1.0 INTRODUCTION

Moscow: The Advance of Army Group Center, Autumn 1941 is a simulation of the campaign by the Germans to capture Moscow from the Soviets from October 1941 until January 1942. This game’s system is a progeny of the foregoing Leningrad game published by Decision Games (2010) with some slight differences (such as the stacking limit). Players who are familiar with the Leningrad game will be able to play this game with only a perusal of these rules where they are specifically relevant to this game.

1.1 How to Start (Setting up the game)

The players should skim through the rules reading only the bold sentence headlines in the various rules sections.

NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.

These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play. Check for e-rules updates to this game @ www.strategyandtacticsmagazine.com
**Soviet**

The Soviet player sets up first.

- Except for the following units, all Soviet are placed on the map as noted below.

**Note:** The above divisional counters are a darker brown than the rest of the Soviet units.

**Important:** Soviet stacking is limited to two units per hex in all the below instructions. Normal stacking applies at the end of the first Soviet Movement Phase.

- Place all remaining Soviet units in a wide mouth cup or bowl. All units will be randomly drawn and placed with their untried side up (the side with the "U"). Neither player will know the strength of each unit until they are attacked or conduct an attack (12.1).

**Important:** The Soviet player does not designate the hex a unit will be placed, until after randomly picking a unit from the cup. He cannot look at the combat strength of the unit.

- The Soviet player must place two units in in each of the front-line hexes on the right (east) side of the front line. No front line hex can be left vacant.

- Remaining Soviet infantry units can be placed anywhere east of the frontline and west of hex row 20xx (inclusive).

- Soviet armor, mechanized, and cavalry units must be placed east of hex row 20xx. They cannot be placed in the frontline.

- Place the four Soviet reinforcement units (the 32nd, 78th, 93rd, and 238th) on the Turn Record Track (TRT), one in each of the four turn boxes printed with "Reinf: S". The Soviet player must randomly place each one of these four units in a different turn box (Turn Box 2, 3, 4, and 5) with their "U" side face up and without knowing the specific unit that is placed in each box. These units are revealed when they attack or are attacked (12.1) after they have entered the map.

**Note:** The Soviet player will not know the actual combat strength of each Soviet unit that he places on the map, but generally the Soviet tank and halftrack units are stronger than the Soviet infantry units (although this is not always strictly true).

**Designer’s Note:** Contrary to the prevailing myth that dozens of Soviet Siberian divisions were rushed to the defense of the Moscow front during Operation Typhoon, only four divisions (32nd, 78th, 93rd, and 238th) transferred to the Moscow region (and only two of these divisions were primarily Siberian). Most of the other so-called Siberian divisions were, in fact, transferred to other sectors, such as the Leningrad sector.

**German**

The German side sets up second.

- All German land units begin the game on the map. There are no German reinforcements or replacements.

- German units must be set up on the left (west) side of the solid yellow front-line border that is printed on the map.

- The German player may set each of his units in any hexes on the German side of the map that he prefers. Units must comply with the stacking restrictions (4.6).

- The three German air units are set off to the side of the map to be used by the German player during play.

**Note:** One of the German units (the 2nd SS) is printed as a black game piece. This merely serves to identify it as a different unit than the other German 2nd Division; it has no special rules associated with it despite its unique color.

At this point the players should review the Sequence of Play, referring to the details of the rules when they have a question.

### 2.0 EQUIPMENT

A complete game includes, these rules, one 22 × 34 inch map and one counter sheet of 176 game pieces.

#### 2.1 The Map

The game map represents the terrain on which the campaign was fought. A hexagonal grid is superimposed on the map to regulate movement and positioning of the playing pieces.

**Map Errata:**

- CRT: 4-1 column, Die Roll of 6, line, result should read 2/-.
- TEC: Light Woods line, movement for all units is 2 MP, delete “½ MP Armor/Mech”.

#### 2.2 Terrain Effects Chart

The Terrain Effects Chart (TEC) summarizes how the terrain features on the map affect movement of the various playing pieces. The movement cost indicates the amount of movement that is required of each unit when entering the indicated terrain feature.

#### 2.3 The Combat Results Table

The Combat Results Table (CRT) is the primary means for resolving combat. Players will consult the CRT and use the Column Shifts Chart to determine the number of shifts that will affect the final combat odds.

#### 2.4 The Game Pieces

The playing pieces represent the actual military units that took part in the historic campaign. There are two types of playing pieces: Combat units (called units) and German air units.

There are up to six items of information on the front and back faces of a combat unit, depending on the type, status and nationality of the unit; these include:
**Attack Strength:** Strength used when attacking.
**Defense Strength:** Strength used when defending.

*Note:* For German units, these are both the same number, the combat strength.

**Movement Allowance:** The green number printed within a white hex symbol.
**Unit Type:** Armor, mechanized, infantry and cavalry.
**Military Designation:** Historical unit identification.
**Unit size:** XX: Division
X: Brigade.

*Untried Status:* Soviet units only.

