than glorified games of dice, and lack the subtlety and challenge of the rest of the game. That having been said, however, there are one or two points that need to be made. For example, where melee strengths are equal, some can be more equal than others.

Table 3 is the simplest Table of all, an 'Average Damage' Table for melee combat derived simply by totalling casualties in each column and dividing the result by three. Now obviously if sixty melee strength points of crack crew are facing sixty melee strength points of average crew then the latter have the advantage, because they have more crew squares and can absorb more losses. Equally obviously, fifteen squares of crack crew has the advantage over fifteen squares of average crew.

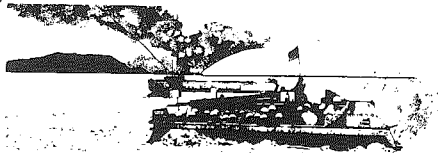
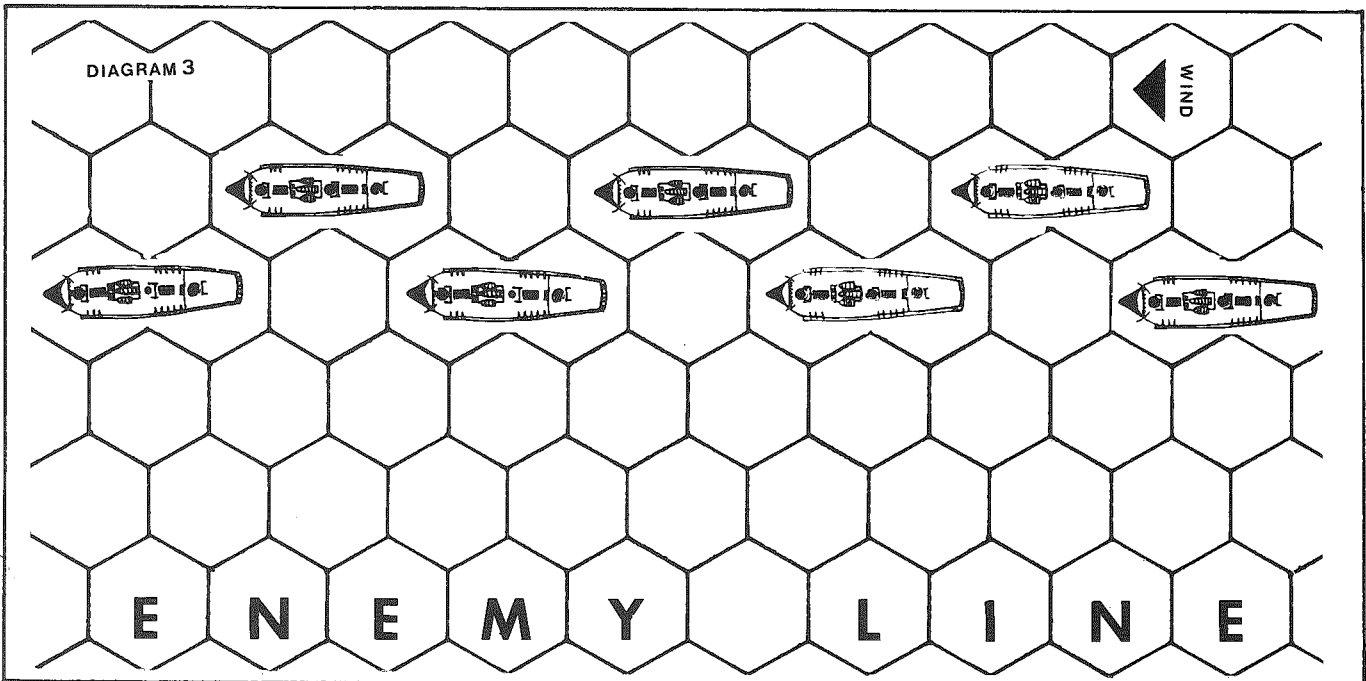
Alright, so how about something between the two. Let's put fifteen squares of crack crew (sixty points) against eighteen squares of average crew (fifty-four points) and see what happens. Rather like the Hit Tables calculation earlier, we divide the total number of crew squares into the average damage, in crew squares, inflicted by the enemy melee. Easy enough—the crack crew loses 13.33% strength, the average crew only 11.11% strength. But, you may argue, if both crews lose two squares, the average crew falls to sixteen squares, and the next-lower melee column. OK, let's do the calculation again for those reduced strengths. The crack crew this time loses  $1.67/13 = 12.82\%$  strength, the average crew  $2/16 = 12.5\%$  strength. Not only is the average crew still winning, but next time the crack crew will be down one melee column. So it ap-

pears the average crew have the upper hand here.

The inaccuracy in this method of calculation lies not so much in the mathematics (although these are inaccurate) but in the fact that melees in practice are very rarely this simple. Not only has the bland assumption been made that you know in advance the composition of your opponent's boarding party—although the philosophy here is that if you can stand up to an OBP with all crew sections you can stand up to anything—but both sides can freely reinforce their ships from adjacent friendly ships, not to mention bring other ships directly into the melee. All too often the result is a confusing muddle of warring crews which is hardly what the game is about.

