

The Caucasus CAMPAIGN

JULY–NOVEMBER, 1942

[Living Rules — November 2010](#)



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1. INTRODUCTION

The Caucasus Campaign is a game covering the Axis invasion of the Caucasus during the year 1942. The game starts after the capture of Rostov and ends in the middle of November when the Soviet Offensive to the north, at Stalingrad, starts. One player controls the Axis forces, the other the Soviet forces.

Scale: One hex = 18 miles (29 kilometers). Each Turn represents one week.

2. CONTENTS

2.1 Inventory

Each game of *The Caucasus Campaign* contains the following:

- 1 Map
- 1 & 1/2 Counter sheets
- This rule booklet
- 1 6-sided die
- 2 Identical Player Aid Cards



2.2 How to Read the Units

Attack Strength: is the strength the unit contributes when attacking. A number in a yellow box means the unit provides an Armor Shift in both attack and defense. Superscript number is used for Mountain and Forest combat.

Defense Strength: is the strength the unit contributes when defending. A number in a yellow box means the unit can only cancel an Armor Shift—it cannot provide one.

Movement Allowance (MA): is the base number of Movement Points (MPs) the unit may expend for movement in the Primary Movement Phase (7.2).

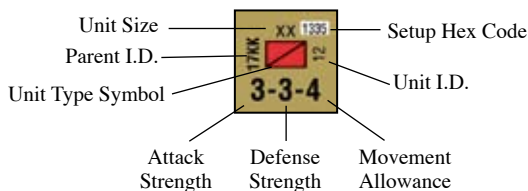
White Box: denotes the unit does not count for stacking purposes, has no Zone of Control, may not be used in a Determined Defense and if alone in a hex does not receive a Defensive Terrain Bonus.

2.2.1 Unit Size

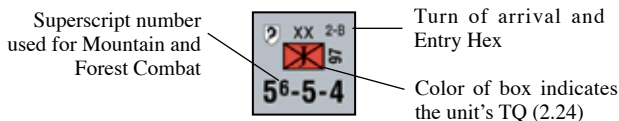
II = battalion	XX = division	XXXXX = front
III = regiment	XXX = corps	+ = unit reinforced
X = brigade	XXXX = army	

SAMPLE COMBAT UNITS:

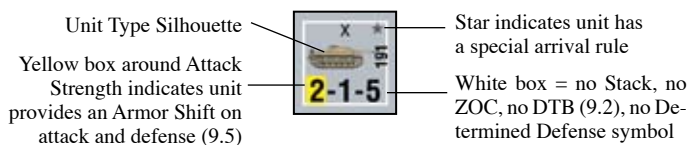
Soviet 12th Cavalry Division of the 17th Cossack Cavalry Corps



German 97th Jäger Division



German 191st StG Brigade



German Luftwaffe 7th FLAK Regt.



Yellow box around the Defense Strength indicates unit can only cancel the attacker's Armor Shift (9.5)

Soviet 2nd Guards Division



Triangle indicates unit starts on its reduced side

Soviet Black Sea HQ



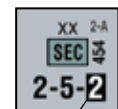
Parenthesis denotes Defense Strength restriction (15.1)

German 4th Bicycle Regiment



White circle denotes Bicycle Movement (15.8)

German 454th Security Division



Black box denotes restricted Movement (15.9)

Soviet Azov Flotilla



Blue circle denotes Sea of Azov Movement (15.3)

Soviet Armored Train



"R" denotes unlimited Rail Movement (15.6)

AIR AND NAVAL MARKERS:

Air Support



CRT Column Shift(s) right, or Determined Defense modifier

Black Sea Fleet



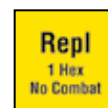
SAMPLE MARKERS:



Axis Control



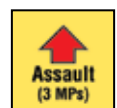
Turn



Replacement



Disrupted



Assault



Victory Points



Out of Supply



Road (Limited) Supply



Rail Move



Auto Elim

2.22 Summary of Unit Types:

All units are either Mechanized or Non-Mechanized. All Non-Mechanized unit except Cavalry are Foot units.

	Non-Mechanized	Mechanized
Foot Units	Infantry	Armor/Panzer
	Bicycle Infantry	Panzergrenadier
	Mountain Infantry	Motorized Infantry
	Jäger	FLAK
	SEC Security	Anti-tank
	NKVD	Commando
	Naval Infantry	StuG
	HQ	Armored Train
	Port Garrison	Azov Flotilla
	Cavalry	Soviet Tank
		Churchill
		Stuart
		T-26
		BT-5

2.23 Unit Colors

• Tan	Soviet regular Army and Air Force
• Dark Brown	Soviet Navy
• Red	Soviet Guards
• White	Soviet NKVD
• Gray	German Wehrmacht
• Black	German SS
• Medium Blue	German Luftwaffe
• Medium Green	Rumanian
• Dark Blue	Slovakian
• Yellow	Italian
• Yellow Ochre	Turkoman (or Ost Troops)

2.24 Troop Quality (TQ)

All units are rated at one of three Troop Quality (TQ) levels: Elite, Regular, or Low. The TQ effects combat (9.6) and Determined Defenses (10.4) and is indicated by the color of the unit type box:

Elite = Red

Low = Light Yellow

Regular = Gray for Axis and Brown for Soviet

Soviet NKVD and Naval Brigades have different TQs depending on whether they are attacking or defending:

- **NKVD:** On DEFENSE treat as Elite units and as Regular units when attacking.
- **Naval Brigades:** In an ATTACK treat as Elite units and as Regular units when defending.

HQ: HQs units have a Regular TQ.

Units without a Unit Type Box: All units that have no Unit Type Box have a Regular TQ. Specifically: Soviet Tank Bdes (including the Guards Tank brigade), Armored Trains, StuG brigades, Port Garrison Units, and the Azov Flotilla.

2.3 The Map

The map depicts the area of the Kuban and the Caucasus where the campaign was fought. See the Terrain Effects Chart for a complete list of terrain features and their effects on movement and combat.

2.31 Seasonal Marsh Hexes

Seasonal Marsh hexes are considered Rough terrain until Turn 10. At that time they are treated as Marsh hexes and the Minor River

hexsides adjacent to Seasonal Marsh hexes are ignored.

DESIGN NOTE: The Kuma River does indeed end in the Marshes and does not reach the Caspian Sea until the rainy season.

2.32 Mountain Passes

Starting on Turn 10 all Mountain Passes (except the Krestovy Pass on the Georgian-Military Highway) become closed due to snow fall. No movement, combat or supply tracing is allowed across a closed Mountain Pass.

DESIGN NOTE: During WWII the Georgian-Military Highway was the only road across the high Caucasus Mountains that was passable during the winter.

2.33 The Unfinished Railroad

The Railroad between Astrakhan and Gudermes starts the game unfinished and may not be used until Turn 8. Once finished, this Railroad can only be used for a Line of Supply, it may not be used for Rail Movement. The Road in those hexes can always be used (for movement and Limited Supply).

HISTORICAL NOTE: When it became apparent that the Axis were going to cut the rail line that connected the Caucasus to the north (through Salsk), the Soviets quickly built this replacement line. It was built so quickly that in many parts they just laid the rails right on the hard desert floor. I could find no evidence that the Soviets used the line to move troops—all records indicate that troop movement occurred by sea via Astrakhan and Makhachkala. I would assume the rail line was used to carry petroleum from Baku to the north.

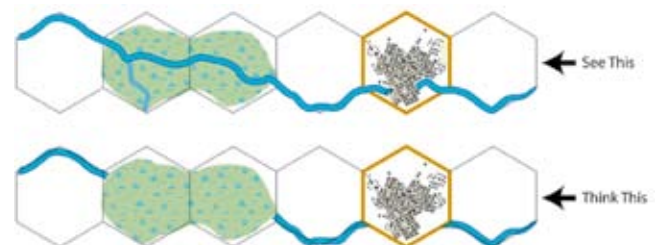
2.34 Sochi to Sukhumi Railroad

The stretch of Railroad from Sochi to Sukhumi can only be used for a Line of Supply, it may not be used for Rail Movement.

DESIGNER'S NOTE: Since the majority of Russians reinforcements for Tuapse arrived by sea, it appears this stretch of railroad was not yet completed in late '42 or was in disrepair from constant air attacks.

2.35 Rivers That Flow Through Hexes

When a River flows through a Marsh or Major City hex it is completely ignored. The effects of the River as a movement hindrance and a defensive aid have been mitigated by the surrounding terrain.



2.36 Hex Terrain

If a hex has two or more “natural” terrain types in it, use the most predominant type in the hex and ignore the others. *For example hex 2235 contains Forest, Clear and a little bit of Rough—this hex is considered a Forest hex.* “Man-made” terrain can add to the natural terrain in the hex. *For example, Novorossiysk is a Forest hex with a Minor City.*

2.37 Hex Control

A player controls a Town, Major City, Minor City or Entry Hex if he occupies it or was the last player to pass through the hex. At the Start of the game, the German player controls Rostov, Kagalnik and Taganrog, the Soviet Player controls all other towns and city hexes. Keep track of who controls the important VP hexes with the Axis Control markers.

3. SEQUENCE OF PLAY OUTLINE

The Caucasus Campaign is played in Game Turns. A Game Turn is composed of two Player Turns and one Victory Check Phase. Each Player Turn is subdivided into several Phases and Impulses. Every Game Turn is played in the following order:

A. AXIS PLAYER TURN

1. AXIS INITIAL PHASE

- Place Reinforcements on their Entry Hexes (4.1, 4.2).
- Roll on the Axis Replacement Table and record the replacement on the Replacement Track (4.5, 4.6).
- Roll for Weather if this is Turn 6-14 (4.8).
- Place any HQs previously removed (15.1).

2. AXIS PRIMARY IMPULSE

A. Axis Primary Movement Phase

- Flip Axis and Soviet Air Support markers to their “Ready” side (16.11).
- The Axis player conducts Movement (7.1, 7.2), and may receive Replacements (17.0).

B. Axis Primary Combat Phase

- The Axis player conducts all his Combats (8.0).

3. SOVIET SECONDARY IMPULSE

A. Soviet Secondary Movement Phase

- Flip Axis and Soviet Air Support markers to their “Ready” side (16.11).
- The Soviet player conducts Movement at a reduced rate, may conduct Mobile Assaults (13.0), and designate units that will Assault (7.3).

B. Soviet Secondary Combat Phase

- The Soviet player may attack with all of his units that have been designated for an Assault (7.3).

4. AXIS SECONDARY IMPULSE

Same as the Soviet Secondary Impulse but switching the term Soviet with Axis.

5. AXIS SUPPLY PHASE

- Check the Supply status of all Axis units (14.0).
- Roll for Attrition of all Isolated Axis units (14.6).
- Remove all Disrupted markers from Axis Units (11.5).

B. SOVIET PLAYER TURN

1. SOVIET INITIAL PHASE

- Place Turn Track Reinforcements on their Entry Hexes (4.3).
- Draw three Random Reinforcements from an opaque cup and place on map (4.4).
- Roll on the Soviet Event Table and implement result (4.7).
- Place any HQs previously removed (15.1).

2. SOVIET PRIMARY IMPULSE

Same as the Axis Primary Impulse but switching the term Axis with Soviet.

3. SOVIET SUPPLY PHASE

Same as the Axis Supply Phase but switching the term Axis with Soviet.

C. VICTORY CHECK PHASE

If one side has achieved a Sudden Death Victory (19.3) the game ends. If not, record the completion of a game-turn by advancing the Game Turn marker one box.

4. THE INITIAL PHASE

4.1 Reinforcements and Entry Hexes

Each player’s reinforcements are listed on the Turn Record Track. Reinforcements enter play during the friendly Initial Phase by being placed on an appropriate Entry Hex.

ENTRY HEXES: Entry Hexes are labeled with letters from A to J and represent single or multi-hex Entry Hexes.

- Axis Entry Hexes are indicated by the German balkenkreuz while Soviet ones are indicated with a Soviet red star.
- Entry Hexes from F to J are considered normal hexes for all game purposes.
- Entry Hexes along the north map edge (A to E) are considered special hexes. They are treated as Clear terrain hexes and enemy units *may not enter or attack* into these hexes.

PLACEMENT OF REINFORCEMENTS: Stacking limits may be exceeded during initial placement. A unit may be placed in an enemy Zone of Control (EZOC). This placement does not cost any MPs. A reinforcement may move normally on the turn of entry.

BLOCKED ENTRY HEXES: If all available Entry Hexes are enemy controlled, reinforcements may be delayed until an Entry Hex is available. Reinforcements that arrive on Entry Hexes can be delayed every turn. Note that Entry Hexes along the north map edge cannot be enemy controlled and so cannot be blocked.

4.2 German Reinforcements

Most Axis reinforcements arrive at Entry Hexes A, B, C as indicated on their counters. Ost Troops, the Italian Alpine Corps, Blücher reinforcements, and units with a J as an Entry Hex arrive differently as described below.

Entry Hex J (Taman): Entry Hex J starts the game blocked. It may only be used if it has been captured and currently Axis controlled. If J is not Axis controlled they may be delayed until it is, or delayed one turn and arrive at any “A” Entry Hex.

Italian Alpine Corps: On the Initial Phase of Turn 5 the Axis player rolls for the Italian Alpine Corps. On a roll of 1 or 2 it arrives as a reinforcement that turn at any “A” Entry Hex. On a roll of 3-6 it does not enter (*it marches north to the Don River and protects the German 6th Army flank at Stalingrad*). The arrival of the Alpine Corps on the Caucasus front requires the Axis player to gain 20 Victory Points to win instead of 18.

Blücher II: *This was the code name for the transfer of 11th Army divisions across the Kersch Strait.* In the **first** Axis Initial Phase after the Axis player controls the Taman hex he receives the two divisions in the Blücher II box as reinforcements. They are placed in Entry Hex J.

