

c) **Siberian Replacements:**

Soviet replacements from Siberia arrive according to the symbols printed on the turn record track. These units move from Siberia to the map via any line leading from the eastern map edge. Siberian replacements represent factories that start the game off the map in Siberia. These replacements appear every time they are called for on the Turn Record Track. Each symbol stands for one replacement unit of that type to be taken that turn. Siberian replacement units may be held off the board indefinitely. After they have been held off for one turn, they may enter the map operationally from the eastern edge as undispersed units.

Like their Axis counterparts, all Soviet replacement units enter the game dispersed. They are placed on the map and may move only by strategic movement. Siberian replacements may be held off the board 1 turn and enter undispersed, moving operationally. Otherwise, they enter by strategic movement, each unit counting against the strategic movement allowance for that turn.

d) **Irreplaceable Units:**

The 1st Moscow Motorized division, the STAVKA HQ unit and the 1st Polish Army units are irreplaceable Soviet units. Once lost in combat or through isolation, they may not be returned to the map as replacements or reinforcements.

B. REINFORCEMENTS

Unlike replacement units, reinforcements enter the game undispersed and may move operationally and attack after the Replacement/Reinforcement Phase on their first turn on the map. Any number of reinforcements may enter the game at their appropriate reinforcement point(s). These points are:

SOVIET: Any point under friendly control and in overland supply to the eastern or southeastern map edge; lines leading on from the eastern or southeastern map edge.

GERMAN: German replacements appear at any point under friendly control and in overland supply to the western map edge, also on lines leading on from the western map edge.

RUMANIAN: Rumanian replacements deploy at Bucharest.

HUNGARIAN: Hungarian replacements deploy at Cluj.

FINNISH: Finnish replacements deploy at Helsinki.

Note: Axis Allied replacements and reinforcements are lost (permanently) if control of the above points passes into Soviet hands. Also, Axis Allied troops whose capital is lost to the Soviets become Soviet controlled and must return to their home country as soon as possible and remain.

Soviet reinforcements for the game are the Siberian Reserves and the 1st Polish Army. Units to make up the Siberian Reserves are drawn from the dead pile. If insufficient dead units exist, the remaining units are brought in on the next Replacement/Reinforcement Phase after such units become available. The 1st Polish Army is deployed in June 1944. It is an irreplaceable unit. Once an Axis Allied country has been knocked out of the war or defects to the Soviets, no further reinforcements for that country appear.

Rumanian units to be withdrawn to Rumania in December 1941 need not be moved along lines back to Rumania. Simply pick them up and put them on points in Rumania. The movement of these units counts against the Axis strategic movement capacity for the December 1941 turn.

C. SOVIET FACTORIES

1) **Plant Expansion:**

The Soviet player begins the game with 11 factories placed on the points specified on the factory counters. Each January, April, July, and October, the Soviet player chooses a factory from those not already deployed or destroyed. He puts the unit on the Turn Record Track three turns ahead of the current turn. Three turns later, this factory is deployed on the map or in Siberia and is able to produce according to the schedule of production months printed under the factory symbol. *Example:* In January 1942, the Soviet player decides to deploy the "B" tank factory on the Turn Record Track. In three turns, it is deployed on the point within the Soviet Union (including Siberia) under his control and is available for production. Since April is an even-numbered month, the first production month for this factory will be May.

When choosing factories, the choice is limited to the earliest lettered factory of each kind available. Tank factory "B" may not be chosen before tank factory "A". Not all factories of one type need be chosen before starting those of another type. A player might choose tank "A", then artillery factory "A", then tank factory "B", and finally aircraft factory "A". There are 13 factories available for expansion deployment and only ten opportunities to expand. Within the sequential restriction above, players may choose which ten they wish to build.

The first factory to be built under this rule is selected before the game starts and is available for production in July 1941.

2) **Moving Factories:**

Factories that are on a point that comes under Axis control are permanently destroyed. Factories may be moved to escape destruction by Axis units by retreating them to Siberia or another map point and re-establishing production. Those factories not yet entrained defend at a value of 1, as minor units. Movement is a three-part process:

a) In the Soviet Replacement/Reinforcement Phase, a factory is flipped over and ceases production. It is now entrained. Factories may be entrained on the first turn of the game. The number of entrained factories on a given turn is limited to the number of units the Soviet player may move strategically in that turn. A factory must be in supply to be entrained (not necessarily in overland supply). Each entrained factory uses up one strategic movement factor each turn it remains entrained.

b) In the next Soviet Replacement/Reinforcement Phase, the entrained factory is moved via lines to its new location. This movement can include sea movement, but requires at least one extra turn (stopping at the port of embarkation) and the factory may be torpedoed at sea. Factories in Siberia are beyond the reach of Axis forces and cannot be destroyed.

c) When a factory reaches its destination, it is flipped back up and is no longer entrained. In the following Soviet Replacement/Reinforcement Phase, the factory is now available to produce points according to the schedule printed under the factory symbol.

d) Factories moved to Siberia may be moved back on the map by the same process that moved them to Siberia. The production capacity of Siberia present when the game starts cannot be transferred via the factory movement process onto the map.

3) **Composite Units:**

Soviet composite units are created from the combination or conversion of other units. Once combined or converted, Soviet composite units may never be broken back down into their original components.

The Soviet units to be combined or converted must be all together on the same point (or in Siberia), undispersed and in supply during a given Soviet Reinforcement/Replacement Phase.

A Soviet composite unit is dispersed in the R/RP it is created.

There are six kinds of composite units:

a) The Shock Army is the combination of one regular rifle/infantry army and one artillery or rocket unit.

A Shock Army is a minor infantry-type unit. It has a firepower factor of 2 - or only 1 if out of supply. Thus, an unfortified shock army requires 2 hits to be eliminated when in supply or only 1 when out of supply.

b) Cavalry-Mechanized Groups are created by adding a tank corps to a cavalry corps. The resulting unit has an attack and defense firepower of 1 and is treated for movement as an armored unit [Exception: Section 7.B.2]. It is a major unit and cannot fortify.

c) Tank Armies may be produced beginning in June, 1942, when the "Federenko Order" went into effect. Tank armies are created by joining two tank corps together. A tank army is a minor unit and has a firepower of 2, even when out of supply.

d) Guards Infantry Armies may be created beginning in 1942. They are made by combining two regular infantry armies. A Guards Infantry Army is a major, fortifiable infantry unit with a firepower factor of 2 - in or out of supply.

e) Guards Tank Armies may be created from a regular tank army by adding an infantry army to it. They may be created on or after the January 1943 turn. There may not be a regular tank army and a Guards Tank Army on the map with the same number at the same time. Guards Tank Armies are major units with a firepower of 2 - in or out of supply.

f) A Parachute Corps is converted from an infantry army. It is a minor unit with a normal combat value of 1 and is converted in place if undispersed and in supply during a given Soviet Reinforcement/Replacement Phase. Parachute Corps may fight as infantry and are considered as infantry for all purposes when they do so. [see Section 21.0 for Parachute Dropping Procedure. Note: Parachute units are created and used only when using the optional Soviet Parachute rule - Section 21.0.]

9.0 STRATEGIC MOVEMENT

A unit may move strategically by land or sea, but not both in the same turn. A unit moving strategically is dispersed at the end of the Strategic Movement Phase.