

been divided into three groups of 24.

7) Headquarters Units:

The Soviet STAVKA HQ is a minor unit adding up to 4 points to an attack or defense. One point per regular infantry, Shock, or Guards infantry army, or armored, or cavalry is allowed.

German HQ units support up to their fire factor in ground units attacking or defending. Each stack attacking may use one HQ. Each stack defending may use as many HQs as their are units available to be supported. Regardless of its support value, a single hit destroys a HQ.

8) All Out Assaults:

Before throwing a die in the first round of combat, the attacking player may designate all or some of his units as making an all out assault. These units must be in supply and are automatically destroyed after the die is thrown. The defender may "all out" starting the 2nd round of combat. In simultaneous combat, the attacker declares before the defender and then dice are thrown. All out assault losses in simultaneous combat cannot be used to satisfy losses required by die-rolls, but this restriction does not prevent a player from using all his units in an "all out". All out assault increases the firepower of units as listed below:

- 9 - German corps with a normal firepower of 3.
- 7 - Soviet Guards tank armies.
- 6 - German Panzer Corps.
- 5 - Soviet tank armies, Guards infantry armies, and cavalry-mechanized groups.
- 4 - German panzergrenadier corps; Axis Allied army sized units; and Soviet Shock Armies.
- 3 - German infantry and mountain corps, German SS Panzer divisions,; Soviet infantry armies, tank corps, 1st Moscow Motorized division, cavalry corps; and Axis Allied armor units.
- 2 - German minor infantry and security corps; Soviet parachute corps; Axis infantry, mountain, and cavalry corps.
- 0 - All other units.

Note: Soviet units may not make "all out" assaults on the first turn of the game.

14.0 BREAKTHROUGH MOVEMENT

A. ELIGIBLE UNITS

Certain units are eligible for a second Movement Phase, called Breakthrough Movement. These units are:

Axis:

- Panzer units.
- Armored infantry corps.
- Panzer army HQ's.
- Cavalry corps.

Soviet:

- Tank corps and armies.
- Cavalry corps.
- Cavalry-mechanized groups.

These units may advance in breakthrough movement immediately after occupying an unoccupied point in operational movement. These units may also advance after clearing a point of enemy units if the attacking eligible units are undispersed. Units using breakthrough movement to advance to a point occupied by enemy units are committed to breakthrough assault. Soviet units using breakthrough assault have their total firepower halved, fractions rounded *down*. German units round fractions *up*.

Otherwise, breakthrough assault is conducted just like regular combat. Units making breakthrough movement may split and move down more than one line.

B. RESTRICTIONS

- 1) Regular line capacities are reduced for breakthrough movement by one unit for each round of combat fought by the breakthrough units. Thus, a major line used for breakthrough movement after two rounds of combat can carry only four Axis units, two of which can be armor. Soviet use in this situation would be two units (one could be armor).
- 2) From the beginning of the game through 12/41, Soviet breakthrough capacity is reduced by one.
- 3) Soviet air units may not accompany breakthrough units until the beginning of Good weather 1944.
- 4) German air units may accompany units on breakthrough movement, provided they were present for the regular combat that preceded it. German air units may be withheld from the map until breakthrough movement and then deployed for breakthrough combat or the defense of any Axis point in the coming Soviet Player Turn. Air units deployed after regular combat support all German units in supply at

tacking on breakthrough movement at a point. Air units accompanying breakthrough units support only those units accompanied.

5) German armor divisions or armor HQs may not make breakthrough movement unless a panzer or armored infantry corps accompanying them may do so. Two armor divisions, a division and a HQ unit, or two armor HQ units count as a corps-sized unit. In any case, the corps-sized units need not actually make breakthrough movement down a line for the smaller units to do so, just be capable of it.

6) Units may not make more than one breakthrough move (except unopposed on the Minsk-Moscow Highway in Good or Mud weather may make their one breakthrough move through two points on the highway) each turn.

7) Units using breakthrough movement must specify which lines will be used by which units immediately after regular combat.

15.0 DISPERSAL AND RECOVERY

A. A unit is dispersed in the turn it enters the game as a replacement unit, at the end of its strategic movement, or at the moment it absorbs its first repulse or breakthrough outside a fortification in combat (if indeed it is able to survive that first one - minor units cannot). Indicate dispersal by flipping the affected unit over.

Effects of Dispersal:

1) A dispersed unit may not move except to advance or retreat as a result of combat.

2) A dispersed unit may not fire offensively or defensively.

B. All of a player's unit are recovered (re-flipped) during his Recovery of Dispersed Units Phase.

16.0 BREAKTHROUGH COMBAT

Breakthrough combat is conducted just like regular combat, except that each unit attacking in breakthrough combat is halved in combat strength, with fractions rounded *up* after modification for air units. Units dispersed are not recovered before the beginning of the opposing player's turn. Combat may be either simultaneous or normal. Points are occupied and retreats are conducted as in regular combat.

17.0 SUPPLY AND ISOLATION

A. SUPPLY

For a unit to be in supply, it must be able to trace a path along map lines through points under friendly control to an appropriate supply source. This route may be as long and winding as necessary. It may include supply through a friendly port, across a friendly sea to another friendly port on that sea, and then by lines through friendly points to a supply source. Different nationalities have different supply sources. Further, armor units require normal supply to avoid isolation and armored supply to be capable of breakthrough movement and breakthrough combat.

1) Axis:

◇ German units trace supply to any line leaving the map on the west edge, or the lines in Finland leaving the map to the north.

◇ Finnish units trace supply to Helsinki.

◇ Hungarian units trace supply to Cluj.

◇ Italian units trace supply to Warsaw.

◇ Rumanian units trace supply to Bucharest.

2) Soviet:

Soviet units and the 1st Polish army unit trace supply to lines leaving the eastern and southeastern map edges. Soviet factories and replacement centers must trace supply overland (to Siberia only) in order to produce.

3) Armored Supply:

Axis armored, armored infantry, and "mobile" units must be able to trace supply to Bucharest (Ploesti) or the western map edge in order to use breakthrough movement and make breakthrough assaults. Soviet armor and cavalry-mech units (cavalry is unaffected) must be able to trace supply to Grozny. Regular movement, combat, and strategic movement is not affected. Units unable to trace armor supply are not isolated.

B. ISOLATION

Units, except partisans and factories, unable to trace a line of supply are considered isolated. Soviet artillery, rocket, and air units which are isolated (judged at the moment of combat) may not fire. They may absorb repulses or breakthroughs. Isolated German and Soviet HQs are