

A. STRATEGIC LAND MOVEMENT

Strategic movement is available to each phasing player's unit that is undispersed and not located on Elista (near Stalingrad). During the Strategic Movement Phase, the player simply traces a line of friendly controlled points (on either side of the Axis-Soviet border) to the desired destination of the unit. Soviet units may exit the eastern map edge and re-enter on another eastern map edge line, in effect, transiting Siberia. Units may also remain in Siberia and re-enter on a following turn, using either strategic or operational movement. Those entering by operational movement may participate in assaults. Axis units have the same capability on the west map edge. Each side is limited in the number of units it may move in the Friendly Strategic Movement Phase. The Axis player may move as many units as he has victory points from cities in supply to the west of the Soviet Axis border (max = 7). The Soviet player is allowed to move as many Soviet units as he has Soviet victory points from cities in the Soviet Union in supply and under his control (max = 16). All units of any size count 1 each.

Restrictions:

- 1) No strategic land movement is allowed across the Kerch Straits, between Pinsk and Rovno, nor into, out of, or through Elista.
- 2) All other points in friendly control, connected by lines to other points in friendly control, may be used for strategic movement. The only limit to the number of units which move through a point is the Player Turn limit calculated on victory points. Specifically, operational line limits are ignored.
- 3) Only three units using strategic movement may finish that movement on a single point.

B. STRATEGIC SEA MOVEMENT

Strategic sea movement follows strategic land movement. In order to move by strategic sea movement, a unit must begin the phase in a port, undispersed. That unit may then move to another friendly port in the same sea. It then becomes dispersed on entering the friendly port. For purposes of this rule, the Black Sea and the Sea of Azov are considered the same sea. One unit each may move by strategic sea movement in the Baltic and Black Seas each turn. Units may move by strategic sea movement regardless of who controls the sea, but a player must control the points on either side of the Kerch Straits to move a unit into or out of the Sea of Azov. Units may be torpedoed when using strategic sea movement. A player rolls one die for each unit:

- 1) Units using strategic sea movement in a friendly-controlled sea are lost on a die-roll of one.
- 2) Units using strategic sea movement in an enemy-controlled sea are lost on a die-roll of one, three, or five.

10.0 TERRAIN EFFECTS

A. ON STRATEGIC MOVEMENT

See Section 9.A.1.

B. ON OPERATIONAL MOVEMENT

All terrain effects on operational movement are already simulated by the transportation line matrix.

C. ON ASSAULTS

Units defending in a fortress may receive special advantages.

- 1) In any given battle round, the number of breakthroughs achieved against units defending in fortresses, in victory city fortresses, and in double-value victory city fortresses on their own side of the 1941 USSR border is reduced by a maximum of 1, 2, or 3, respectively. However, the number of reductions can be no greater than the number of undispersed major infantry-type units in the fortress. This protection is reduced by 1 factor if the defending units are in a fortress on the enemy side of the border.

- 2) The total defensive firepower of units defending in fortresses, in victory city fortresses, and in double-value victory city fortresses on their own side of the 1941 USSR border is increased by a maximum of 1, 2, or 3, respectively - although the number increased can be no greater than the number of undispersed major infantry-type units in the fortress.

D. ON BREAKTHROUGH AND ASSAULT ACROSS THE KERCH STRAITS

Armor breakthrough and assault across the Kerch Straits is prohibited. Supply is traceable across the Kerch Straits, but not for producing reinforcements or replacements. No strategic movement is allowed across the Kerch Straits. Retreat is possible, but only up to the operational line capacity limit.

11.0 STACKING

An unlimited number of units (from one side only) may be stacked on a point.

12.0 OPERATIONAL MOVEMENT

During the friendly Operational Movement Phase, a player may move any undispersed unit from one point to an adjacent point connected by a line. If that adjacent point is empty or occupied by an entrained factory or a partisan unit, the moving unit occupies the point, automatically destroying any enemy partisan or entrained factory units. If the point is occupied by any other opposing units, these units must be attacked and eliminated, or retreated, before the moving unit can occupy the point. German units, capable of breakthrough movement, entering an unoccupied point may immediately make a breakthrough movement to a second point, if that point is also unoccupied. This also applies to points occupied by Soviet units subject to automatic elimination.

A. LINES

Lines between points are classed as major, minor, or inferior lines and have different carrying capacities by type and for each side:

1) Axis:

- a) Major lines can carry six units, of which four may be armor.
- b) Minor lines can carry four units, of which two may be armor.
- c) Inferior lines can carry two units, one of which may be armor.

2) Soviet:

- a) Major lines can carry four units, only three of which may be armor.
- b) Minor lines can carry three units, only two of which may be armor.
- c) Inferior lines can carry two units, only one of which may be armor.

B. UNIT VALUE

Most units count as one unit for line capacity. The following units count as 1/2:

German: Headquarters Units and SS Panzer divisions.

Soviet: STAVKA Headquarters Unit, Rocket Units and 1st Moscow Motorized division.

When 1/2 value units are part of the "line load" total moving down a line, any remaining fraction on the total is ignored.

C. AXIS ALLIED ARMY UNITS

Hungarian and Rumanian army sized units having a "2" in the upper left corner of the counter count as two units. They also count as 2 units in retreat. All other units, including Soviet air and parachute units, count as one unit each in retreat, except the 1st Moscow Motorized and the SS Panzer divisions. They still count as 1/2.

D. THE MINSK - MOSCOW HIGHWAY

The Minsk - Moscow Highway is a major line with special movement rules. During any Operational or Breakthrough Movement Phase in Good weather or Mud (but not Snow), an armor unit starting on the highway may move two points rather than one, as long as both points are on the highway and the first point moved to is not occupied by an enemy unit.

13.0 COMBAT

Combat is resolved in any order the attacker wishes with one restriction: All attacks in which the defender's firepower is greater than the attacker's firepower are resolved first.

Attacks are resolved point by point, with all regular combat being finished at one point before resolving combat at another point. There are two types of regular combat: air combat and ground combat. Air combat takes place over a point in one round before ground combat for the same point. Ground combat then proceeds in one or more rounds until one side is eliminated or decides to retreat.

A. AIR COMBAT

Air combat consists of battles between opposing air units at a point or between air units and opposing flak.

1) Soviet Air Units:

- a) Air-to-air: When air units of both sides are present, the So-