**Important:** There are two German brigades with a military designation of 123. This is intentional, the two units represent the same division that was deployed in two different locations historically.

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**GERMAN GROUND UNIT**

**FRONT**

- **Military Designation:** 129
- **Unit Type:** XX
- **Combat Strength:** 8
- **Movement Allowance:** 8

**BACK**

- **Military Designation:** 129
- **Unit Type:** XX
- **Combat Strength:** 8
- **Movement Allowance:** 8

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**GERMAN AIR UNIT**

**FRONT**

- **Unit:** 8
- **Size:** XXX

**BACK**

- **1 Column Shift Right**
- **1 Column Shift Left**

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**SOVIET GROUND UNIT**

**FRONT**

- **Military Designation:** 229
- **Unit Type:** XX
- **Combat Strength:** 5
- **Movement Allowance:** 5

**BACK**

- **Military Designation:** (UNTRIED)
- **Unit Type:** XX
- **Combat Strength:** 5
- **Movement Allowance:** 5

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**INFANTRY**

- **Military Designation:** 123
- **Unit Type:** X
- **Combat Strength:** 2
- **Movement Allowance:** 6

**CAVALRY**

- **Military Designation:** 50
- **Unit Type:** XX
- **Combat Strength:** 7

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**ARMOR/PANZER**

- **Military Designation:** 17
- **Unit Type:** XX
- **Combat Strength:** 8
- **Movement Allowance:** 8

**MECHANIZED**

- **Military Designation:** 101
- **Unit Type:** XX
- **Combat Strength:** 4
- **Movement Allowance:** 5

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**2.5 Combat Strength**

Combat Strength is the combat capability of a German unit when attacking or when defending. German units are only printed with a single combat strength number, and this represents both its attack and defense strength.

**2.6 Attack Strength & Defense Strength**

Attack strength is the combat capability of a Soviet unit when it is attacking. Defense strength is the basic power of a Soviet unit when it is defending.

*Note:* The Column Shifts Chart will indicate how the combat odds of attacking and defending units of both nationalities are affected.

**2.7 Movement Allowance**

A unit’s movement allowance (MA) is the basic number of hexes that a unit may move during its own Movement Phase of each game turn. This ability is expressed in terms of movement points (MP) that are printed as a green number within a white hexagon on each unit. Differing amounts of MPs are expended to enter different types of terrain on the map.
2.8 Unit Identifications

Unit IDs have no effect on play and are included for historical interest only.

2.9 Game Turn

Each game turn represents one week of real time, and one hex represents about 20 miles.

3.0 SEQUENCE OF PLAY

Players take turns moving their units and making attacks.

- The order in which they conduct these actions is described in this Sequence of Play outline below.
- One completion of the Sequence of Play is called a game turn.
- Each game turn consists of two player turns (German and Soviet).
- Each player turn consists of distinct phases that must be played in the order listed:

The German Player Turn

Step One: German Movement Phase
- The German Player may move some or all his units and conduct overruns (7.0).
- He may move as many as or as few units or stacks of units as he wishes.
- Each unit or stack of units must finish their movement/overruns prior to moving another unit/stack.

Step Two: German Combat Phase
- The German player may attack adjacent Soviet units.
- He may perform these attacks in any order he wishes (regardless of the order he moved his units), applying the results immediately as each attack is resolved.

Step Three: German Air Interdiction Phase
- The German player may place any previously uncommitted air units anywhere on the map in a hex that he intends to interdict.

Important: If all his air units have been used during previous phases of this same game turn, this phase is omitted.

The Soviet Player Turn

Step Four: Soviet Movement Phase
- The Soviet player may move some or all his units and conduct overruns.
- He may move as many as or as few units or stacks of units as he wishes.
- Each unit or stack of units must finish their movement/overruns prior to moving another unit/stack.

Step Five: Soviet Combat Phase
- The Soviet player may attack adjacent German units.
- He may perform these attacks in any order he wishes (regardless of the order he moved his units), applying the results immediately as each attack is resolved.

Step Six: Game Turn Indication Phase
- Interdicting air units are removed from the map, and the game turn is complete.
- Players move the game turn marker to the next box on the TRT.
- These six steps are repeated for each of the 13 game turns.
- At the end of the 13th game turn, the game is over, and the players determine the victor.

3.1 Game Turn One Special Rules

The following rules are in effect during game turn one only.

- Soviet stacking is limited to two units per hex. Normal stacking applies at the end of the first Soviet Movement Phase.
- Instead of the normal two MP cost for overrun, German units expend only one additional MP to conduct an overrun (7.0). This MP cost is in addition to the cost of the terrain in the defending unit’s hex.
- German units do not pay disengagement MP costs.
- German attacks and overruns receive a four-column shift to the right. The two left column shifts for overruns still apply.

4.0 MOVEMENT OF UNITS

Each unit has a movement allowance that represents the basic number of hexes that unit may move in a single Movement Phase.