Ideally, then, boarding should be confined to its historical role—that of picking up stragglers after the battle has been decided by the cannonball. Capturing ships does indeed score double victory points, but it has a tendency to leave both capturing and captured ships so weak that they can take no further effective part in the proceedings anyway.

One last point; it strikes me as distinctly ironic that melee, and the associated Trafalgar Tactics, seem in the game to be the prerogative of the French player, who otherwise frequently finds himself outgunned. The British player can usually sit back and pick off his adversary at long range. Horatio must be turning in his grave!



#### **Inchon, Turning The Tide In Korea. Sept. 1950.**

The third month of the Korean War began with the United Nations forces that were to defend South Korea bottled up behind the Pusan perimeter on the tip of the peninsula. When the month ended the remnants of the In Min Gun, North Korea's army, were streaming back north of the 38th parallel. The Inchon-Seoul operation, General Douglas MacArthur's audacious end run amphibious landing half way up Korea to stab at the South Korean capital and the In Min Gun's supply lines, had started a rout that would only stop at the Chinese border. **Inchon** depicts this operation in a 2 player game of moderate complexity. A variable length impulse movement system displays the vast differences in the quality of the troops involved while also enabling the players to constantly surprise each other with sudden movements and attacks. The map uses 1.7 KM hexes and turns represent one day's action. Design by S. Newberg & art by R. MacGowan.

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Our highly acclaimed game of this "raid" on Fortress Europa is now being reissued in a 2nd edition with the map art brought up to current industry standards. **Dieppe** is a low complexity game for 2 players with an operational orientation. Units represent companies and turns depict one hour of combat. An historic and five alternate scenarios are provided. Design by S. Newberg & art by J. Kula.

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In 1812 England and the United States went to war for the first time since the Revolution. English statesmen expected they would quickly chastise their breakaway ex-colony and Americans dreamed of making Canada a part of the United States. When the Treaty of Ghent formally ended the conflict 3 years later the United States had firmly impressed its sovereignty on the English mind and Canada had gained the sense of identity that would lead it to a separate nationhood. **Rockets Red Glare** recreates the blunders, surprises, startling defeats, and bittersweet victories of this war in a 2 player game of high complexity. Using quarterly turns, land and naval engagements take place on two map sections, one of the Great Lakes border area and the other covering the U.S. Atlantic and Gulf coasts. Land units are mainly regiments and naval units represent individual vessels. Design by S. Newberg & art by W. Haggart.

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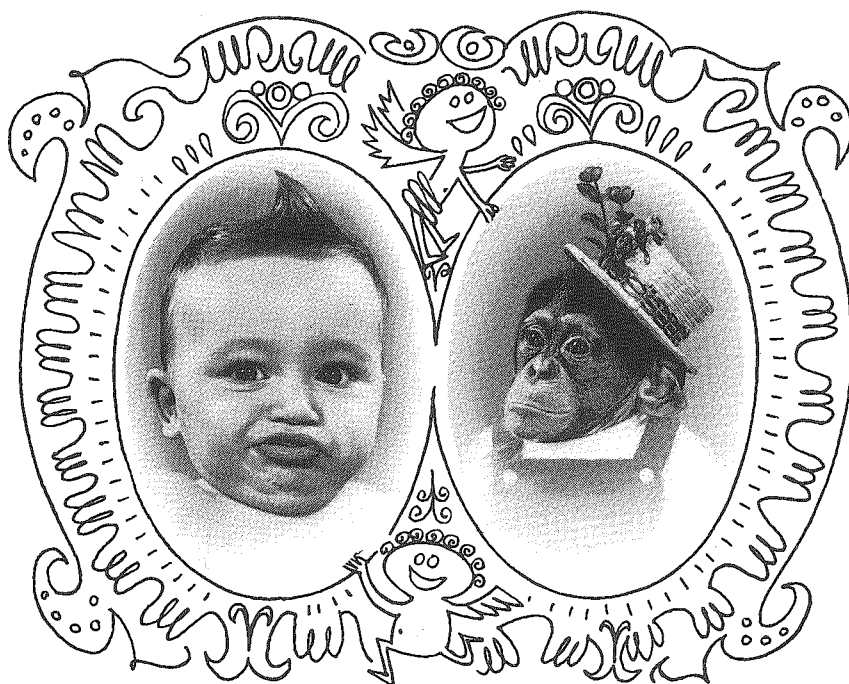
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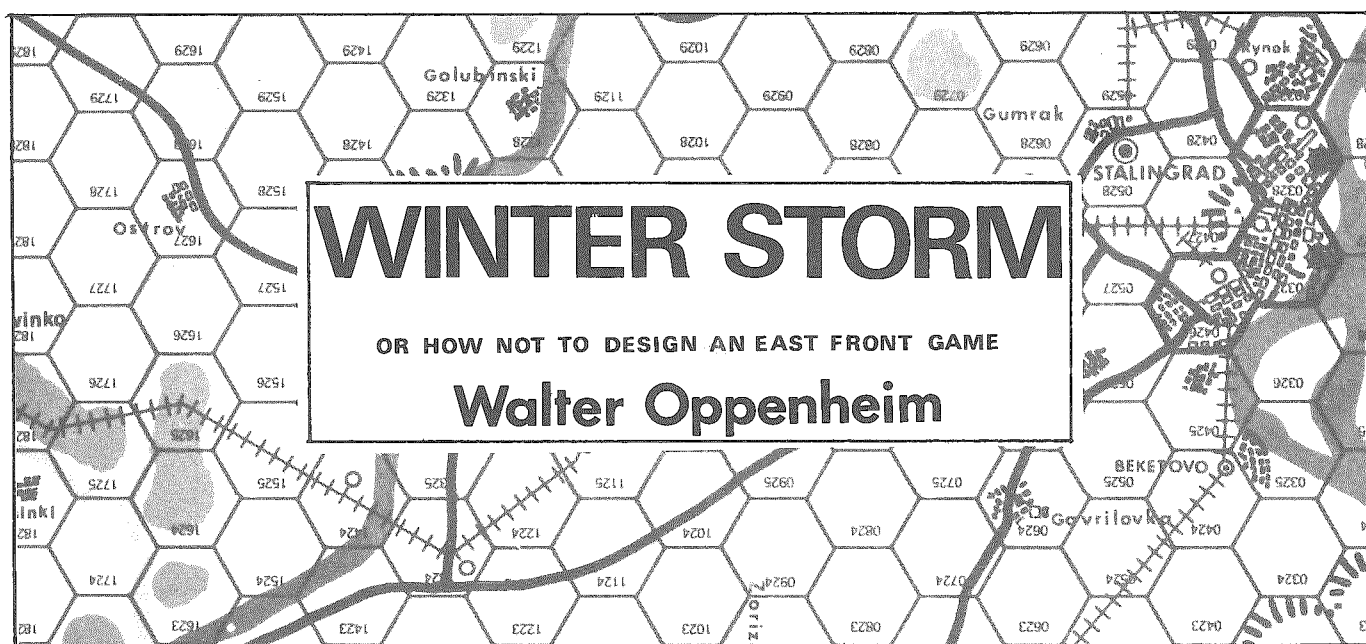