Ost Troops: These were insurgent troops from the Caucasus or disgruntled Soviet POWs willing to ally with the Axis Forces. If the Axis Player has control of both Krasnodar and Voroshilovsk during his Initial Phase of Turn 7 or later, he must raise the three Ost units. To do this, take the three Ost units from their Holding Box and roll one die for each. The result of the die is the number of turns later the unit arrives in play as a reinforcement. *For example, if a 1 is rolled, the Ost unit would arrive the next turn.* On the turn of its arrival it can be placed as a Reinforcement in any friendly controlled Major or Minor City hex that is on a Connected Rail Hex (14.3) and not in an EZOC.

4.3 Soviet Turn Track Reinforcements

All Soviet reinforcements listed on the Turn Track arrive at Entry Hex E or placed in the East Caspian Holding Box. If placed in the East Caspian Holding Box they can arrive as a reinforcement at Astrakhan, Makhachkala, or Entry Hex F in the next Soviet Initial Phase.



On Turns 4 and 5 place the Air Support marker on “Available” side in the Air Box. On Turn 7 (or later) place the 4th Guards Cavalry HQ in a hex containing Cavalry unit(s).

4.4 Soviet Random Reinforcements

These reinforcements represent formations that were raised locally or were rebuilt from the survivors of the disastrous Crimean campaign. At the start of the game place all Soviet units with a white star in their upper right corner in an opaque cup. Each turn (starting with Turn 1), during the Soviet Initial Phase, the Soviet player may draw three units from the cup as reinforcements. At least one unit must be placed in Tbilisi, if possible. If Tbilisi is Axis controlled, then that reinforcement is lost and placed in the Cadre Box. The other two may be placed on a Front HQ in Full Supply (14.1), or on any friendly controlled Major City on a Connected Rail Hex (14.3). Only one per hex, unless a Front HQ is located on a Major City, in which case two may be placed there. If insufficient arrival locations are available, then the unit or units are lost and placed in the Cadre Box.

NOTE: There are a total of six possible entry locations for Soviet Random Reinforcements: Astrakhan, Tbilisi, Krasnodar, Grozny and the two Soviet HQ units.

Important: Most Soviet Random Reinforcements arrive at reduced strength. These units are indicated with a triangle on their upper left corner and their star on their reduced side.



If the Soviet player draws a “None” he does not receive a unit for that particular draw. He still receives the other units that were drawn.



4.5 The German Replacement Table

On Turns 2-6 the Axis player receives one replacement per turn. The type of replacement received is determined by rolling on the Axis Replacement Table. Record the replacement with a Replacement Marker on the Replacement Track. See rule 17.0 for full details on Replacements. The results are described below:



- **German Regular Infantry:** One replacement for any German Infantry division, or the Bicycle regiment.
- **German Elite Infantry:** One replacement for any



German Jäger or Mountain division.

- **Axis:** One replacement for any Romanian, Italian, Slovakian or Ost unit—cavalry, infantry, motorized infantry or mountain infantry. Use the Romanian colored Repl marker for these nationalities.



- **Any Infantry:** One replacement for any one of the three types above.

- **German Mechanized:** One German mechanized replacement. May be used on a Panzer or Panzer-grenadier (including the 5th SS) division, the Felmy Corps, or a StuG brigade.



- **Special:** One replacement of any type. Or take a FLAK, or Brandenburg from the Cadre Box.

PLAY NOTE: The Replacement Table is the only way the other two German StuG units enter play.

4.6 Hitler Takes Command

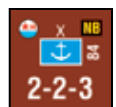
Starting on Turn 7 the German Replacement rate is increased to two replacements per turn. One replacement is determined by the Replacement Table, but the second may be of any type. The German player may decide the type after he sees his replacement die roll.

DESIGN NOTE: Hitler relieved his Army Group commander (List) and took over control of Army Group A. The positive effects of this change of command is hard to gauge, but it is clear that in September and October replacements began to arrive steadily and the Panzer, Mountain and Jäger divisions were brought up to full strength.

4.7 The Soviet Event Table

The Soviet player rolls on his Event Table each Soviet Initial Phase (starting on Turn 1). The results are described below. If the result is a replacement, see 17.0.

NAVAL BRIGADE: The Soviet player receives a Naval brigade from the Naval Brigade Holding Box. The unit must be placed as a reinforcement on any friendly controlled Port hex on the Black Sea coast (it may be placed in an EZOC [6.1]). If all Naval brigades have already entered play, then the Soviet player receives one Infantry Replacement.



INFANTRY REPLACEMENT: The Soviet player receives one Infantry replacement which is recorded on the Replacement Track.



CAVALRY REPLACEMENT: The Soviet player receives one Cavalry replacement which is recorded on the Replacement Track.



LEND LEASE TANKS: The Soviet player receives a Tank brigade from his Lend Lease Box. The unit is placed as a reinforcement in Entry Hexes F or G. If all Tank brigades from this box have already entered play, then treat this result as No Effect.



TURKISH FRONT DIVISION: The Soviet player receives a division from his Turkish Front Holding Box. The unit is placed as a Reinforcement in Entry Hexes G or H. If all Turkish Front divisions have already entered play, then the Soviet player receives one Infantry Replacement.



BLACK SEA FLEET SORTIES: The Soviet player places one of the Black Sea Fleet markers in the Available Box. It may be used at any time. If both Black Sea Fleet markers are already available (or have been removed from play), then treat the result as No Effect.



4.8 Weather

Starting on Turn 6 roll for Weather. Each turn, during the Axis Initial Phase, the Axis player rolls one die and consults the Weather Table. The result remains in effect for the duration of the turn.

Good Weather: No effect

Poor Weather: Neither player receives his Secondary Impulse (Movement and Combat Phases). There is no effect on the Primary Impulses. Air Support and Black Sea Fleet markers may be used in the Primary Impulse during Poor Weather.

DESIGN NOTE: The Weather marker was inadvertently left off the countersheet. Please use a spare marker as a substitute.

5. STACKING

5.1 Stacking Limits

Stacking occurs when multiple units are in one hex. The stacking limit for both sides is **three units**. There is no limit to the number of markers (including Air and Naval markers) that may be in a hex.

FREE STACKING UNITS—One of each of the following units may stack in a hex for free (these units are marked with a white square around their counter):

- HQs
- German StuG
- German FLAK
- German Commando
- Soviet Anti-Tank
- Soviet Armored Trains
- Soviet Port Garrison

5.2 Stacking Restrictions

The stacking limit can be exceeded during the course of Movement (7.0), Retreat (11.0), Advance After Combat (12.0) and placing Reinforcements (4.1). The stacking limit must be strictly observed at the completion of each Movement Phase, at the instant of a Mobile Assault (13.0) and at the end of any Retreat or Advance After Combat. The owning player must correct all stacking violations at these times by eliminating enough units from the hex to satisfy the stacking limit.

6. ZONES OF CONTROL

6.1 General Rule

The six hexes immediately surrounding a hex occupied by one or more units constitute the Zone of Control (ZOC) of those units. An enemy Zone of Control is abbreviated as EZOC. **There is no additional effect when one or more friendly units each project a ZOC into the same hex.**

6.2 Which Units Exert a ZOC

All units exert a ZOC except those with a white square around their counter (5.1). All markers, including Air and Naval markers do not have ZOCs.

6.3 ZOCs and Movement

- It cost two additional MPs (+2 MPs) to exit an EZOC.
- It cost no additional MPs to enter an EZOC.
- A unit does not have to stop moving when it enters an EZOC. A unit may move from EZOC to EZOC as long as it can pay the MP cost.

6.4 ZOCs and Terrain

ZOCs extend across all hexsides except those hexsides that are impassable to all units. Specifically:

- ZOCs do not extend across Alpine hexsides except at “open” Mountain Passes (2.32).
- ZOCs do not extend across a Lake or All Sea hexsides.

6.5 Other Effects of ZOCs

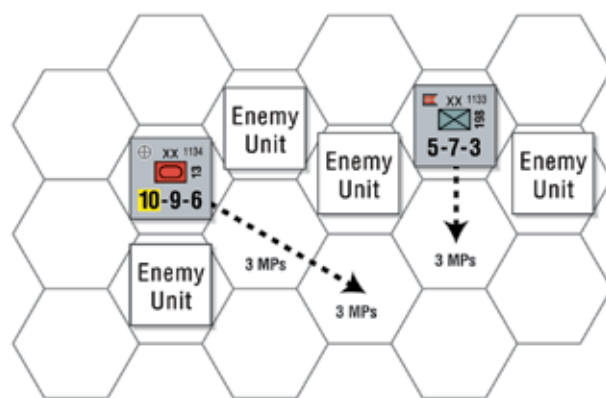
- **RAIL MOVEMENT:** Rail Movement is not allowed if the unit starts in an EZOC (7.22).
- **RETREATS:** A stack of units can be eliminated or suffer a step loss if it retreats into an EZOC (11.2).
- **LINE OF SUPPLY:** A Line of Supply (14.3) cannot be traced through a vacant hex in an EZOC.

7. MOVEMENT

7.1 The Basics

During a friendly Movement Phase, the player may move all, some, or none of his units as desired. Each unit has a Movement Allowance (MA) that is the number of Movement Points (MPs) it may expend for movement. Each hex entered (and some hexsides crossed) cost a certain number of MPs as determined on the Terrain Effects Chart (TEC). Movement may be made by individual units or by stack. If units are moved as a stack, they move at the rate of the slowest unit in the stack. A unit or stack may not enter a hex occupied by an enemy unit. **You must complete the movement of one unit or stack before starting to move another.** All unused MPs are lost, they may not be accumulated. Units with a zero (0) Movement Allowance may never move.

ROADS AND BRIDGES: A unit that follows the path of a road may use the reduced rate of the road. Whenever a road or railroad crosses a river a bridge is assumed to exist.



EXAMPLE OF MOVEMENT AND ZOC: Units pay two additional MPs to exit an EZOC. A unit with a Movement Allowance of 6 can move through two hexes in an EZOC.

7.2 The Primary Movement Phase

All friendly units can move up to their full Movement Allowance. The following types of special movement are allowed in the Primary Movement Phase: Extended Movement, Rail and Sea Movement.

7.21 Extended Movement

All units may use Extended Movement in the Primary Movement Phase to increase their Movement Allowance by two (+2 MPs) if they do not *end* their move in an EZOC. Units can use Extended Movement even if they start their move in an EZOC.

7.22 Rail and Sea Movement

Rail and Sea Movement is only allowed in the Primary Movement Phase. Units that use Rail or Sea Movement in the Primary Movement Phase may move normally in the Secondary Movement Phase, but not by Rail or Sea. A unit may not combine both Rail and Sea Movement in the same Movement Phase.

Sea Movement: Only the Soviet player may use Sea Movement. A unit using Sea Movement may move from a friendly controlled Port to another friendly controlled Port (on the same sea). **Sea Movement is not allowed to enemy controlled ports even if they are vacant.** This cost the unit its entire MA. A maximum of one unit on each sea (Caspian, Black and Sea of Azov) may use Sea Movement during the Primary Movement Phase. The Sea of Azov is further restricted to only Naval brigades (the Sea of Azov was extremely shallow and subject to air attacks). The port of embarkation or debarkation may NOT be in an EZOC unless assisted by an Air Support (16.14).

Rail Movement: Both players may use Rail Movement. A unit using Rail Movement may move an unlimited distance along a Railroad. Each side may move a maximum of one unit by Rail Movement each friendly Primary Movement Phase. Units using Rail Movement

must start on a rail hex and follow a path of contiguous rail hexes. Units that use Rail Movement may not start in an EZOC, nor at any time enter an EZOC. **Units that use Rail Movement may not enter an enemy controlled City (Major or Minor) or Town hex.** Units with a zero (0) Movement Allowance may not use Rail Movement.

USABLE RAIL HEXES: To use a rail hex for Rail Movement, that hex must be connected by a contiguous path of rail hexes, free of enemy units and their ZOCs (6.0), to a friendly controlled Major City or a friendly controlled Entry Hex.

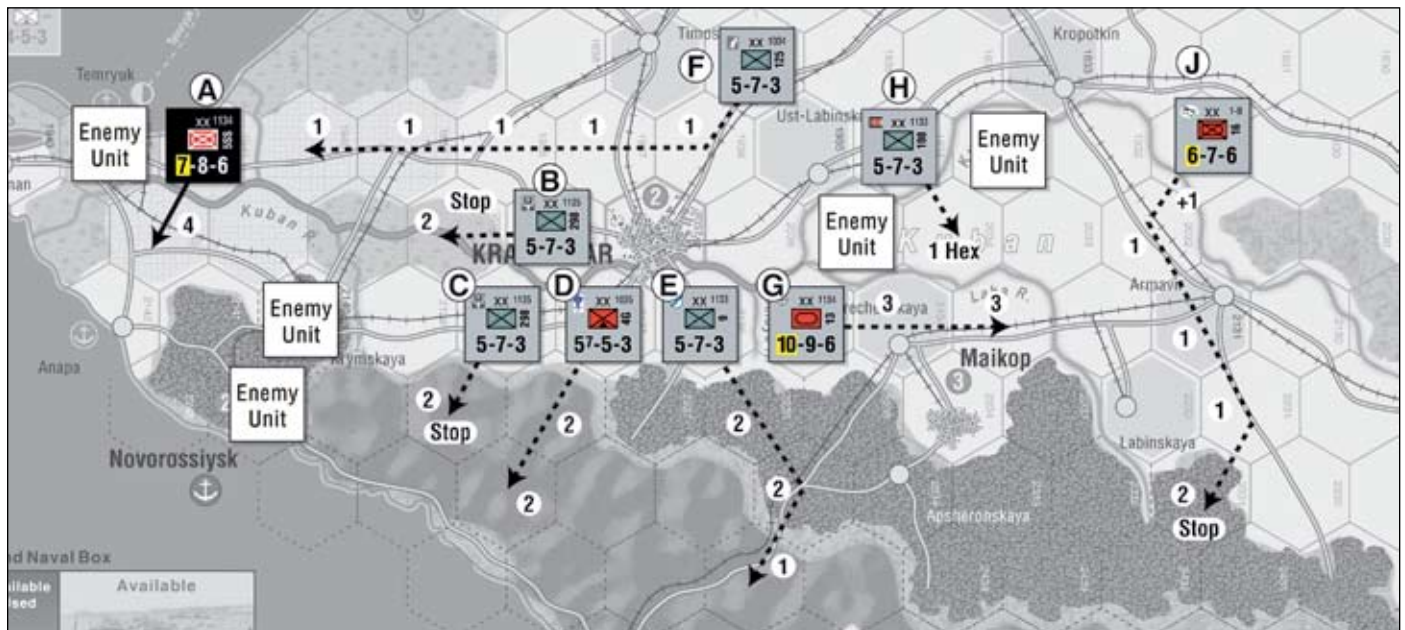
OFF MAP RAILROAD: A Railroad is considered to connect Tbilisi with Entry Hex F. However, a unit using the link must stop its Rail Movement at the far end of the link (Tbilisi or Entry Hex F). Only the Soviet player may use the Off Map Railroad.

