

reduced to a support strength of 1, offensively or defensively. Isolated units which have a supply line re-opened regain full capabilities immediately. Units which remain isolated by the end of the owning player's turn are eliminated unless in fortresses.

Units in fortresses may be exempt from elimination by isolation. On each isolated fortress, two units of the owning player's choice are eliminated each turn until the garrison capacity of the fortress is reached. In Victory Point cities, the rate of loss is one unit per turn. The garrison capacity of fortresses is listed below:

1 UNIT	2 UNITS	3 UNITS
Novorossiisk	Konigsberg	Moscow
Lvov	Odessa	Leningrad
Przemysl	Sevastopol	
Brest Tula	Kiev	
Vibors	Stalingrad	

These values are reduced by one if the isolated units Axis units in a fortress in the Soviet Union or Soviet units in Konigsberg.

## 18.0 FIELD FORTIFICATIONS

Certain units on both sides may fortify. Fortification allows a unit to absorb its first breakthrough without becoming dispersed. Fortifications may be built on any point on the map, including fortress and Victory Point city fortress points.

### Eligible Axis:

German major infantry type units.

Finnish corps.

Axis Allied army-sized units.

### Eligible Soviet:

Regular infantry armies.

Shock armies.

Guards infantry armies.

To fortify, units must be in supply and undispersed. Units build fortifications instead of moving during the owning player's Operational Movement Phase. To be fortified, each unit must build its own fortifications. Fortifications confer no firepower advantage on the defenders, nor do they act as limited supply centers as do fortresses. A unit's fortification is lost as soon as it moves. In combat, fortifications absorb the first breakthrough inflicted on a unit. The unit loses the fortification but remains undispersed at that point. Fortifications built on fortress points are lost before the breakthrough reduction due to the fortress is applied. Units may fortify on any turn of the game. Before the first turn of a May 1941 game, all Soviet border units may attempt to fortify. A "1" or "2" will fortify the unit. On a June 1941 game, the same procedure is applied with a "1", "2", or "3" fortifying the unit.

## 19.0 SOVIET PARTISANS

The Soviet player has one partisan unit available in 1942, two units in 1943, and three units in 1944. During each Soviet Supply Status Determination Phase, the Soviet player may place any available partisan units on any points within the Soviet Union not occupied by an Axis unit. Partisan units already on the board may be repositioned to new points. A partisan unit on a point controls that point for the Soviet player and Axis supply may not be traced through it. Partisan units being repositioned from point to point on the map retain control of the point being left until an Axis unit occupies or passes through it. An Axis ground unit, moving operationally or on breakthrough movement to a point occupied by a partisan unit removes that unit

without combat. The partisan unit is available for placement in the next Soviet Player Turn.

## 20.0 CONTROL

### CONTROL - LAND

All points on the Soviet Union side of the Axis-Soviet Border are Soviet controlled at the beginning of the game. All other points start under Axis control. Control remains unchanged until an opposing unit occupies or passes through a point during operational or breakthrough movement.

### CONTROL - SEA

Control of the seas is determined by control of ports.

The Baltic is controlled by the side controlling the port of Konigsberg.

The Black Sea is controlled by the side controlling the port of Sevastopol.

The Sea of Azov is controlled by the side controlling the port of Sevastopol and Rostov.

## 21.0 SOVIET PARACHUTE UNITS

### COMMENTARY:

Soviet employment of parachute units during World War II was characterized by a series of costly limited actions, none of which altered the course of the war to any degree. Yet the Soviets maintained the largest airborne forces in the world in the 1930's and had experimented with airborne technique and doctrine extensively. The following optional rule allows the Soviet player to use Soviet parachute units as they might have been employed had their transport, organizational, and training capabilities been as advanced as their airborne doctrine. It is also a way to balance a game when the German player is more experienced.

A. Soviet parachute units have a dual capability. They may fight as regular infantry or make parachute drops. When fighting as regular infantry, all ground combat rules and limitations apply.

B. The Soviet player may use his parachute units to make an airborne assault as part of his operational movement. Units must begin the Operational Movement Phase undispersed on a point adjacent to the point to be air assaulted. Air Assault Procedure:

1) Soviet parachute units drop from their point of origin to any adjacent point connected by a line segment. They must have an air escort to do so. That air escort unit must start from the game point as the parachute units. Air dropping DOES NOT count against operational line movement capabilities.

2) Soviet transport capacity and planning capability is abstracted as follows:

- In 1941, one unit per turn may drop.
- In 1942, two units per turn may drop.
- In 1943, three units per turn may drop.
- In 1944/45, five units per turn may drop.

3) Soviet air units act as air escort or fighter cover for the transports. As a result, at least one fighter unit per drop (not per parachute unit) must survive air combat for the dropping parachute units to survive. If all fighter units are destroyed, all dropping parachute units are destroyed as well.

4) Parachute units dropping on an Axis held point fight a special round of combat before normal combat begins. Parachute units fire offensively on any Axis infantry type units on the point. This is a free shot with no Axis return fire. However, immediately after firing, all parachute units are dispersed for the remainder of the combat at that point. They may be used to absorb repulses inflicted by the Axis player. Any losses absorbed by the Axis forces from the parachute special combat are taken before regular combat begins.

C. Should the Soviet player break off the attack and retreat, parachute units which were air dropped are automatically lost.

D. Parachute units may not "all out" when air dropping. They may "all out" when attacking or defending as regular infantry. Their value is 2 for this purpose.

E. Parachute units may air drop whenever Soviet fighter units may fly.

F. The Soviet player starts with five parachute units as listed in the set-up chart at the beginning of the game when using this optional rule. Additional parachute units are created by combining two infantry armies as per 8.C.3. They are composit units.