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Yet another game on Stalingrad? So long as our hobby lasts it seems that designers will continue to manufacture cardboard panzers to sweep through heavy paper steppes. Yet for all the many games already in existence on Stalingrad, this one genuinely breaks new ground. It's neither on the German 1942 offensive, nor on the fighting for the city itself. It's an operational level game with a variety of scenarios starting with the Russian offensive of November 1942, featuring "Operation Winter Storm," the German relief attempt in December and taking us up to the assault on Rostov in January 1943. The large two-part map has a scale of 5 miles per hex and each turn represents two days. Stalingrad itself has only 4 hexes. There should be something for everyone here; an operational game on a curiously neglected part of our favourite war; some interesting innovations in supply and combat rules; a variety of scenarios from a 6-turn introduction using 40 combat units to an enormous campaign game lasting up to 40 turns and using hundreds of counters sweeping all over the map. It sounds good, but it isn't. The game is in fact a mess, with appalling rules, scrappy map and counters, slow-moving, ludicrous victory conditions in the campaign game and appallingly overpriced.

#### GAME COMPONENTS

This game is not cheap. Priced at 18 dollars in the USA and 25 dollars abroad, that's a lot of money by anyone's standards. For that we can expect a map and counters of the highest quality—at least up to SPI and Avalon Hill standard. As I went through this game I kept finding myself comparing it to Jack Radey's "Korsun Pocket" which costs little more. Radey showed that it was possible for a "Third World" company to produce a first-class product. *Winter Storm* is produced by Vanguard Games yet another new company. John Schettler is mainly responsible for its production and design and boasts in the advertisement that this game is "a new concept for simulation design." This new concept can be summed up as charging the maximum price for the fewest components.

The map is unattractive. It's in "four colours" claims the advert; well, yes, if black and white count as colours. It's badly drawn with major rivers straddling hexes instead of going along hex-sides; on which side of the river is the unit set up in the middle of the river supposed to be? The detail is not unimportant since crossing major rivers is a headache. Two major bridges are missing from the map; there are mysterious unexplained terrain features on the map. I take these to be the otherwise unexplained "German bunkers" mentioned in rule 9.22, but this is by no means certain. The game turn track is useless since the moves are on specified days not on "Turn 1" or whatever.

The counters are just as bad. They are unimaginative, difficult to read and to decipher. Setting-up takes an incredible time because it is so difficult to identify many of the units called for. A full knowledge of standard unit designs is essential for anyone wanting to play this game, and even then some guesswork is involved. Even so I found it simply impossible to identify some of the units called for in the scenarios. You

should be warned that great patience and time is called for in setting up even the simplest scenarios.