Sochi to Sukhumi and The Unfinished Railroad: These two stretches of Railroad may not be used for Rail Movement, only for supply.

7.3 The Secondary Movement Phase

During the Secondary Movement Phase all friendly units can move again. Mechanized and cavalry units may move their full MA and may conduct Mobile Assaults (13.0). Foot units may move only one hex or attack—then cannot do both. The one hex falls under the rules of Minimum Movement (7.4) so MP cost are ignored. Extended Movement (7.21), Rail Movement and Sea Movement (7.22) are *not* allowed in the Secondary Movement Phase.

ASSAULT MARKERS: Mechanized and cavalry units that wish to attack in the Combat Phase of the Secondary Impulse must spend 3 MPs to do so. Foot units that wish to attack in the Combat Phase of the Secondary Impulse must not move. Indicate Mechanized and



EXAMPLES OF MOVEMENT: The cost to enter each hex is noted. Unit A starts adjacent to a Major River hexside so can cross it at a cost of one additional MP; since exiting an EZOC cost 2 MPs, it spends a total of 4 MPs to cross the river. Unit B must stop upon entering a Marsh hex if not following a road. Unit C must stop upon entering a Mountain hex if not following a road. Unit D is a mountain infantry unit so does not have to stop when entering a Mountain hex;

it uses Extended Movement (+2 MPs) to move two Mountain hexes. Units E and F use Extended Movement to increase their MAs to 5. Unit G must pay two additional MPs to exit each EZOC. Unit H uses Minimum Movement to move one hex which would have cost 4 MPs otherwise. Unit J is a mechanized unit that must stop upon entering a Forest if not following the path of a road.

cavalry units that have spent 3 MPs and Foot Units that have not moved (and plan to attack) with Assault markers. These will be the only units that are allowed to attack in the Combat Phase of the Secondary Impulse. Mechanized and Cavalry units may always move one hex and Assault, even if they have insufficient MPs to do so.

7.4 Minimum Movement

In both Primary and Secondary Movement Phase, a unit that is allowed to move can always move at least one hex, even if it does not have sufficient MPs to do so. The only restriction is that it may not enter or cross prohibited terrain.

7.5 Strategic Road Movement

Strategic Road Movement is allowed in both the Primary and Secondary Phases for both mechanized and non-mechanized units.

- Mechanized units that spend their entire MA moving along the path of a Road, and do not enter or exit an EZOC, may use the reduced road rate of .5 MP per road hex.
- Non-mechanized units that spend their entire MA moving along a road and do not enter or exit an EZOC, may move one extra road hex. Note that this would allow a Foot unit to move two road hexes in the Secondary Impulse.

In the Primary Movement Phase, Strategic Movement is cumulative with Extended Movement. *Example, a mechanized unit with a MA of 6 that uses Extended Movement (+2 MPs) and Strategic Movement could move 16 road hexes.*

7.6 Mechanized Units and Difficult Terrain

- Mechanized units may never enter a Marsh or Mountain hex unless following the path of a road.
- Mechanized units must stop upon entering a Forest hex if not following the path of a road.

7.7 River Hexsides

- It cost one additional Movement Point (+1 MP) to cross an unbridged Minor River hexside.
- Units may not cross an unbridged Major River hexside unless they began their movement next to the river hexside and their first move is to cross that river hexside. It cost one additional movement point (+1 MP) to cross a Major River hexside.

7.8 Marsh, Mountain and Alpine Hexes

MARSH: All Non-mechanized units must stop upon entering a Marsh hex unless they are moving along a road. Each Marsh hex cost 2 MPs. Mechanized units are prohibited (7.6) unless moving along a road.

MOUNTAIN: All Non-mechanized units except Mountain Infantry must stop upon entering a Mountain hex unless they are moving along a road. Each Mountain hex cost 2 MPs.

ALPINE: No units may enter the Alpine hexes. Units may cross Alpine hexsides at Mountain Passes only.

7.9 Units with Special Movement Rules

There are four types of units with special Movement Rules.

- The Azov Flotilla See 15.3
- Armored Trains: See 15.6
- The 4th Bicycle Regiment: See 15.8
- The 454th Security Division. See 15.9

8. COMBAT

8.1 General Rules of Combat

Phasing units may attack adjacent enemy units in both friendly Combat Phases. Attacking is voluntary, no unit is ever required to attack. No unit may attack or be attacked more than once per Combat Phase. All defending units in a hex must be attacked as one combined Defense Strength. The attacker may conduct his attacks in any order and need not pre-designate them.

You must complete each attack (including Retreat and Advance After Combat) before proceeding to the next one.

Primary and Secondary Combat Phases: The Primary and Secondary Combat Phases are identical with the exception that only units marked with Assault markers may attack in the Secondary Combat Phase.

8.2 Multi-Hex Combat

- An enemy occupied hex may be attacked in one combat by as many friendly units as the attacker can bring to bear from the surrounding hexes. However, no single attack may target more than one hex. No single attacking unit may have its combat strength divided and applied to more than one combat.
- Units in the same hex can attack adjacent defenders in different hexes as long as each attack is conducted separately.
- Units in a hex containing an attacking unit need not participate in that combat or in any attack.

8.3 Combat Procedure

Follow these steps for each combat:

STEP 1: Compare the combined Attack Strength of the participating attacking units against the total Defense Strength of the involved defending units and express the comparison as a numerical odds ratio (attacker to defender). Round off this odds ratio downward to conform to one of the odds ratio columns found on the Combat Result Table (CRT).

EXAMPLE: a 15 to 4 would be a 3-1.

STEP 2: The attacker must decide if he is committing any Air Support or Black Sea Fleet markers to the combat.

STEP 3: After taking into account column shifts, the die is rolled and the results are implemented. In the following order:

- remove any step losses (10.2, 10.3),
- perform the Determined Defense if applicable (10.4),
- perform Retreats (11.0),
- perform Advance After Combat (12.0).

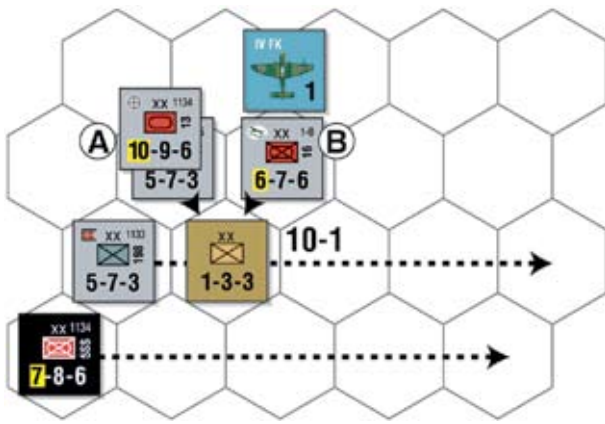
8.4 Minimum and Maximum Odds

Combat at odds less than 1-2 are not allowed. Combat at odds greater than 9-1 is an Automatic Elimination (8.5). Attacker and defender column shifts are applied BEFORE the minimum and maximum restriction. *EXAMPLE: 11-1 odds with 2 shifts left would use the 9-1 column.*

8.5 Automatic Elimination

COMBAT PHASE: If 10-1 odds are achieved in the combat phase, the defenders are eliminated without a die roll and the attacking units may Advance After Combat.

MOVEMENT PHASE: An Automatic Elimination can occur during



EXAMPLE OF AUTOMATIC ELIMINATION: The three German units in hexes A and B have moved adjacent to the Soviet unit. The odds are 21-3 = 7-1. Shifts for Air, Armor and TQ bring it to a 10-1, making it an Automatic Elimination. The two other German units that have not yet moved, and did not take part in the combat, can conduct their movement ignoring the Soviet unit.

a Primary Movement Phase (not a Secondary Movement Phase), when the phasing player has moved enough units adjacent to an enemy unit (or stack), and those units have enough Attack Strength and column shifts (including Air Support/Black Sea Fleet shifts) to guarantee at least 10-1 odds against the defending hex. At that point the defending unit(s) are removed. All units that made the 10-1 possible are marked with Auto Elimination markers—they cannot move any further that Movement Phase nor take part in combat in the following Combat Phase. The Phasing player can move other units into and through the hex as if no enemy unit was located there. The units marked with Auto Elimination marker may, at any time in the subsequent Combat Phase, Advance After Combat as if the combat was resolved on the CRT, at which time the markers are removed.

9. COMBAT MODIFIERS

9.1 Halving

When halving, always halve by individual unit (not stack), and round any fractions UP to the next higher whole number (*Example: two units with an Attack Strength of 5 would have a combined Attack Strength of 6 after halving [3 + 3 = 6]*). **No unit may ever have its Attack Strength halved more than once for a given attack.**

EXAMPLE: An Out of Supply 10 Attack Strength Panzer division (halved, 14.4) attacking across a River hexside (halved, 9.3), would have an Attack Strength of 5.

9.2 Defensive Terrain Bonuses

In particular terrain, the defender receives Defensive Terrain Bonuses (DTBs). These are strength point additions to the hex (not per unit). Refer to the Terrain Effects Chart (TEC) for a complete list of DTBs. A defender can receive only one DTB—always use the most favorable to the defender. **The DTB can never exceed the combined Defense Strength of the defender's stack—factors in excess are ignored. Free Stacking units defending alone in a hex do not receive DTBs.**

EXAMPLE: A 2-2-3 brigade in a Mountain hex (+5) would receive only +2 and have a modified Defense Strength of 4. Two 5-7-3 divisions in a Mountain hex would have a total Defense Strength of 19 (7 + 7 + 5).

9.3 River Hexsides, Mountain Passes and Marsh Hexes

Attacking across a River, Mountain Pass or out of a Marsh hex affects the attacker's Attack Strength:

- Units attacking across river hexsides (bridged or unbridged, Major or Minor) have their Attack Strength halved.
- Units attacking out of a Marsh hex (along a road or not), have their Attack Strength halved.
- Units attacking across a Mountain Pass (along a road or not), have their Attack Strength halved.

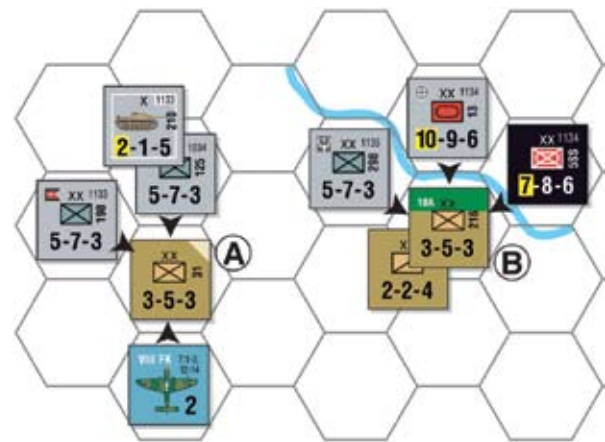
9.4 Mechanized Units and Difficult Terrain

Mechanized units have their Attack Strength reduced to 5 when attacking into a Mountain or Marsh hex (along a road or not). If the Attack Strength is currently below 5 factors, then this rule is ignored. Apply this 5 factor limit *before* any halving.

EXAMPLE: An Out of Supply 10 Attack Strength Panzer division (halved, 14.4) attacking into a Mountain hex (max 5 factors) would have an Attack Strength of 3 (first reduce to 5 and then halve).

9.5 The Armor Shift

Attacker: If the attacker has an armor unit (Tank, Panzer, StuG, or Panzergrenadier divisions on their full-strength side) involved in the combat and the defender has neither an armor unit or Anti Tank unit, then the attacker receives a shift of one column to the right on the CRT.



EXAMPLES OF COMBAT:

A: three German units plus the +2 Air Support marker are attacking one Soviet unit. The odds are 12 to 5 or a 2-1. The StuG brigade provides an Armor Shift and the Air Support provides two shifts. The final odds are 5-1.

B: three German units are attacking two Soviet units. Two of the German units are halved attacking across a Minor River. The odds are 14 to 7 or 2-1. The German player receives one shift for having a higher TQ (9.6) and one shift for Armor (9.5). The final odds are 4-1.

Defender: If the defender has an armor unit in the combat and the attacker does not, then the attacker must shift his attack one column left on the CRT.

ANTI-TANK UNITS: The Soviet Anti-Tank regiments, the German FLAK regiment, and reduced strength German Panzergrenadier divisions do not provide a shift but can cancel a shift caused by attacking armor. Eligible units are indicated with their Defense Strength in a yellow box.

TERRAIN RESTRICTIONS: The Armor Shift cannot be gained for either side if the defender is in a Forest, Marsh, City (Major or Minor) or Mountain hex. In addition, the attacker (not the defender) may not gain an armor shift if attacking across a Major River hexside (but may when attacking across a Minor River hexside).

9.6 The Troop Quality (TQ) Shift

ATTACKER: If attacker has a unit participating in the combat with a higher TQ than all of the opponent's participating units, then the attacker receives a favorable shift of one column right on the CRT.