We have black on red for the Russians (surprise!) and black on blue for the Germans. German HQ units are plae-blue—the same colour as the German satellites; the Hungarians, Italians and Rumanians all look alike. The idea of actually giving them different colours never seems to have occurred to our cost-conscious designers. Plonked on top we have thin dull grey information markers. To add to the drabness and confusion the same markers are used to indicate supply points and step losses. German leaders have similar grey profiles. The overall effect is to present us with the drabest set of counters and map since the good old days of *Fusilier Games*—and they at least were cheap.

Nobody will but this game for its visual attractions. Perhaps though the game itself is so good that it makes up for the lack of instant appeal? Wrong again.

#### RULES

The rulebook is a mess. As well as a 28 page rule-book there are 4 extra pages of—you guessed it—errata. These total some 54 alterations and additions to the rules, some of them crucial. It's too bad that many of the rules are still unclear and that in some cases the errata only add to the confusion. The rules are set out in a most confusing order and it takes some time to absorb what the game is all about. The first rules mentioned refer to the morale of the 6th Army and two special bridge-head hexes; only then are we given an introduction to the game. The same eccentricities are dotted around the rules. The stacking rules come near the end instead of with movement where they belong. Movement rates are neither marked on the pieces nor on the map but are stuck on page 7 of the rules. Even then not all movement rates are described here—more hunting through the rules to find the movement rates for supply columns for instance. Players of this game will find themselves repeatedly having to interpret the rules to make sense of them. A reviewer can only express astonishment that yet again a game has been produced without any apparent reference to the standard layout, order and presentation of rules that gamers are used to. A Third World Company can only expect to be taken seriously if they produce goodies of the quality we are used to. The producers of this game are quite wrong to present this game as a finished product. All copies should be withdrawn, the rules completely rewritten—and then checked by people with no connection with the game before being presented again.

#### THE GAME

Lurking far beneath the depths of the disgraceful rules and counters we find a game with real potential and interest with some interesting innovations, although marred still by some serious lapses.

Weather determination comes first, and is rightly made a major factor on movement, supply, and air operations. Numerous different types of weather are allowed for, each with differing and reasonable effects. So far so good. However, ref-

erence is made to "seasonal modifiers" which don't exist, thus making various types of weather, including Storm, Thaw and Deep Snow impossible to achieve; nor is it clear how the "Mud" condition is created since one of our 54 errata contradicts rule 3. Now mud, you will recall, was not exactly important in slowing down the old Panzers in this war, so it would help if this little detail could be sorted out. Curiously, too, last turn's weather has no influence on this turn. So we can switch straight from mud to good and then back to mud 2 days later.

Supply comes next, and this is handled with some detail and care in this game. The supply rules are fairly complex involving an original allocation of supply points—which are essential for conducting an offensive—to Headquarters units, which must then use supply columns to transfer supply to lower level HQ units and so down to the combat units. HQ units are restricted in the number of Army HQ units they can control and of the amount of supply they can control. Similarly the various Corps and Army HQs are limited to the number of divisions they can control. The fact that you have to scramble about in the errata to find a definition of what constitutes a division, and even then we are airily informed that "In general" units with 6 or more Combat Factors are Divisions, but that there are exceptions, is of course of small import in this game. The supply rules are as shoddily written as the rest—we have the curious spectacle of Soviet supply *markers* (as opposed to German supply *columns*) having a movement allowance. The idea of neutral supply markers walking about in the steppes cheered me up for a moment whilst plodding through the rules. Allowance is made for supply depots to be created and for some units to operate outside the usual rigid command control rules. I liked this part of the game until we come to the initial allocation of supply. This is allocated once a week with a simple dice throw. Prevailing weather modifies the allocation *slightly*. What is more this prevailing weather dice throw is *separate* from the usual weather throw. We could have a run of thick mud for weeks on end for the poor cardboard combat units, but a lucky dice throw and bingo, the supply columns get their full allocation. Apparently mud need not slow down ammunition or food.

This is a joke. In a game where supply is (rightly) this important, the initial allocation should not be based on a dice

passing their effectiveness check assault at full strength, the others use secondary strengths. Even the Soviet Guards Units sometimes fail their effectiveness check; those poor Rumanians will be lucky ever to pass theirs.

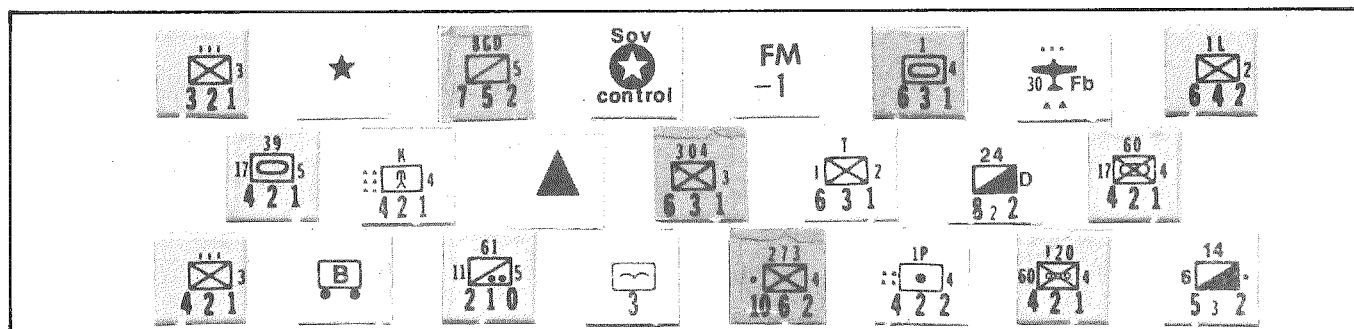
Combat odds are calculated in the normal way and a dice thrown. There are various die modifiers for things like the presence of German leaders, Divisional Integrity, Air support and so on. The CRT—again annoyingly inside the rules booklet instead of on the map or on separate sheets—is fairly clear with the usual ration of step losses and retreats. Many units will have to check morale (same as effectiveness) with an adverse result. There is scope for advance after combat, but that's the lot for the initial attacking force.

In theory this Operations phase gives scope for some exciting exploitations; have one unit batter its way through the enemy line and then have the reserve sweep through the gap and into that inviting empty mud. It sounds good—and a much more realistic concept than that of Armoured units advancing, attacking, advancing after combat, and then having a second Mech movement phase, so that an attacking unit advances further than one that doesn't attack. Unfortunately I found it rarely works in practice. The combination of modest movement allowances, strong Zones of Control and the need to keep within Command Control for most units, greatly restricts any scope for an armoured breakthrough. Nevertheless I found this to be the most original and interesting concept in the game.

#### THE SCENARIOS

The various scenarios cover the Soviet and German offensives of this campaign, and are mostly short enough to be manageable once you get used to the frustrations of slow setting up and inaccurate introductions. Various units are told to set up "Reduced" when no such status exists for them—incidentally I found the whole system where some units take step losses with markers and others are reduced by being flipped over very confusing, particularly since it isn't always clear from the unit which category it is in; why couldn't they all have back-printed reduced strengths, with other counters for those with extra steps a la PGG? Victory conditions are always by capture of towns. Destruction of units never.

The Campaign game, apart from being very slow to set up



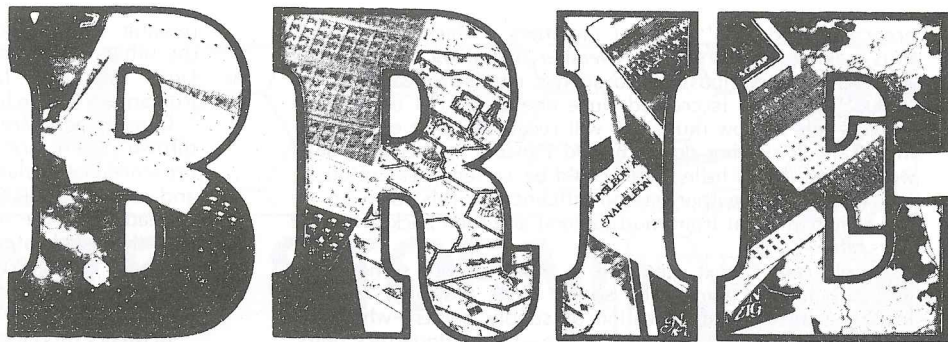
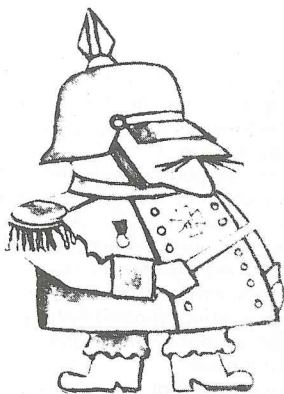
throw at all. It should be a fixed amount, but then liable to severe reduction if the weather was bad in the previous few turns. I recommend the designers to see how Jack Radey solved this problem in *Korsun Pocket*. It's much fairer, more realistic, and emphasises the importance of weather. As it stands this game, for all its complexity, is much too dependent on chance in a crucial sector.

The heart of any wargame is its combat system, and here the designers proudly proclaim that they have come up with something new. Not separate movement and combat, but an "Operations Phase" combining the two. Now, haven't we heard of something like this before? No, it's not a copy of Jim Hind's *Desert Rats* system, and the way it works makes it less effective than it looks, although it remains an interesting idea. Each unit or stack moves and then initiates combat before moving the next stack. Only units in Attack Supply, with its lavish expenditure of those precious (and lucky) supply points can initiate an assault. In fact they are not quite on their own: they can be supported by any one Infantry stack and unlimited mechanised units. Some supporting units may not, however, attack at full strength.

A neat system of hidden strengths is adopted; none of that careful pre-calculation of how many units are needed to overwhelm the 61st Infantry so familiar to the NAW games. Instead each unit has an effectiveness rating. Throw a die. Only units

and play, has some amazing victory conditions. Here points are also allocated for Soviets capturing towns and this is compared to how long it took them historically. For instance the Russian gets 60 points if he captures Stalingrad within 10 turns, but only 45 if it takes him 20 turns and so on. Sounds reasonable doesn't it? The trouble is that according to the system given it is almost impossible for the Germans ever to win more than a Marginal victory even if they destroy the entire Soviet army. For instance in the case cited above; if the German miraculously destroyed the entire Soviet army and seized every town on the map within 10 turns he would achieve—a Marginal victory! Should the German achieve the impossible in a 20 turn game he does even worse—he gets a Draw. The ludicrous victory conditions in the Campaign Game may be cited along with the quaint rule that units with a two-step strength reduction have a stronger secondary strength than primary strength—so that they will want to fail their effectiveness tests to get the best combat strength—all to highlight what a flawed game this is.