DEFENDER: If the attacker has only Low TQ units attacking, and the defender has at least one Elite TQ unit in the hex, then the attacker suffers one shift left on the CRT.

9.7 Miscellaneous Modifiers

- Out of Supply (14.4)
- Disruption (11.5)
- Soviet Black Sea Fleet (16.22)
- Brandenburgers (15.2)
- Air Support (16.12).

10. COMBAT RESULTS

10.1 Explanation of Combat Results

The words "attacker" and "defender" refer only to the units participating in the combat in question—not to the general strategic situation.

D1-B = The defender loses one step. Surviving defenders **MUST** retreat **four hexes** (no Determined Defense [10.4] allowed) and becomes Disrupted (11.5). The attacker may Advance After Combat (12.0).

A1/D2 = The attacker loses one step (the step loss is chosen by the defender) and the defender loses two steps (the attacker may select one of the steps removed). IF THE DEFENDER HAD ONLY ONE STEP TO LOSE, THEN THE ATTACKER LOSES NONE. Surviving defenders **MUST** retreat **four hexes** (no Determined Defense allowed) and become Disrupted. The attacker may Advance After Combat.

D1 = The defender loses one step. Surviving defenders either retreat two hexes or conduct a Determined Defense. The attacker may Advance After Combat if the defender retreats.

DR = The defender must either retreat two hexes or conduct a Determined Defense. The attacker may Advance After Combat if the defender retreats.

A1/D1 = Each side loses one step (the unit that takes the step loss is determined by the **owning** player). Surviving defenders either retreat two hexes or conduct a Determined Defense. The attacker may Advance After Combat if the defender retreats.

EX = Each side loses one step (**the unit that takes the step loss is determined by the opposing player**). No retreat for the defenders. If the defender had only one step involved, then the attacker may enter the vacated hex and stop (a normal Advance After Combat [12.0] is not permitted).

A1/DR = The attacker loses one step. The defender must either retreat two hexes or conduct a Determined Defense. The attacker may Advance After Combat if the defender retreats.

A1 = The attacker loses one step. No retreat for the defender.

10.2 Selecting Step Losses

Normally the owning player selects the unit that will take the step loss unless he is mandated to take a step loss from his Lead Unit during a Determined Defense, or if an **EX** or **A1/D2** was rolled. When selecting the unit to take the step loss (yours or your opponent's), you must follow this priority:

- Select a full-strength unit (this includes single-step units).
- If there are no full-strength units, then select a unit that is flipped over to its reduced side.
- If there are only remnants or KGs, then select one of those.

10.3 Indicating Step Losses

Flipping a unit over indicates the unit has suffered a step loss. If it is a one step unit, or the unit is already flipped, then it is placed in the Cadre Box or removed from play.

LARGE UNITS: All German Infantry, Panzergrenadier, Panzer divisions and the five Soviet Rifle corps form a remnant (or Kampfgruppe—KG) unit when they take their second step loss. The remnant must abide by any retreats of the CRT result.



EXAMPLE: The three steps to the 5th SS Division

NOTE: that German Jäger and Mountain divisions do not form remnant units. These divisions had only two regiments.

10.4 Determined Defense

A determined defense represents a counterattack or a hold-at-all-cost order.

PROCEDURE: The defender may attempt to cancel the retreat portion of a D1, DR, A1/D1, or A1/DR result on the CRT by using the Determined Defense Table. He may not cancel the retreat in a D1-B or A1/D2 result. He may only do a Determined Defense if at least one step survived the combat. A successful result on this table will allow the unit or stack to ignore the Retreat and the attacker's Advance After Combat is cancelled. Note that step losses from the CRT are implemented before resolving the Determined Defense. If there are two or more surviving units in the defending stack, then the defender picks one unit as the Lead Unit; this unit determines any die roll modifiers and will be the unit to suffer the step loss if one is called for.

ELIGIBILITY: All units may perform a Determined Defense except Disrupted units, and those units with a white square around their counter (5.1).

COLUMN TO USE: The terrain of the hex determines which column the defender uses. If there is a choice (*for example a Town in a Clear hex*), always use the column most favorable to the defender.

DEFENSIVE SUPPORT: Players may use either an Air Support or Black Sea Fleet marker to provide an additional die roll modifier (drm) to the Determined Defense die roll. Defensive Air Support (16.13) provide a +1 drm unless its the VIII Flieger Korps (+2 drm). A Black Sea Fleet marker (Coastal Bombardment [16.22]) provides a +2 drm. The Black Sea Fleet is only allowed on coastal hexes along the Black Sea. Players may use only one Air or Naval support marker for Defensive Support in each Determined Defense (either one Air Support or one Black Sea Fleet marker).

DIE ROLL MODIFIERS:

- +1 Lead unit's TQ is Elite
- 1 Lead unit's TQ is Low
- +2 Soviet Black Sea Fleet
- +1 Air Support (+2 if VIII Flieger Korps)

EXPLANATION OF RESULTS:

- The Determined Defense is successful, the retreat is cancelled. If the result does not have a bullet (•) then the Determined Defense fails; and the defender must retreat **two hexes**.
- 1 Defender's Lead Unit takes a step loss.
- 1/1 The defender's Lead Unit takes a step loss, and the attacker loses one step (**attacker's choice**).

SINGLE STEP DEFENDERS: If the defender had only one step, and that step was lost in a **successful** Determined Defense, the attacker may enter the vacated hex and stop (a normal Advance After Combat is not permitted).

11. RETREATS

11.1 Retreat Procedure

PROCEDURE: When called upon to retreat by the CRT, units must be retreated **two or four hexes depending on the result; exception: 1 hex retreats (11.6)**. The owning player may determine the path. A stack of retreating units may divide and retreat to different hexes.

GENERAL RULE: A unit that retreats two hexes must end its retreat two hexes away from the hex it occupied when the combat was resolved, a unit that retreats four hexes must end four hexes away. Units that cannot do this are eliminated.

Units must follow these guidelines when retreating, listed in the order of priority:

1. Retreat in such a way to eliminate the fewest steps possible.
2. If possible, retreat to a hex that is in Full Supply; if not possible, retreat to a hex that is in Limited Supply.
3. Retreat to a hex where stacking limits are not exceeded. If not possible, the units are retreated one additional hex by the attacker (following priorities #1 and #2 above).
4. Retreat to any hex.

11.2 Elimination and Step Loss Due to a Retreat

Retreating in an EZOC can cause either elimination or a step loss:

ELIMINATION: Units with a zero (0) MA are eliminated if they retreat. Other units are eliminated if they retreat:

- a) off the map or into a hex or across a hexside they are prohibited from entering/crossing in the Movement Phase.
- b) into a hex occupied by an enemy unit.
- c) across a **hexside** that lies *directly* in-between two enemy units possessing a ZOC (see hexside "1" in the example below). Friendly units that are not part of the retreat and that occupy the hex being retreated into, will negate this penalty.
- d) into a **hex** that lies *directly* in-between two enemy units possessing a ZOC (see hex "2" in the example below). Friendly units that are not part of the retreat, negate EZOCs in the hex they occupy for this purpose.
- e) into a hex in an EZOC after the first hex of retreat. Friendly units that are not part of the retreat, negate enemy ZOCs in the hex they occupy for this purpose.

STEP LOSS: A stack of units will only lose one step total (not per unit) if it enters an EZOC that does not qualify for cases "c" and "d" above (see example illustration below). **Friendly units that are not part of the retreat, negate enemy ZOCs in the hex they occupy for the step loss purpose.** The defender may select the step loss as described in 10.2.

11.3 Unfulfilled Retreats

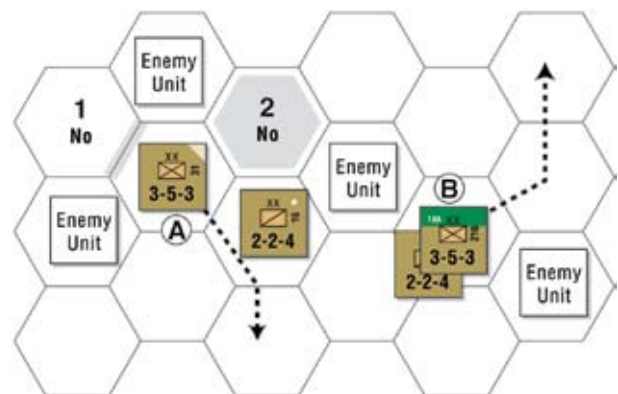
If the defender retreats only one hex (11.6) or does not retreat at all because the units are eliminated (see the EX result [10.1] for an exception), the attacker still receives his full Advance After Combat.

11.4 Combat Against Previously Retreated Units

If a unit or stack is retreated into a friendly occupied hex and that hex undergoes an attack in the same Combat Phase, the retreated units do not add their Defense Strength to the combat, **may not be used for a Determined Defense**, and if required to retreat again are eliminated. **Exception:** if the attack is a Mobile Assault, then the previously retreated unit DOES add its Defense Strength to the hex.

11.5 Disruption

Any unit that retreats on a D1-B or A1/D2 result becomes Disrupted. There is no further effect if a Disrupted unit is forced to be Disrupted again. Place a Disrupted marker on such units after their retreat is



EXAMPLE OF RETREAT: The Soviet units at A and B must retreat. Unit A has a safe retreat path through a friendly unit. Note that retreating into hex "1" and "2" is prohibited. The stack at B will lose one step (applied against either unit) as it retreats through an EZOC.

completed. Disrupted units are penalized in the following ways:

- They may not end their movement in an EZOC.
- If attacked, the attacker gains one column shift right on the CRT if one or more units in the defender's hex is Disrupted.
- They may not be the Lead Unit in a Determined Defense.
- They may not perform 1-hex retreats (11.1).
- They may not receive Replacements.

ABILITIES: Disrupted units retain their full Defense Strength and their ZOC. A unit may enter or pass through friendly Disrupted units without becoming Disrupted.

RECOVERY: At the end of each Player Turn (during the friendly Supply Phase) all friendly Disrupted units automatically recover.

11.6 One Hex Retreats

A **2 hex** retreat can end after only one hex if the retreating unit or stack is not Disrupted (11.5) and enters a Town, City (Major or Minor), Marsh, Forest or Mountain hex. Units that must retreat four hexes can never stop after one hex. Units that retreat one hex may not end their Retreat in an EZOC unless a friendly non-Disrupted unit is already in that hex.

12. ADVANCE AFTER COMBAT

12.1 Length of Advance

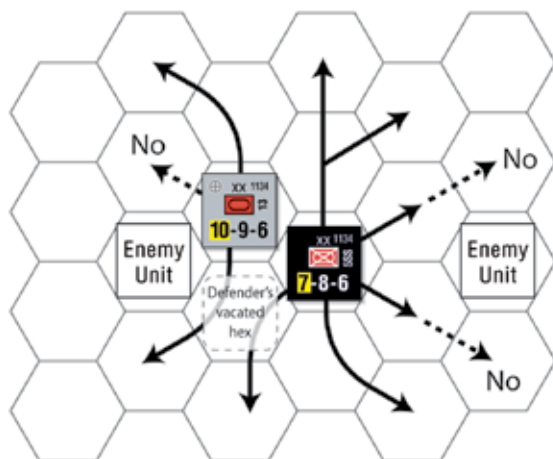
When allowed to advance by the CRT, mechanized and cavalry units may advance two hexes, and non-mechanized units may advance one hex. Units may advance in any direction and are not required to enter the defender's vacated hex. Units with zero (0) MA cannot Advance.

12.2 Advance and Enemy ZOCs

Enemy ZOCs do not stop an Advance After Combat, however, no unit can advance from one EZOC directly into another EZOC of the *same* enemy unit, unless it *is entering* the defender's vacated hex or *has entered* the defender's vacated hex. See example.

12.3 Terrain and Advance

- No unit may advance into a hex or across a hexside that is pro-



ADVANCE AFTER COMBAT EXAMPLE: The two German mechanized units have just eliminated the defending unit, and may now advance two hexes. The solid arrows indicate possible advance paths, the dashed lines indicate prohibited paths.

hibited to it in normal movement.

- Cavalry units must stop upon advancing into a Mountain or Marsh hex unless advancing along a road.
- Mechanized units must stop upon advancing into a Forest hex unless advancing along a road.
- **MAJOR RIVER HEXSIDES:** A cavalry or mechanized unit may only cross an unbridged Major River hexside during the first hex of its advance.

12.4 Out of Supply Units and Advance

Units currently Out of Supply may advance a maximum of one hex.

13. MOBILE ASSAULTS

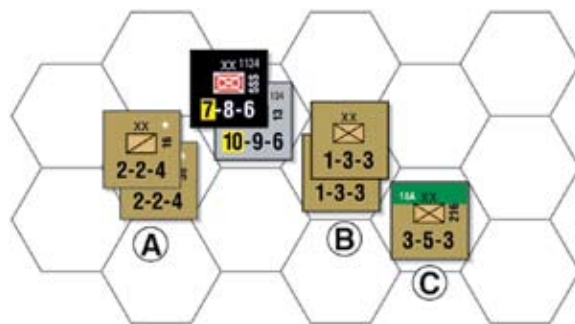
13.1 Mobile Assault Procedure

During the Secondary Movement Phases the Phasing Player may Mobile Assault enemy units. For game purposes, a Mobile Assault is considered a function of movement. Any mechanized or cavalry unit or a stack of such units with at least 3 MPs may Mobile Assault. Units conducting a Mobile Assault must have started stacked together or were picked up along the way by a moving unit. Only units that have not yet moved that phase may be picked up, and at the moment they are picked up are considered to have expended as many MPs as the moving unit has. Units conducting a Mobile Assault must end the Movement Phase stacked together and cannot split at any time during the Movement Phase.

To conduct a Mobile Assault, the Phasing Player moves his stack adjacent to the target hex. All of the units conducting the Mobile Assault must be in the same hex. The stack conducting the Mobile Assault must then expend 3 MPs (the MP cost to enter the hex is ignored) to attack all enemy units in the target hex. A Mobile Assault can only be conducted against a single hex—no multi-hex attacks are allowed.