Vanguard Games are to be congratulated on a remarkable achievement; they have selected a popular and interesting yet neglected battle; they have come up with a large operational game with interesting and realistic combat and supply rules—and produced a dud game. They threaten us with follow-up games using the same system. Please gentlemen, not before you've tidied this game up.



## APOCALYPSE

*Apocalypse*, designed by Mike Hayes for Games Workshop, will be found packaged in a handsome box featuring a futuristic tank. It also features an attractive full-colour map of Europe, and a flattering recommendation from Charles Vasey describing it as "one of the classic games of the decade." With praise like this from such an expert, the game must surely be good.

Don't be fooled. The game is in fact a remake of the old game *Warlord*, reviewed in this magazine in Issue 3. The game components have been slightly altered as have the rules. It remains, however, an exceptionally simple game, similar to *Risk* and a total failure as a historical simulation. It is certainly fun and fast-moving as a game, but unbalanced, over-simple, inaccurate and with a questionable morality behind it. The most charitable explanation for Mr. Vasey's description of the game is that he has in fact not played it.

Players start by receiving towns at random as the basis for expanding Empires. If a player is lucky enough to get several towns in the centre of Europe which will quickly link together to form a united Empire, he has almost certainly already won the game before it starts. Rapid expansion soon leads to wars with neighbouring Empires. Defeat of their armies in a simple dice guessing game (no CRT used) allows the building of the all-important missiles which can devastate enemy Empires at long range. Unlike the original *Warlord*, missiles can now be built of any range, and captured enemy missiles can now be used by the owning player. Both these changes increase the importance of missiles, and it here that the questionable morality comes in. In this game the only purpose of nuclear missiles is to use them. Simply to create them as a deterrent only forces enemy players to attack you to capture them from you.

In most wargames it is usually possible for one side to win the

game by adopting a skillful defensive approach; not here. The only way to win is constantly to attack, build missiles, and use them. Of course it's only a game. They are only bits of plastic, not real nasty nukes. Nevertheless a game purporting to be a serious wargame like that makes nonsense of the way nuclear missiles actually are used.

Geography was never the *Warlord*'s strong point, but *Apocalypse* is positively eccentric. Corsica and Sardinia are now one island; Sicily is joined to Italy; Bonn is a city but Leningrad isn't; Moscow isn't in Europe, but the Erg of Chech is. Since none of these errors was on the old map, one wonders why these changes were made. The geography gets wilder still. Armies—which consist of totally unmarked coloured card counters, with not even a soldier symbol on them—can now march across seas in unlimited numbers, scattering any enemy they find equally intent on walking on water, *without any combat*.

It is a shame that the opportunity was not taken to turn this into a better game. A simple CRT designed to benefit the defensive player would help; a rule penalising the use of missiles, for example, forbidding any expansion for a couple of turns after use, would encourage the use of missiles as a deterrent and threat; simple naval rules to allow the build of army or naval units, the latter able to transport troops or attack coastal provinces on their own; and a system of ensuring all players got a fair share of the key central cities at the start of the game. All these would be needed to turn the game into what would then be a simple introductory wargame. As it stands *Apocalypse*, whilst great fun as a game, is even less value as an introductory wargame than *Risk* or *Campaign*. No doubt Charles Vasey thinks those two are classic games as well.

Walter Oppenheim

## SALAMANCA

**Reviewers Bias:** I am particularly interested in the Peninsular War, witness my *Vittoria* and

*Albuera designs (Wargamer 8)*, and feel that Napoleonic games *must* have some form of command and control affecting movement and morale. I prefer games that can be easily played and are exciting, to excellent and painstaking simulations that take an hour of rule checking for one player turn.

**Publisher:** Strategic Studies Games.

**Physical Contents:** Stiff cardboard box containing 10 page rule book, clearly printed and laid out in SPI style; nearly 240 counters (almost die cut!) in 3 colours; unmounted map, 25x26 hexes, in 3 colours with Turn Record Track, Victory Point Chart and Terrain Key; 3 poly bags and 2 dice.

**Game Length and Turn:** 8x1 hour turns maximum, from 12am. to 7pm. Each turn comprises; *French Movement* - voluntary withdrawal, command control allocation, divisional initiative checks, brigade and battery checks. *Mutual Combat*. *Mutual Morale* check. *French Rally*, and repeat phases for British. Some phases may not be needed each turn but movement can be quite lengthy and intricate, although the game can be played in an evening between two experienced players. Acquiring experience could take longer, but more on that anon.