The German player may use Air Support in a Mobile Assault, the Soviet player may not (nor may he use the Black Sea Fleet).

All **combat rules**, terrain rules and supply rules are in effect. Units can conduct a Mobile Assault across a Major River hexside only if they started adjacent to the Major River hexside.



EXAMPLE OF MOBILE ASSAULT: With 6 MPs, the two German mechanized units above have a few options on the sequence of Mobile Assaults. They could Mobile Assault hex A, forgo the advance and then Mobile Assault hex B; or they could Mobile Assault hex B, advance into the vacated hex and then Mobile Assault hex C. Each Mobile Assault costing 3 MPs.

No Automatic Elimination is allowed in a Mobile Assault—odds greater than 9-1 are resolved on the 9-1 column. CRT results are applied normally with the exception the normal Advance After Combat rules are ignored (see below).

If, as a result of the Mobile Assault, the enemy hex is vacated, the player performing the Mobile Assault may (not must) move the stack into the vacated hex at no additional movement cost. The stack conducting the Mobile Assault may continue moving from the vacated hex or from the hex it attacked from. The stack can even conduct another Mobile Assault, or spend 3 MPs to place an **Assault marker** if it has sufficient MPs remaining.

If the result does not clear the hex of enemy units the stack may Mobile Assault the same hex again at the cost of an additional 3 MPs, or continue moving without another Mobile Assault, or spend 3 MPs to place an Assault marker (on the same target hex of the Mobile Assault) if it has sufficient MPs remaining.

13.2 Mobile Assaulting Previously Retreated Units

Units retreated from one Mobile Assault may be Mobile Assaulted again (even by the same enemy stack). Units previously retreated and defending against a Mobile Assault use their full Defense Strength and are not eliminated if forced to retreat more than once. Note: The prohibition against being “attacked” more than once per Combat Phase (8.1) does not apply as a Mobile Assault is a function of movement, not combat. The same applies to being able to contribute Defense Strength to a second “attack” (11.4), and being destroyed if forced to retreat a second time (11.4).

CLARIFICATION: Units that are Out of Supply can conduct Overruns, but have their attack strength halved and may move a maximum of two hexes (14.4).

14. SUPPLY

14.1 General Rule

There are three types of supply: Full Supply, Limited Supply and Out of Supply. Supply is checked during the owning player’s Supply Phase. A friendly unit judged to be in Full, Limited or Out of Supply at this time is considered in that state until the next friendly Supply Phase.

- **FULL SUPPLY:** A unit is in Full Supply if it can trace a Line of Supply (14.3) to friendly Entry Hex or to a Rail Hex which in turn leads to a friendly Entry Hex.
- **LIMITED SUPPLY:** A unit is in Limited Supply if it does not qualify for Full Supply, but can trace a Line of Supply to a Supply Port (14.22) or to a road hex which in turn leads to a Supply Port or Entry Hex.
- **OUT OF SUPPLY:** A unit is Out of Supply if it does not qualify for Full or Limited Supply.

During the phasing player’s Supply Phase place an Out of Supply marker on all friendly units that are Out of Supply. Place a Road Supply marker on all units that are in Limited Supply. Remove all Supply markers that were placed in previous turns from units that are now in supply.

14.2 Supply Sources

Supply originates at Entry Hexes and ports. These are called Supply Sources and may provide Full or Limited Supply.

14.21 Entry Hexes: Axis Entry Hexes are Full Supply Sources for Axis units, while Soviet Entry Hexes are Full Supply Sources for Soviet units. Only Entry Hexes that are under friendly control can be used as a Supply Source.

14.22 Port Hexes: Friendly controlled ports are Limited Supply Sources. A Major Port provides Limited Supply for an unlimited number of units. A Minor Port provides Limited Supply for up to three units. (Players may choose from turn to turn what units are in Limited Supply from a Minor Port.)

Exception: If the Axis player captures Temryuk or puts Temryuk Out of Supply, then the Soviet player may no longer use ports on the Sea of Azov as Limited Supply Sources. This would put the the Azov Flotilla Out of Supply.

DESIGN NOTE: Temryuk was the major military port for the Soviets on the Sea of Azov, and the Luftwaffe made it too dangerous for shipping to enter the Sea of Azov through the Taman Straits.

14.3 Line Of Supply

A Line of Supply (LOS) is a path of contiguous hexes traced from a unit to a Supply Source. The Line of Supply to a rail hex, road hex or **Entry Hex may not exceed 5 hexes**. Once it reaches a rail or road hex, it may continue from there an unlimited length, but cannot deviate from the rail line or road at any point. A Line of Supply may not:

- cross an all-Sea, all Lake, or Alpine hexside
- cross a closed (by Winter [2.32]) Mountain Pass hexside.
- enter an enemy occupied hex
- enter a vacant hex in an enemy ZOC. A LOS may be traced into and through any number of hexes in an enemy ZOC which contain a friendly unit.

Connected Rail Hex: For convenience, a rail hex that is connected to a friendly controlled Entry Hex by an unbroken rail line free of



EXAMPLE: Units A and B are in Full Supply since they can trace 3 hexes to a rail line. Unit C is Out of Supply because it can not trace a Line of Supply through an EZOC. Units D and E are in Limited Supply because their Line of Supply was traced **through** a mountain hex. Unit F is in Full Supply because a Line of Supply is allowed to exit one Mountain hex. Note that the seven Soviet units in the Novorossiysk pocket are in Limited Supply.

enemy units or enemy ZOCs will be called a Connected Rail Hex.

Mountain and Marsh Hexes: Full Supply is downgraded to Limited Supply if the LOS *passes through* a Mountain or Marsh hex, unless it passed through the hex via a rail line or road. Full Supply is not downgraded simply by entering or exiting a single Marsh or Mountain hex or by passing through such hexes via roads.

14.4 Out of Supply Effects

A unit bearing an Out of Supply marker suffers the following penalties:

- **ATTACK:** The unit has its Attack Strength halved (round any fraction up), and its Advance After Combat is limited to one hex.
- **DEFENSE:** If *all* the defending units in a hex are Out of Supply, then the attacker receives a column shift right on the CRT.
- **MOVEMENT:** A unit can move a maximum of two hexes.
- **REPLACEMENTS:** Units cannot receive replacements.

14.5 Limited Supply Effects

Units in Limited Supply suffer none of the effects of Out of Supply except their Attack Strength is still halved.

14.6 Isolation Attrition

During each player's Supply Phase, all friendly units (except HQs) bearing an Out of Supply marker *and are currently Isolated*, suffer Isolation Attrition. Isolation Attrition occurs each turn the unit(s) remain Isolated.

DEFINITION OF ISOLATED: A unit is Isolated if it cannot trace a LOS of any length, across any type of terrain that a non-mechanized unit could enter, to a Supply Source (Full or Limited).



EXAMPLE OF LOS: It is the Axis Supply Phase. Unit A is Out of Supply (and Isolated) since it cannot trace a Supply Line into a vacant hex in an enemy ZOC. Units B and C are in Full Supply—unit C can trace its Line of Supply through a friendly unit that is in an EZOC. Unit D is also in Full Supply because it can trace one hex through the mountains to a road hex that leads out of the mountains and to a Connected Rail Hex. Unit E is in Limited Supply—it traces to a Supply Road three hexes away. Note that when the Mountain Passes close the unit will be Out of Supply (and possibly Isolated). Unit F is in Limited Supply due to his LOS passing *through* a Mountain Hex.

ISOLATION ATTRITION PROCEDURE: Roll one die for each applicable unit. If the die roll is **1-4** the unit is reduced one step. A result of **5 or 6** has no effect. A unit can be eliminated (lose its last remaining step) due to an Isolation step loss. If a stack is Isolated, roll for each unit in the stack. Isolated HQs are exempt from Isolation Attrition—they can remain Isolated indefinitely.

DIE ROLL MODIFIERS:

- +2 if the unit can trace a LOS to a friendly controlled Major or Minor City hex, or a friendly HQ.
- +1 if the unit does not qualify for the +2 above, but can trace a LOS to a friendly controlled Town hex.
- +1 for all German and Soviet Guards units.
- 2 if the unit is located in a Desert hex.

EXAMPLE: An isolated German unit (+1) able to trace a LOS to a city hex (+2), would lose a step for attrition only on a die roll of 1.

15. SPECIAL UNITS

All the following units have special abilities or restrictions.

15.1 Headquarters (HQs)

COMBAT: Cannot attack, and if attacked their Defense Strength may only be used if they are the only unit defending in the hex. *May only be selected for step loss if its the only unit in the hex.*



HQs SPECIAL FUNCTIONS:

- If in Full Supply they are an Entry Hex for units arriving from the Cadre Box. A unit that arrives from the Cadre Box, must be placed on the HQ before the HQ moves.
- HQs provide a modifier on the Isolation Attrition Table to other units. HQs themselves, are exempt from Isolation Attrition.
- Air Support markers may only be placed within 8 hexes of an HQ (even if HQ is Out of Supply or Isolated).

REPLACEMENT: HQs have only one step. If an HQ unit is eliminated, it automatically returns to play in the owning player's next Initial Phase. On the turn of its arrival it can be placed as a Reinforcement in any friendly controlled Major City Hex on a Connected Rail Hex or at a friendly controlled Entry Hex. It may move and function normally that turn.

VOLUNTARY REMOVAL: An HQ can be voluntarily removed during any friendly Movement Phase, even if it is Isolated. It returns the next turn as described above.

15.2 The Brandenburgers

Special purpose battalion 800 from the Lehr Regiment (or "The Brandenburgers") were elite commandoes. The Germans used them in company strength for special missions.



COMBAT: This unit can be used as a normal unit (with an Attack and Defense Strength of 1), or be used in an attack to receive a favorable shift of one column to the right on the CRT. If they are used for a shift (and did not suffer a step loss) they are automatically removed from play and placed on the Turn Record Track to arrive back into play later in the game as a Reinforcement (at a friendly HQ that is in Full Supply or friendly controlled Major City on a Connected Rail Hex). Roll one die and the result is the number of turns it is placed down

the Turn Record Track. If the die roll is higher than the remaining number of turns, then the unit is removed from play.

REPLACEMENT: The Brandenburgers have only one step. If they are eliminated in combat, they are placed in the Cadre Box and can be rebuilt only with a Special Replacement. If they return to play via a Replacement, no delay die roll is required.

AT START: The Germans used the Brandenburgers to seize the bridge across the Don at Rostov so are temporarily out of play when the game begins. Their arrival as a Reinforcement is determined by a die roll on Turn 1 in the same manner as described above. *Example, on a die roll of one they would arrive as a reinforcement on Turn 2.*

15.3 The Azov Flotilla

The Soviet Azov Flotilla is a mix of light-water crafts and marine troops.



MOVEMENT: In both the Primary and Secondary Movement Phases, the Flotilla can move to any friendly port on the Sea of Azov (including Taman). It can *only* move from port to port. It may move from EZOC to EZOC and may move when Out of Supply.

COMBAT: The Flotilla may attack in both the Primary and Secondary Combat Phases. Moving does not prohibit it from attacking in the Secondary Impulse. If forced to retreat it may retreat to any friendly controlled port on the Sea of Azov, even if in an EZOC. The Flotilla may not Advance After Combat.

REPLACEMENT: The Flotilla has one step and may never be replaced. Once the Axis controls all ports on the Sea of Azov the unit is eliminated.

CLARIFICATION: The Azov Flotilla traces supply and suffers Attrition like any other Soviet combat unit.

HISTORICAL NOTE: Elements of the Flotilla did escape through the Taman Strait but was of little value in the deeper waters of the Black Sea.

15.4 Cavalry Units

- Cavalry units are the only non-mechanized units that may use their full MA during the Secondary Movement Phase.
- Cavalry units may Advance After Combat up to two hexes.



15.5 Mountain and Jäger Divisions

- Mountain units do not have to stop their movement when they enter a non-road Mountain hex.
- Mountain and Jäger units use their superscript factors when attacking into, or defending in, Forest or Mountain hexes.



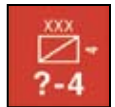
15.6 Armored Trains

Armored Trains can move an unlimited length along rail lines each friendly Movement Phase (Primary and Secondary). They do not pay any MPs to exit an EZOC but must stop upon entering their first EZOC. Armored Trains may only move, Retreat, and Advance After Combat along rail lines. If they retreat off a rail line they are eliminated. Armored Trains can attack in both friendly Combat Phases after moving an unlimited distance. Armored Trains have only one step and may never be replaced.



15.7 Guards 4th Cavalry Corps HQ

On Turn 7 or later, this Cavalry Corps marker becomes available to the Soviet Player. During a Soviet Initial Phase it may be placed on the map in a hex containing at least one Soviet cavalry division. The HQ marker's only function is to improve the stacking limit for cavalry divisions in that hex. The HQ marker and up to three cavalry divisions in the hex are counted as a *single unit for stacking purposes*. The Soviet player may move the cavalry divisions stacked with the HQ marker to the 4th Cavalry Corps' Holding Box if he wishes. Cavalry divisions may come and go from the Corps, at any time, by simply moving into or out of the hex the Corps occupies (there is no additional MP cost to do so). The Corps marker cannot be removed to satisfy a step loss. If all cavalry units in the Corps are eliminated or leave the Corps, it is permanently removed from play.



15.8 The 4th Bicycle Regiment

The Bicycle regiment is the only Non-Mechanized unit that can move along roads at the cost of .5 MPs per hex.



15.9 The 454th Security Division

The 454th Security Division arrives on Turn 2 at an "A" Entry Hex. It must move to Rostov in the German Primary Impulse of Turn 2 and remain there. It may not move from Rostov unless forced to retreat by a Soviet attack on Rostov. It may never be replaced.



16. AIR AND NAVAL SUPPORT

16.1 Air Support Markers

16.11 Air Power in General

Each side has Air Support markers that provide column shifts in an attack or a die roll modifier for the Determined Defense table. Air Support can be used for any attack or defense that is within 8 hexes of a friendly HQ. Traced from the HQ to a friendly unit participating in the attack or defense. Enemy units and terrain have no effect on the path.



INDICATING USE: When an Air Support marker is used offensively or defensively, flip it over to its "Used" side. At the start of each *friendly or enemy* Impulse flip air units back to their front (Ready) side. That is, air units may be used once in each impulse — up to four times per turn (there are four impulses in each clear weather turn).

16.12 Offensive Air Support

Air Support can be used offensively, one per attack, to shift the combat odds ratio to the right. The VIII Flieger Korps shifts it 2 columns to the right, all other Air Support markers shift it one column. Only the Axis player may use Air Support during a Mobile Assault.

16.13 Defensive Air Support

The defender cannot use Air Support for column shifts on the CRT, but he can use Air Support to modify his Determined Defense die roll by +1 (+2 for the German VIII Flieger Korps). This must be declared before rolling the die and only one Air Support marker can be used to assist a given Determined Defense.

16.14 Combat Air Patrol For Sea Movement

The Soviet player may use his Air Support during his Primary

Impulse to allow Sea Movement into or out of a port in an EZOC (restricted in rule 7.22). This cost one Air Support markers for that Primary Impulse and allows only one unit this privilege.

16.15 Richthofen's VIII Flieger Korps

This Air Support marker is available only during Turns 1-3 and turns 12-14. It provides a shift of 2 columns right when used offensively and provides a +2 modifier when used on the Determined Defense Table.



HISTORICAL NOTE: This air unit, composed of elite ground support squadrons, was diverted north in August for the drive on Stalingrad. It returned in late October to assist the final offensives in the Caucasus.

16.2 Soviet Black Sea Fleet Markers

16.21 Naval Markers In General

The two Soviet Fleet markers are placed in the Unavailable Box at the start of the game. They may only leave that box due to a result on the Soviet Event Table. When a Fleet marker becomes available, place it in the Available Box. If it is used for any purpose, it is placed back in the Unavailable Box. If the German player captures Poti, the two Black Sea Fleet markers are immediately removed from play.



16.22 Coastal Bombardment

A Fleet marker can be used in the same way as Air Support—by providing a shift of 2 columns to the right for any attack on a Coastal hex of the Black Sea, or providing a +2 drm on the Determined Defense Table for any Soviet units defending on a Coastal hex of the Black Sea.

16.23 Amphibious Landings

A Fleet marker may be used to land a Naval brigade in any *unoccupied* hex on the Black Sea coast (Taman is not on the Black Sea for this rule). The hex does not need to be a port and the hex may be in an EZOC. The Naval brigade must start in Poti and end its movement in the landing hex.

17. REPLACEMENTS

17.1 Receiving Replacements.

The Axis player receives Replacements from his Replacement Table, the Soviet player receives them from his Event Table. Replacements are received in the Initial Phase and recorded on the Replacement Track as described in Rules 4.5–4.7.

17.2 Purpose and Procedure

Replacements are used to restore reduced or eliminated units during the Primary Movement Phase. One replacement of the proper type and nationality can restore a reduced unit to full strength or bring a unit out of the Cadre Box on its reduced side. Units that come out of the Cadre Box must be placed on either a friendly HQ in Full Supply or in a friendly controlled Major City on a Connected Rail Hex. For a reduced unit to receive a replacement, it must be in supply (Limited or Full). No unit may receive more than one replacement per turn.

For the Soviet player, an Infantry Replacement may be used to replace any Soviet Infantry unit (including Guard Rifle divisions and corps and regardless of TQ), while a cavalry replacement may be

used to replace any cavalry unit (regardless of TQ).

Indicate each unit that receives a replacement (including those that come out of the Cadre Box) with a Replacement Marker. That unit may move a maximum of one hex in the Movement Phase and may not attack in the Combat Phase of the Primary Impulse. The Replacement marker is removed at the end of the Primary Combat Phase.

LARGE UNITS: Any 3-step unit in the Cadre Box must be indicated with a appropriate Cadre marker when it comes out of the Cadre Box.

ACCUMULATING REPLACEMENTS: Replacements may be saved for a future turn. Use the replacement markers to record accumulated replacements. No more than three replacements of any one type may be accumulated. All in excess are forfeited.

18. SPECIAL RULES

18.1 Merging Reduced Soviet Units

Two reduced Soviet Infantry divisions (1-3-3's), or a reduced Soviet infantry division and an infantry brigade (2-2-3), may merge together to form one full strength division. Merging can occur in any friendly Movement Phase if the two units end their movement in the same hex. Overstacking is allowed before merging, but not at the end of the Movement Phase. A merged unit can take part in the following Combat Phase.

A. MERGING TWO REDUCED DIVISIONS: Remove one of the divisions and place it in the Cadre Box, bring the other up to full strength. If the two units have different TQs, then the unit with the lower TQ must be the unit that is brought up to full strength. Soviet Mountain divisions, NKVD divisions, and Guard divisions may not merge.



B. MERGING A BRIGADE WITH A REDUCED DIVISION: In this case the TQ of the brigade has no effect. Remove the brigade and bring the division up to full strength. Only regular army brigades can merge—not Naval brigades.



18.2 Not a Step Back!

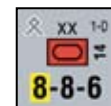
In the Secondary Impulses of Turn 1, Soviet units that start in an EZOC may not move in the Movement Phase. There is no restriction if they advance after combat.

DESIGN NOTE: On July 28th Stalin issued order #227 that was a plea to the army to stop the retreat and a warning to officers of severe punishment if they continued to do so. Nonetheless, the Soviet forces in the Caucasus quickly realized that the best strategy was to retreat as quickly as possible.

18.3 Axis Withdrawals

In the Axis Initial Phase of Turns 2 and 9, remove the 14th Panzer and 298th Infantry Division, respectively, from play. They must be removed regardless of their position on the map.

The 14th Panzer Division was part of the 4th Panzer Army that was diverted north to Stalingrad. The



298th moved north to reinforce the Italian 8th Army along the Don River.

If either unit is reduced or eliminated at the time of withdrawal, then the Axis player does not roll on the Replacement Table that turn. He still can receive the extra Replacement due to Hitler's intervention.

19. HOW TO WIN

19.1 Victory Points

Certain Towns and Cities on the map are worth Victory Points (VPs) for the Axis Player. VPs are important for Sudden Death Victory and determining who has won the game at the end. The Axis Player keeps track of the number of VPs he has with the VP marker on the Victory Point Track.

19.2 Standard Victory

AXIS VICTORY: The Axis player wins by controlling at least 18 VPs worth of Victory Point hexes (or 20 VPs if the Italian Alpine Corps [4.2] enters play). Victory is checked only during the Victory Check Phase.

SOVIET VICTORY: The Soviet player wins if the Axis player fails to achieve victory by the end of the game.

19.3 Sudden Death Victory

The German player is under pressure to achieve success quickly, while the Soviet player is under pressure not to give up ground too quickly. Starting on Turn 6, each space on the Turn Track has a benchmark which indicates the minimum number of VPs the German player should have achieved by that turn. The German player wins automatically if he has 7 more points than the benchmark. The Soviet Player wins automatically if the German player falls below his benchmark or if he captures Rostov. Sudden Death Victory is only checked in the Victory Check Phase. Play continues if neither player has an automatic victory.

DESIGN NOTE: Losing by an Automatic Victory represents being relieved of command.

20. THE CAMPAIGN GAME

20.1 Axis Set Up

- There are ten Axis units which start the game on the map—their placement hex is indicated on their counter. All Axis units with a Turn number in the upper right corner arrive as reinforcements and are placed on the Turn Track printed on the map.
- There are five units that enter as reinforcements on turn 1. These units may be placed in their Entry Hexes at start, and the Axis Initial Phase can be skipped (but see 20.3).
- Place the two StuG brigades with the small star in the Cadre Box.
- Place the three Italian mountain divisions, the three Ost units, and the two units for *Blücher II* in their appropriate Holding boxes on the map.
- Place the two German Air Support markers in the [Air Box](#).

20.2 Soviet Set Up

- Place the Soviet units belonging to the 12th, 18th, 37th, and 51st Armies anywhere in their respective At Start zones. These units are color coded for easy identification. There must be at least one unit in each hex of the zone and no hex can have three units.
- Place those Soviet units that have a hex number on their counter in their respective hexes. *Units with a triangle on their upper left corner start on their reduced side!*
- All Soviet units with a Turn number in the upper right corner (including the two Air Support markers) arrive as reinforcements and are placed on the Turn Track printed on the map.
- Place all units with a small white star in an opaque cup. The Soviet player draws three of these per turn for his Random Reinforcements.
- Place the four Rifle divisions with a “TU” in the Turkish Front Holding Box, the four Naval Brigades with a “NB” in the Naval Brigade Holding Box, and the five tank brigades with a “LL” in the Lend Lease Box. These arrive according to the Soviet Event Table.
- Place the three Soviet Port Garrison units in their port hexes.
- Place the 4th Guards Cavalry Corps in the Holding Box.
- Place the two Black Sea Fleet markers in the Unavailable Box. They become available through the Event Table.

20.3 How to Begin

Place the Turn marker on the “1” space of the Turn Track, the VP marker on the “0” space of the Victory Point Track, the six Replacement markers on the “0” space of the Accumulated Replacement Track, and the Phase marker on the “Axis Primary Impulse” of the Game Phase Track. The German Initial Phase is skipped with the exception of the die roll of the Brandenburgers.

GAME LENGTH: 14 turns.

21. THE TOURNAMENT SCENARIO

This scenario last only 7 turns. Setup the game using the Campaign Game Setup instructions.

21.1 Special Rules

Do not roll for the Italian Alpine Corps on turn 5. It is not used in this scenario.

21.2 Axis Victory

The Axis player wins by controlling at least 14 Victory Points worth of Victory Point hexes by the end of Turn 7. Victory is checked only during the Victory Check Phase.

21.3 Soviet Victory

The Soviet player wins if the Axis player fails to achieve victory by the end of the game or fails the Sudden Death Victory conditions on Turn 6.

DESIGN NOTE: Historically, the German 17th Army took Novorossiysk by Turn 7 and the 1st Panzer Army was on the Terek River. That would equate to 14 VPs.

EXTENDED EXAMPLE OF PLAY



#1 Start of the German combat phase of the Primary Impulse

The following is an example of play of the first two turns of the Campaign Game. While the opening moves and attacks shown in this example were often used in playtesting, it should not be considered to represent the best possible moves. Note that the Soviet player has some setup options for units of the 18th and 57th Armies.

Turn 1

German Initial Phase

The German player rolls a 3 for his Brandenburgers, meaning it will arrive in play three turns later, on Turn 4.

German Primary Impulse

MOVEMENT PHASE: During the Primary Impulse units can use their full Movement Allowance. Units do not have to stop upon entering an EZOC, but must pay +2 MPs to exit an EZOC. Illustration #1 shows the position of the Axis units after he has moved.

COMBAT PHASE: The German player has four attacks—A through D. They will be conducted in alphabetical order.

Combat A: 16 German factors attack 6 Soviet factors. The basic odds are 2-1, but the German player receives shifts for TQ, Armor and Air Support bringing it to a 5-1. He rolls a: 5, resulting in a D1 result. The Soviet player must lose a step and either retreat or conduct a Determined Defense. Since a Determined Defense in open terrain without Air Support is a risky choice, he decides to retreat two hexes. The two German units can now advance.

Combat B: The basic odds are 22 to 8 which rounds down to 2-1. The German player has three shifts: Armor and x2 Air Support. The final odds are 5-1. He rolls a: 1 = DR result. Again, the Soviet player elects to retreat two hexes. The two mechanized units may advance two hexes while the infantry division can advance one hex.

Combat C: The odds here are 17 to 6 = 2-1. The StuG brigade provides an Armor Shift and the Mountain division provides a TQ shift for a 4-1. The die roll is: 2 = DR. Since the retreat through enemy ZOCs is going to cost a step, the Soviet player decides to try

a Determined Defense. In clear terrain, a 6 is needed for success. The Soviet player rolls a 4 which fails, so his units must retreat two hexes. The retreat through enemy ZOCs cost one step from the stack—not per unit. The only two hexes for retreat are 1231 and 1331. The German player now advances one infantry division and the StuG brigade into the vacated hex.

Combat D: The two Panzer divisions are halved attacking across the river hexside. The odds are 8 to 3 or 2-1. The Armor Shift and TQ shift bring it to a 4-1. The die roll is: 6, giving a D1 result and eliminating the Soviet unit. The German player may advance two hexes.

Illustration #2 shows the Germans units after retreats and Advance After Combat are completed.



#2 End of the German Primary Impulse

Soviet Secondary Impulse

It is now the Soviet Secondary Impulse. Mechanized units and cavalry units can move their full movement allowance and Foot units can either move one hex or attack—they cannot do both. Note that Extended Movement is not allowed in a Secondary Impulse. In this first Soviet Impulse the special “Not a Step Back” rule (18.2) is in



#3 – End of the Soviet Secondary Impulse

effect—all Soviet units in an EZOC may not move. Illustration #3 shows the movement and the end position of the Soviet units after the movement phase portion of the Secondary Impulse is completed. The Soviet player has no combats so the combat phase is skipped.

German Secondary Impulse

The German player may now move again. Cavalry and Mechanized units that spend 3 MPs, and Foot Units that do not move at all, may place an Assault marker. An Assault marker allows a unit to attack in the combat portion of the Secondary Impulse.

The German player moves only 3 units—the infantry unit, the SS Wiking Division and the 3rd Panzer Division. All units are allowed to attack in the Combat Phase of the Secondary Impulse except the one infantry division that moved. Note that the German player can also Mobile Assault as part of the Secondary Movement Phase, but in this case he declines.