**Philosophy:** The game is based on a mixture of command control and formations. Artillery is simple: You can move but not fire, whereas you cannot move but can fire up to 3 hexes range when unlimbered. There are sensible rules for line of sight and reduced effectiveness for artillery without support. Artillery can stack up to 3 per hex alone or 1 with infantry or cavalry, who may not stack together. Cavalry has 2 types (heavy and light) and 3 formations (column, line and extended line). An assault factor and charge increment, and a small fire factor for Lt. cavalry. Infantry has 6 formations possible: Road column, Column, Column, Mixed Order, Line, Extended Line and Square. Formations are handled by reverse printing and/or extension arrowed counters and facing is important and varied. Morale factors of 4 degrees are included and play a vital part. Command control comes from a CINC, who can without problems allot control points (reduced if wounded) to move formations if he is with or next to them, but if he has to rely on subordinate divisional commanders he

may find his troops charging the enemy or running away - lovely stuff! So, there are my 2 pet convictions satisfied. However, this is no beer and pretzels game. Too much beer and you will never work out what you are doing. Make no mistake, this is a moderately complex simulation of Napoleonic operations at brigade level which will particularly interest minatures fans.

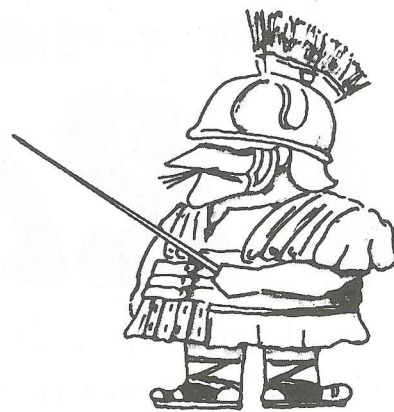
**The Battle:** And here is the rub! Salamanca was a fascinating battle inasmuch as it was between almost equal forces who had spent some time feinting and manoeuvring without daring to attack each other seriously unless one side dropped its guard. The designer, therefore, is faced with the problem that realistically there can be no justification for either side to attack unless his opponent has made a serious blunder. Poor Marmont could not see over the Arapile to ascertain if Wellington had withdrawn the bulk of his army, and mistook the dust of the retreating baggage for such a movement. He could not gaze down on the mapboard as we can. Sensibly any player would not risk an attack in this game situation (I cited a similar flaw in Maplay's game of Salamanca). One way out would be to advance the game 3 turns and set-up with Thonieres spread out in road column with Curto out of play and let the Anglo-Portuguese overrun the leading French divisions, but one would find it hard to get an opponent for the British player! Nonetheless, the battle at Salamanca could have been fought at any time during the previous three weeks, or not at all. To put it on a map at an historical date without it's *raison d'être* does not comply with the facts.

**Other Grumbles:** The map has no names for the villages. For those interested, the town between B and Y is Los Arapiles, that between C and 2 is Calvarossa de Arribo, whilst Aldea Tetada is two hexes from A.

The French chain of command is historically accurate, inasmuch as after Marmont's serious wound Clausel took charge and Foy then commanded the rear-guard. However, Bonnet would have taken over after Marmont as next senior, had he not already been wounded, causing further delay in the French chain of command and Foy was almost the junior of the French divisional commanders.

The lower morale of the

# MINING



Portuguese vis a vis the British and French seems a little harsh. With morale being so crucial one can end up treating them like Rommel used the Italians, to guard points unlikely to be attacked and keep them heavily bolstered with his compatriots. Harsh treatment when you look at their record. Also, I would feel that the greater speed of the French and the light division could have been included.

**Overall:** A lot of work has gone into the rules and system and the game has a lot to offer to the serious Napoleonic fan. You must be prepared to spend time on learning the system and have a similarly minded opponent available, although solo play is excellent. PbM is not on, without a lot of experience and knowledge. If you feel that you fall into this category buy this game, but if you like quads best or this is not your period stick to something else. If you find it too much at one gulp, leave out the command control rules until you can control your formations and have learnt the combat systems.

Bob Latter

## APACHE

This slightly tongue-in-cheek game of the old West is one of Yaquinto's Album Series where the box, when opened out, forms the playing surface. You can get an idea of the design of the game itself from the box Artwork - two very famous faces look boldly out from the cover: Big Chief Sitting Burt and Lootenant Hudson, alias Lancaster & Rock. The game components are without fault - bold map with big hexes as befits the period; tough, manly counters (of course) and simple, understandable rules with virtually no errors. Playing pieces represent fictitious Indian Chiefs (at least, with names like "Stinking Blanket". I hope so!), Cavalry leaders (would you believe General Delivery?!) plus war parties, patrols, columns (cavalry type), encampments, railroads - which the paleface player (not bucket-face as my son called me, when I killed his chief) has to build as part of his progress to victory - ranches, towns, etc., etc.

It's pure Hollywood and proud of it - rightly so, in my view. The basic idea is that the white-man has to settle the wild frontier territory by build-

ing ranches, towns and a railroad. The Indian player simply has to stop him. First, the White player(s) sets up some ranches, his fort and cavalry units. These latter will include a leader, who draws a "personality" card which determines his affect on combat. White also determines the start and finish hexes for his railroad. The Red player takes a war-party plus 3 dummy counters (to confuse White) and writes down the hex wherein is to be found his camp. He also equips himself with a personality card which has a similar function to that of his opponent. An "Event" card is drawn (can have effects on combat, introduce stage-coaches or wagon trains - both useful targets for Red - or just random happenings - e.g. a volcano) and play gets underway.