Combat A: 24 German factors attack 6 Soviet factors. Odds are 4-1. Armor and TQ bring it to a 6-1. The die roll is a 6, which is a D1-B. One Soviet unit is eliminated and the other will be eliminated as it cannot retreat through the interlocking EZOCs. No Determined Defense is possible on a D1-B. The attacking units can advance.

Combat B: 16 to 6 is a 2-1 with two shifts (TQ and Armor). The German player decides to support the attack with the VIII Flieger Korps to shift the odds two more columns. It is now a 6-1. The die roll is: 3, which is a D1 result. The Soviet player removes one division

and rolls for Determined Defense for the other. The DD roll is a 2, again no success. The unit is eliminated in its retreat. The German player advances the Panzergrenadier division into the vacated hex, but advances the Panzer division south across the river. Illustration #5 shows situation after the advance. Notice the illustration also shows how the units from combat A advanced.

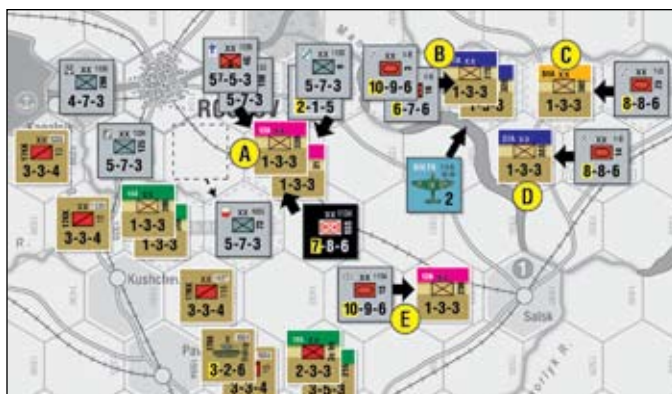


#5

Combat C: 8 German factors to 3 Soviet factors = 2-1. shifts for TQ and Armor make it a 4-1. The die roll is: 4, which is an A1/D1 result. The Soviet unit is eliminated but the Panzer division takes a step loss. It may still Advance After Combat.

Combat D: The German player applies his other air unit for this battle. So there are three shifts: TQ, Armor and Air. The final odds are 5-1. The die roll is: 2 = DR. The Soviet unit will be eliminated if it retreats, so the Soviet player conducts a Determined Defense to try to slow down the advance. A die roll of 6 will limit the advance to the vacated hex, but he rolls a 5. The Panzer division now advances two hexes south to surround the Soviet unit at E.

Combat E: The 13th Panzer Division attacks the surrounded Soviet division. The odds are 10 to 3 which is a 3-1 with two shifts (TQ and Armor). Final odds are 5-1. The die roll is: 6 = A1/D2. The Soviet unit is eliminated and since the Soviet player had only one step to remove the Axis player loses no steps. The 13th Panzer Division may now advance two hexes in any direction. Illustration #6 shows the German positions at the end of the Secondary Impulse.



#4 – German attacks in the Secondary Impulse



#6—End of German Secondary Impulse.

German Supply Phase

It is now the German Supply Phase. All German units can trace 5 hexes to either a friendly Entry Hex or to a Rail Hex that leads to a friendly Entry Hex.

Soviet Initial Phase

SOVIET EVENT ROLL: The Soviet player starts the Initial Phase by rolling on his Event Table. He rolls a 2 which gives him a Naval Brigade. He may place that naval brigade immediately in any friendly controlled port on the Black Sea—even one that currently has an Axis unit adjacent to it (normal Sea Movement is not allowed into ports that are in an EZOC).

RANDOM REINFORCEMENTS: He now draws three units from the opaque cup containing his Random Reinforcements. He places one in Tbilisi (required), one on the Black Sea HQ in Tuapse, and one in Grozny.

There are no Soviet reinforcements this turn, so that ends the Initial Phase.

Soviet Primary Impulse

The “Not a Step Back” rule is no longer in effect. The Soviet player moves his units back to form a line as shown in the next illustration.



#7—End of the Soviet Primary Impulse

tion (#7). During the Primary Impulse all units can move their full Movement Allowance and can increase their MA by +2 if they do not end their move adjacent to an enemy unit (Extended Movement). All reinforcements placed during the Initial Phase can move their full MA. The Soviet player has no attacks which ends the Primary Impulse.

Soviet Supply Phase.

All Soviet units can trace 5 hexes to a Rail Hex that leads to a friendly Entry Hex so are in supply. End of Turn 1.

Turn 2

German Initial Phase

WEATHER: Weather is not rolled for until Turn 7, so that step is skipped.

WITHDRAW OF 14TH PANZER DIVISION: The unit is still at full strength so no penalty on replacements.

REPLACEMENTS: The German player rolls one die and consults his Replacement Table. He rolls a 2 and records one German Infantry Replacement step on the Replacement Track. He'll be able to use that in the upcoming Primary Impulse.

REINFORCEMENTS: On Turn 2 there are 10 Axis Reinforcements. These are placed on the appropriate Entry Hexes as listed on their counter.

German Primary Impulse

The German player now has quite a bit of strength to take on the Soviets. He moves all his units and the ending hexes and designated attacks are shown in the illustration below (#8). Note that he did not use his Infantry Replacement which he will save for another turn.

Combat A: The Soviet strength is 8 (6 defense factors and 2 DCBs). The odds are 26 to 8 = 3-1. The German player has three shifts: Armor, TQ and Air. The final odds are 6-1. The die roll is: 5 = D1. The Soviet player elects to retreat his surviving unit two hexes. The German player advances his Romanian cavalry division, the



#8—German attacks in the German Primary Impulse, Turn 2.

Slovakian Fast Division and the StuG brigade two hexes, and his infantry one hex. Note how the units that advanced two hexes could slip in between the two Soviet stacks.

Combat B: The odds are 37 to 5 = 7-1. The German player has a shift for Armor and two shifts for air which makes it 10-1 odds, which automatically eliminates the two Soviet units. The German units can advance. Illustration #9 shows the map after German advances are completed..

Soviet Secondary Impulse

The Soviet player starts to realize that he'll be quickly destroyed if he tries to hold a line, so continues his retreat south. Illustration #10 shows the map after the Soviet Secondary Impulse is completed. There are no attacks.

German Secondary Impulse

The German player is under pressure to eliminate as many Soviet units as he can before they can reach the safety of the mountains and marshes. The completion of his move and his three attacks are shown in Illustration #11.



#9—Situation after German Advance After Combat.



#10—Situation at end of the Soviet Secondary Impulse.



#11—German attacks in the Secondary Impulse, Turn 2.

Combat A: The odds are 53 to 7 = 7-1. Since the Soviet player has an Elite unit and a Tank unit in that hex there are no shifts. The die roll is: 1 which is an A1/D1 result. Both sides must remove a step loss (selected by the opposing player) and the defender must either retreat or do a Determined Defense. The Soviet player flips a Panzer division for his step loss, while the German player flips the Elite Cavalry unit. The Soviet player selects his cavalry unit (no longer Elite on its back side) for the Determined Defense. Rolling on the “Town” column, he rolls a: 5. The result is a •-1, which means the Lead Unit loses a step, but the retreat is cancelled. There is no Advance After Combat.

Combat B: Two German mechanized units attack the two Soviet brigades across a river hexside. The two German units have their Attack Strength halved—each are halved individually and round any fractions up. The odds are 6 to 4 = 1-1. The German attack receives four shifts: x2 Air Support, Armor, and TQ. The final odds are 5-1. The die roll is: 4 = D1. The Soviet player loses a step and retreats the units two hexes. The two German units advance so as to cut off any retreat for the Soviet unit targeted in combat C.

Combat C: The SS Wiking attacks the full strength rifle division in a town hex (+2). The odds are 7 to 7 = 1-1. The Axis player receives three shifts: Air, Armor and TQ. Final odds are 4-1. The die roll is: 2 = DR. Retreat through an EZOC means destruction, so the Soviet player rolls for a Determined Defense using the “Town” column. The die roll is: 2 = -1. The Determined Defense fails and the stack loses a step and must retreat. They are eliminated in the retreat. Illustration #12 shows the map after the German attacks.

German Supply Phase

All German units are in Supply.

At this point we will end the extended example. The Soviet player has lost a lot of units and it might be in his best interest to continue his retreat. The German player has a fair chance at attacking Krasnodar in his Secondary Impulse of Turn 3.



#12—End of German Secondary Impulse, Turn 2.

HINTS ON PLAY

THE GERMAN PLAYER

1. Don't spread out your forces, concentrate on one direction at a time.
2. Sending your units across the unguarded mountain passes rarely proves valuable.
3. Keep your Panzer divisions together.
4. Try to take Krasnodar before the end of Turn 3, while you still have the VIII Flieger Korps.
5. If the Soviet player leaves strong garrisons in the Sea of Azov ports, then take Temryuk which will put them Out of Supply.
6. Capture the Taman Peninsula as soon as possible to allow the additional reinforcements to enter play.

THE SOVIET PLAYER

1. There is much to be said about running for the mountains. Historically, the Germans reached Maikop on Turn 3.
2. You have two strong divisions at the start in Taman. I recommend you send one to defend Novorossiysk and the other to defend the mountain road to Tuapse—don't let them get involved in the battles in the Kuban.
3. Keep some pressure on the open flank around Elista.
4. The Town of Gudermes (hex 2817) is crucial to holding Grozny—lose that and Grozny will no longer be in Full Supply.
5. Use your Tank brigades and Naval brigades to launch counterattacks.

HISTORICAL SUMMARY

The conquest of the Kuban and the Caucasus starts on the day after Rostov falls—July 24th. The task was assigned to Army Group A composed of the 17th Army and the 1st Panzer Army. 17th Army was to push out from its bridgehead at Rostov and advance due south to the Black Sea ports of Novorossiysk, Tuapse and Sukhumi, clearing the ports along the Sea of Azov on the way. 1st Panzer Army, situated along the Don River would advance south, cross the Sal and Manych Rivers and head for Grozny. The initial plan called for the 1st Panzer Army to encircle the Soviet forces below Rostov, but that was soon abandoned when it was realized that the Soviet forces were retreating too fast and there would be no forces to pocket.

The forces opposing this invasion were the remnants of the four Soviet Armies that had been driven across the Don River, the Separate Infantry Corps (composed of four 2-2-3 brigades in the game), and the 17th Cossack Cavalry Corps. The operation started very well for the Axis forces, and the Soviet Armies defending below the Don River quickly melted away. The Cossack Cavalry Corps soon became the only significant Soviet force holding up the German advance south.

1st Panzer Army made the fastest progress—Salsk fell on August 1 (Turn 2), Maikop on August 10th (Turn 3) and Mozdok on August 25 (Turn 5).

17th Army had the harder fight, but still managed to capture the city of Krasnodar on August 9th (Turn 3). Their advance soon slowed to a crawl as they neared Novorossiysk and Temryuk. Temryuk fell to the Romanian Cavalry Corps on August 25 (Turn 5) and the city of Novorossiysk fell to the German 5th Corps on September 10th (Turn 7). But after that, the German right wing came to a halt.

The German mountain corps advanced between the 17th and the 1st Panzer Army and plunged into the Caucasus Mountains in the general direction of Sukhumi. They captured a number of mountain passes but had insufficient strength to go further.

The 16th Motorized Division advanced on the far left flank, captured Elista and then stood guard on the wide open flank.

During September the 1st Panzer Army managed to create a bridgehead across the Terek River at Mozdok, but it could go no further due to increased Soviet strength and mounting Soviet air power.

During September the 17th Army reorganized and brought the majority of the mountain corps over to the Tuapse sector. From September 24th to October 23rd the two Jäger divisions, the two Gebirgs divisions, the Slovakian Fast Division and 2 German infantry divisions fought a gruelling battle through the forested mountains to reach the sea at Tuapse. They never reached there. Casualties depleted their strength and the offensive stalled within sight of the sea.

With the transfer of the VIII Flieger Korps back to the Caucasus in the end of October, the Germans attempted one more lunge forward. Between October 25th and November 7th, Mackensen's III Panzer Corps burst across the Terek Bend, captured Nalchik and pushed to the outskirts of Ordzhonikidze. The Soviets counterattacked the flank of the spearhead and trapped the 13th Panzer Division. Its desperate battle to escape nearly destroys the division and permanently stopped the German offensive in the Caucasus. One week later the Soviets launch their offensive at Stalingrad which soon put all German forces in the Caucasus in peril.

DESIGNER'S NOTES

The Caucasus Campaign was designed to be an easy game and serve as an introduction to this interesting campaign. A much more detailed game can be found in an out of print game called *Edelweiss* by Clash of Arms Games, 1989. I also hope this game serves to inspire other game designers to explore this long neglected and fascinating topic.

Information about the campaign was difficult to find. Most books only mention it as part of the larger story of the Eastern Front and have little detail. Two books proved very helpful: *Battle for the Caucasus* by Andrei Grechko and *The Caucasus and the Oil* by Wilhelm Tieke. As far as I know, those are the only books dedicated to the campaign. Most of the order of battle information came from microfilm from the National Archives. Special thanks must go to Tom Burke who researched the 1st Panzer Army sector for me.

One feature of the campaign that fascinated me was the number of different nationalities and ethnic groups that fought in the Caucasus. On the German side were Germans, Romanians, Slovaks, Italians, Turkmen, Belgians, Finns and Norwegians (the last three in the Wiking Division). On the Soviet side were Russians, Armenians, Georgians, Tatars (Azerbaijanis), Kalmyks, Ingush, Chechins, Cossacks, Uzbecks, Kazakhs, Turkmen and Siberians. I don't know of any other campaign that had more nationalities fighting than this one. The language difficulties both sides must have experienced must have been staggering.