Each turn thereafter, White places a ranch or town, builds a bit of railroad, moves his mobile pieces (including stages and wagons) thereby attempting to catch the dastardly Redman and destroy his chief and camp (of course the Red player immediately gets fresh ones and carries on as usual!). After this its Red' turn and he, cunning devil, tries to burn ranches, towns, railheads or what have you and kill bluejackets. Combat is odds based with AE, AR1, AR2, DR2, DR1 and DE results. A ranch suffering a DR result is considered to have been successfully attacked although not destroyed, giving lower VP's to Red than a DE result. Victory Points are earned for the destruction/successful attacking of enemy units and the completion (White) or non-completion (Red) of the railroad. Up to 6 players can take part.

It's fast, it's fun and it's excellent value for money.

Mike Oliver

## ASTEROID PIRATES

There are a multitude of tactical space combat games available on the market these days and, as I am a "Traveller" player, I have a pre-dilection for GDW's versions. It was with some interest, therefore, that I opened the stunningly printed album cover of AP. The quality of componentry of Yaquinto games is becoming legendary. Good design, good execution and sturdy materials are their hall-mark and all power to them for that. I bet you're all waiting

for the "BUT". And you're right. It's the old story - a good, sound game that hasn't been carried through in all departments. As so often happens, the rules are the culprits.

One can overcome problems but why should it be necessary? Basically, the game is a system, like Submarine, Air Force and Aces High and Scenarios are provided to give some background reason for combat. Generally speaking, you can be either the Goodies (Legitimate mining product Transports and Escorts) or the Baddies (Pirates). Each player "designs" his ships, allocating limited points to various functions (Drives, Lasers, Missiles, Hull, etc.) so that ships can be fast and deadly but weak structurally, or ponderous, armoured missile platforms. This data is recorded on pre-printed sheets by means of 1/2-width counters but here is another ha'porth of tar problem - you don't get enough, so it's out with the modelling knife

and "where did I throw those blanks from Starfall?"

All the minor gripes aside, there is a good, exciting game trying to get out and, with the addition of randomly moving asteroids on the board as well as some fixed ones (is this realistic?), your most fiendish plans can come to nought and your opponent get an unexpected shot at you. To provide the random factor for combat Yaquinto provide two very good dice, one red, one white; they also give a pad of ship data sheets so you don't need to "borrow" the company's photocopy (as if you would!) and that about sums it up - you get almost all you need but the job hasn't quite been finished. That, for me, knocks the gilt off the gingerbread and makes me loath to go back to a game for repeat performances. However, I think the basic system is good and the components attractive enough to give AP a qualified "thumbs-up".

Mike Oliver.

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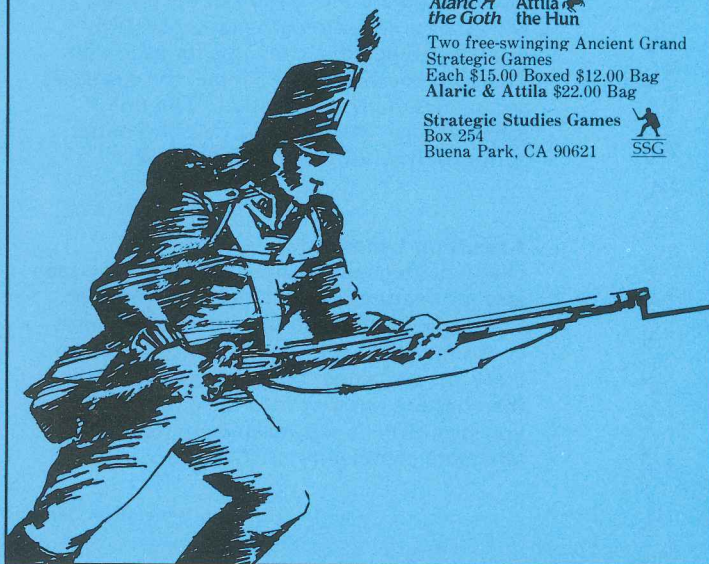
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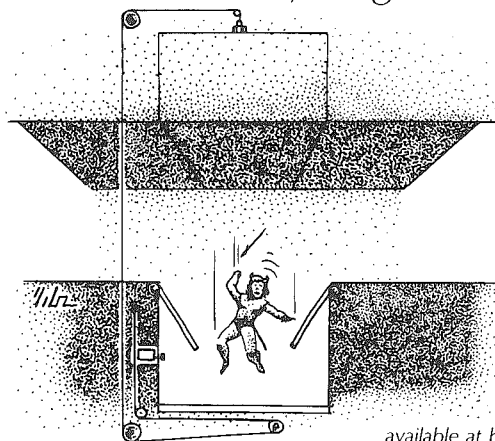
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