Many of the nationalities from the Caucasus region were not happy with Soviet domination of their region and were not seen in Moscow as dependable troops. To compensate for that, Stalin sent his chief of the secret police, Beria, to the region with a large number of NKVD to keep order and to assist the defense. The immobile NKVD units in the game represent fortifications built by forced labor, manned by militia and backed up by NKVD battalions. All the Soviet divisions I could identify as Georgian, Azerbaijani or Armenian I rated with a low TQ; not as a sign of their military prowess, but to reflect the notion they were fighting for a government they probably did not care for.

The 17 Kuban Cossack Cavalry corps was an interesting unit. It fought extremely well in August while it was defending its homeland (it was honored with guards status for that campaign), but after it was formed into the 4th Guards Cavalry Corps and sent back into battle in November, it performed poorly. Probably because it was no longer fighting in the Kuban, but in the Nogai Steppe. For this reason I made the unit an elite unit on the front side and a regular unit on its reduced side.

The two 10-9-6 panzer divisions were composed of three tank battalions for this campaign. That's extraordinary considering that most of the Panzer divisions in Army Group Center had only one tank battalion at this time. These two divisions formed the III Panzer Korps under General von Makenzen. It was a potent force led by one of Germany's best tank leaders.

Korps Felmy was not a corps but a collection of specialized units formed for the expected breakout into Persia and to link up with Rommel. It was composed of Arabs, Caucasians, Palestinian Germans, and French foreign legionaries. It was fully motorized and contained batteries of Sturmgeschutes, werfers and 88s. One source says 2,200 men and another 6000. The 6000 figure was probably

after a number of Turkmen and Caucasian troops were added. It served on the open flank of 1st Panzer Army.

The Ost battalions represent the numerous battalions raised from Turkmen, Armenians and North Caucasians recruited in the area. Specifically, the 452nd, 781st, 801st, 802nd, 805th, and 808th battalions. It also represents the Bergmann Battalion of freed Soviet POWs and the thousands of North Caucasus troops who were deployed within German divisions in non-combat service.

I had considered making the supply rules more elaborate, but play-testing showed it was really not needed—the German offensive usually stalled due to armored step losses, and would resume again after an influx of armor steps. Identically to what happened historically.

German planners had assumed the many mountain passes over the Caucasus range could handle trucks, but found out after the troops reached the mountains that the passes were often nothing more than mule paths. For the German player, the road-less mountain passes will beckon, but it is rarely worth while to cross them.

DEFENSIVE TERRAIN BONUSES: I used defense strength bonuses instead of shifts or doubling to show the diminishing effect of putting more and more troops into a hex.

THE DETERMINED DEFENSE TABLE: This table went through many versions, and was the hardest part of the design to get right. The early versions tended to favor the defender too much. The final version can put a hurt on the attacker but will still be costly for the defender to hold onto a hex. Many times it might be best to just retreat and then attack back into the hex in your next combat phase.

Hitler invaded the Caucasus to capture the oil fields and to deny ports to the Soviet Black Sea Fleet. Most of the oil came from the Baku area, but players should feel extremely lucky if they take Grozny. Baku seems impossible. Likewise, capturing Novorossiysk and Tuapse might be possible, but advancing down the coast to Poti was never seen in any of the playtests.

I hope you enjoy the game and it sheds some light on the campaign.

—Mark Simonitch

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The Caucasus Campaign: 1942

Combat Result Table

Odds Ratio (Attacker to Defender)

Die Roll	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	Die Roll
1	A1	A1	A1	A1/DR	EX	DR	DR	A1/D1	D1	D1	1
2	A1	A1	A1/DR	EX	DR	DR	A1/D1	D1	D1	A1/D2	2
3	A1	A1/DR	EX	DR	DR	A1/D1	D1	D1	A1/D2	D1-B	3
4	A1/DR	EX	DR	DR	A1/D1	D1	D1	A1/D2	D1-B	D1-B	4
5	EX	DR	DR	A1/D1	D1	D1	A1/D2	D1-B	D1-B	D1-B	5
6	DR	DR	A1/D1	D1	D1	A1/D2	D1-B	D1-B	D1-B	D1-B	6

Explanation of Combat Results:

D1-B = The defender loses one step. Surviving defenders **MUST** retreat **four** hexes (no Determined Defense [10.4] allowed) and becomes Disrupted (11.5). The attacker may Advance After Combat (12.0).

A1/D2 = The defender loses two steps and the attacker loses one. IF THE DEFENDER HAD ONLY ONE STEP TO LOSE, THEN THE ATTACKER LOSES NONE. Surviving defenders **MUST** retreat **four** hexes (no Determined Defense allowed) and become Disrupted. The attacker may Advance After Combat.

D1 = The defender loses one step. Surviving defenders either retreat two hexes or conduct a Determined Defense. The attacker may Advance After Combat if the defender retreats.

DR = The defender must either retreat two hexes or conduct a Determined Defense. The attacker may Advance After Combat if the defender retreats.

A1/D1 = Each side loses one step (**the unit that takes the step loss is determined by the opposing player**). Surviving defenders either retreat two hexes or conduct a Determined Defense. The attacker may Advance After Combat if the defender retreats.

EX = Each side loses one step (**the unit that takes the step loss is determined by the opposing player**). No retreat for the defenders. If the defender had only one step involved, then the attacker may enter the vacated hex and stop (a normal Advance After Combat [12.0] is not permitted).

A1/DR = The attacker loses one step. The defender must either retreat two hexes or conduct a Determined Defense. The attacker may Advance After Combat if the defender retreats.

A1 = The attacker loses one step. No retreat for the defender.

Determined Defense Table (10.4)

Die Roll	Desert	Clear	Rough, Forest Marsh, Town	Mountain or City*
1	-1	-1	-1	-1
2	-1	-1	-1	-
3	-1	-1	-	-
4	-1	-	-	● -1
5	-	-	● -1	● -1
6	-	● -1	● -1	● 1/1
7	● -1	● -1	● 1/1	● 1/1
8	● -1	● 1/1	● 1/1	● 1/1

*Minor or Major City

DRMs:

- 1 Lead unit's TQ is Low
- +1 Lead unit's TQ is Elite
- +2 Soviet Naval Support
- +1 Air Support (+2 if VIII Flieger Korps)

EXPLANATION OF RESULTS:

- = Determined Defense successful
- 1 = Defender's Lead Unit loses one step.
- 1/1 = Defender's Lead Unit takes a step loss and any one attacking unit (**attacker's choice**) takes a step loss.

COMBAT MODIFIERS

Those favorable to the attacker:

- 1R The Armor Shift (9.5).
- 1R The TQ Shift (9.6).
- 1R Air Support (16.12).
- 2R VIII Flieger Korps (16.15).
- 2R Soviet Naval Support (16.22).
- 1R Defender OoS (14.4).
- 1R Brandenburgers (15.2).
- 1R Defender Disrupted (11.5).

Those favorable to the defender:

- 1L The Armor Shift (9.5).
- 1L The TQ Shift (9.6).
- ? DTB (see TEC).
- Attacker OoS = attacker halved.
- Mech in Difficult Terrain = 5 factor limit (9.4).
- Mountain Pass, Marsh or River hexside = attacker halved (9.3).

Axis Replacement Table (4.5)

Die Roll	Result
1	German Regular Infantry
2	German Elite Infantry
3	Axis
4	Any Infantry (1-3)
5	German Mechanized
6	Special*

*Any type (1-5), including FLAK, or Brandenburg.



Soviet Event Table (4.7)

Die Roll	Result
1	Lend Lease Tanks
2	Naval Brigade
3	Turkish Front Division
4	Cavalry Replacement
5	Infantry Replacement
6	Black Sea Fleet Sorties

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TERRAIN EFFECTS CHART (TEC)

The Caucasus Campaign: 1942

	Terrain Type	Movement Cost		DTB	Armor Shift	Stops Retreats	Notes
		Non-Mech	Mech				
	Clear	1	1	-	Yes	-	-
	Desert	1	1	-	Yes	-	Affects Isolation Attrition
	Rough	1	2	+2	Yes	-	-
	Marsh	2-Stop	P	+2	No	Yes	Mech units attacking into have a maximum Attack Strength of 5. All units halved attacking out of
	Seasonal Marsh	OT	OT	OT	OT	OT	Rough on Turns 1-9 Marsh on Turns 10-14
	Forest	2	2-Stop	+2 ¹	No	Yes	-
	Town	OT	OT	+2	OT	Yes	-
	Minor City	OT	OT	+3	No	Yes	-
	Major City	1	1	+5	No	Yes	-
	Mountain	2-Stop*	P	+5 ¹	No	Yes	Mech units attacking into have a maximum Attack Strength of 5
	Alpine hexside	P	P	-	No	-	Attacking across prohibited
	Mountain Pass hexside	+1	+1	-	No	-	All units halved attacking across
	Lake hexside	P	P	-	P	-	Attacking across prohibited
	Minor River hexside	+1	+1	-	Yes	-	All units halved attacking across.
	Major River hexside	+1**	+1**	-	No	-	All units halved attacking across.
	Roads ²	1	1	-	OT	OT	-
	Strategic Road Movement	1 (+1)	1/2	-	OT	OT	-
	Railroads	OT	OT	-	OT	OT	-
	Exit EZOC	+2	+2	-	OT	OT	-

DTB = Defensive Terrain Bonus

P = Movement into the hex or across the hexside is prohibited unless following the path of a road.

OT = Use the Other Terrain in the hex.

NOTES:

* = Mountain units do not have to stop.

** = A units must start adjacent to a Major River hexside to cross.

1 = Mountain units and Jäger use their Mountain/Forest combat strength.

2 = A unit that follows the path of a road may use the rate of the road. Whenever a road or railroad crosses a river a bridge is assumed to exist.

Important: Terrain effects for movement and combat are never cumulative.

Attrition Table

Die Roll Result

1-4 -1 Step

5-6 NE

Die Roll Modifiers:

+2 if the unit can trace a LOS of any length to a friendly controlled Major or Minor City hex, or a friendly HQ.

+1 if the unit does not qualify for the +2 above, but can trace a LOS of any length to a friendly controlled Town hex.

+1 for all German and Soviet Guards units.

-2 if the unit is located in a Desert hex.

Weather (Turns 6-14)

Die Roll Result

1-4 Good

5-6 Poor

Effects of Poor Weather:

Neither player receives a Secondary Impulse.





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[BACK](#)

12A XX	12A XX	12A XX	12A XX
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[illegible]

1-3-3		176 ★
1-3-3		151 ★
1-3-3		61 ★
1-3-3		9 ★

1-3-3		XX	320	★
1-3-3		XX	319	★
1-3-3		XX	318	★
1-3-3		XX	317	★
1-3-3		XX	276	★
1-3-3		XX	271	★
1-3-3		XX	242	★
1-3-3		XX	223	★

Ge	Arm	Az
1-3-3 414 ★	1-3-3 409 ★	1-3-3 402 ★
1-3-3 394 ★	1-3-3 389 ★	1-3-3 351 ★
1-3-3 347 ★	1-3-3 337 ★	

1-3-3

416  74







2 ³ -3-3-3		XX	242	★
2 ³ -3-3-3		XX	83	★
2 ³ -3-3-3		XX	9	326
2 ³ -3-3-3		XX	20	★

1-2-4 17KK XX 116





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1-2-4 17KK XX 13

1-2-4 17KK XX 12

1-3-3		XX 77
3-4-3		XXX 11
3-4-3		XXX 10
3-4-3		XXX 3
2-3-3		Ge XX 392
2-3-3		XX 417

2-3-3 Arm XX 89 2-3-3 Arm XX 408

 VIII FK Used 2	 IV FK Used 1	XX <div>SEC</div> 454	XX <div>SEC</div> 14	1-2-2 5-5-6	17 Army	1 Pz Army	XXX  Felmy	2-2-6 3-4-4	XX  101
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2-3-3-3		Cun	2-3-3-3		Trid
1-3-3-3		10	2-3-3-3		Julia
1-2-3-3		3	1-2-4		9
1-2-3-3		2	1-2-4		6
1-3-3-3		19	1-2-4		5
Slovak 1-3-5 1					

[illegible]

Turn	3330	3330	Poti	NB	NB
Phase	Azov Flot	Tirapse	Novorossisk	NB	NB

1-2-0	NKVD	Ord	XX	20
1-2-0	NKVD	Suk	XX	20
1-2-0	NKVD	Gro	XX	20
1-2-0	NKVD	Baku	XX	20
1-2-0	NKVD	Astr	XX	20
1-2-0	NKVD	Mach	XX	20
1-2-3	NKVD	11	XX	20

The Caucasus Campaign

SHEET 2 FRONT

0905-2

						Road Supply 	Road Supply
						Road Supply 	Road Supply

 Assault (3 MPs)	 Assault (3 MPs)	 Assault (3 MPs)	 Assault (3 MPs)	 Assault (3 MPs)	 Assault (3 MPs)	Repl 1 Hex No Combat	Repl 1 Hex No Combat
 Assault (3 MPs)	 Assault (3 MPs)	 Assault (3 MPs)	 Assault (3 MPs)	 Assault (3 MPs)	 Assault (3 MPs)	Repl 1 Hex No Combat	Repl 1 Hex No Combat

	XXX R 1-3-3	XXX R 1-3-3	XXX R 1-3-3			XX 1134 7-8-6	XX R 2-3-6
 Rail Move		 REPL	 REPL		 REPL		VPs

XX R 1-3-3	XX R 1-3-3	XX R 1-3-3	XX R 1-3-3	XX R 1-3-3	XX R 1-3-3	 REPL	 REPL
XX R 1-3-3	XX R 1-3-3	XX R 3-2-6	XX R 3-2-6	XX R 3-2-6	XX R 2-3-6	XX R 3-2-6	 REPL

Control 1	Control 1	Control 1	Control 1	Control 1	Control 1	Control 3	Control 3
Control 1	Control 1	Control 1	Control 1	Control 1	Control 1	Control 3	Control 3

Road Supply 	Road Supply 	Road Supply 	 Disrupted	 Disrupted	 Disrupted	 Disrupted	 Disrupted
-----------------	-----------------	-----------------	---------------	---------------	---------------	---------------	---------------