- Each player moves only his own units during the Movement Phase of his player turn.
- Combat may not occur during this phase, although overrun (a form of movement and combat) may occur during the Movement Phase.
- Units move one at a time, or in stacks of up to four units, hex-by-hex in any direction or combination of directions that the moving player desires.

4.1 Movement Limit

A unit may never exceed its movement allowance. Units are never forced to move during their Movement Phase. Units may never lend or accumulate unused MP.

4.2 Movement Cost

The number of MP a unit must spend to enter a hex depends on the type of terrain in the hex.

- The cost to enter a clear terrain hex is one MP.
- The cost to enter other hexes, however, may be higher or lower. These costs are specified on the TEC.
- When a unit enters a hex through a road hexside, it pays only the cost for moving one hex along the road regardless of the type of terrain entered. Conversely, a road has absolutely no effect on movement if it is entered through a non-road hexside.

4.3 Minimum Move

Regardless of terrain, a unit may move into a hex adjacent to the hex in which it begins its Movement Phase by expending all its MPs. This includes units conducting an overrun in the first hex they move into.

Exceptions: Disengagement 6.4 and Blocked Movement 4.4.

4.4 Blocked Movement

A unit may never enter or pass through a hex containing an enemy unit.

4.5 Stack Movement

More than one unit may move together at the same time. So long as they begin the Movement Phase in the same hex, up to four friendly units may move together as a stack during the Movement Phase.

Exception: Disengaging (6.0).
- A stack moves at the rate of the slowest unit in the stack.
- A unit of a stack may split off from a stack at any time during the Movement Phase.
- The unit that split off from the stack may continue its movement (temporarily halt the remainder of the stack) until it has expended all its MP (or the player wishes to end its movement).
- The remainder of the stack then continues its movement normally.
- A player may split off as many units from the stack as he desires.

**Example:** The German 12th and 251st Divisions start their Movement Phase stacked together in hex 1510. They move as a stack to hex 1611, expending 2 MP. At that point the German player stops moving them as a stack and then moves the 12th Division to hex 1710 and then 1810, expending an additional 4 MP. The 12th has now expended 6 MP (2 for the hex the stack entered and 4 when moving by itself. The German player then moves the 251st Division to hex 1711 and then on to hex 1812. The 251st then ends its movement having expended all of its MP also.

### 4.6 Stacking Limit
A maximum of four units, regardless of their type, may occupy the same hex.
- The stacking limit only applies at the end of any Movement Phase and the end of any Combat Phase.
- If the stacking limit is violated at the above times, the enemy player gets to choose the unit(s) that are destroyed (so that only four units remain in the hex).

### 4.7 Zone of Control
Generally, a unit must stop upon entering a hex that is within the zone of control (ZOC) (5.0) of an enemy unit.
- When a unit enters a hex that is directly adjacent to an enemy unit, the moving unit must immediately stop and move no further that phase (unless the unit subsequently disengages).
- The presence of another friendly unit in a hex does not negate an enemy zone of control (EZOC) for purposes of movement.
- A unit may leave an EZOC only through disengagement (6.0), or because of combat (8.0), or an overrun (7.0).

### 4.8 Movement Restrictions
A unit may not leave the map, and if forced to retreat off map, it is eliminated.
- All rivers are assumed to be bridged where they are crossed by a road symbol, but this is only relevant for purposes of calculating MP costs. Rivers do not prevent the movement of any unit.

**Exception:** Land units can only cross a lake hexside if there is a road symbol across that lake hexside. Units crossing a lake hexside must be able to use the road movement rate.

### 5.0 ZONES OF CONTROL
The six hexes adjacent to a combat unit are called the zone of control (ZOC) of that unit. All combat units exert ZOC.

**Example:** A unit projects a ZOC into all six adjacent hexes.

- Friendly ZOCs inhibit movement of enemy units and may affect an enemy player’s ability to retreat his units and trace supply.
- A unit exerts a ZOC into all types of terrain, except across all-sea or all-lake hexsides.
- If a friendly unit is in an EZOC, all enemy units exerting their ZOCs into the hex also are within the friendly unit’s ZOC. There is no added effect when more than one of a player’s units exert a ZOC into a hex.

### 6.0 DISENGAGEMENT
Under certain conditions, a friendly unit may disengage from an EZOC hex during its Movement Phase by paying an extra cost in MP (in addition to the terrain cost of the hex it is entering). Units may be disengaged
singly or in stacks, but there must be friendly combat unit remaining in the hex at the instant of disengagement.

**Example:** If the German player wished to disengage from hex 2416, three of the units could move out of the hex at a cost of three additional MP into either hex 2315 and/or 2316. The units could not move directly into hex 2415 or 2417 as that would require the units to move directly from one EZOC to another EZOC, however three of the units could move as a stack into hex 2315 and if the player wished, could then move into hex 2415 at a total cost of 3 MP. The units could also move out of 2416 individually if desired. In either case, the units would be free to reenter an EZOC once they have entered hex 2315 or 2316.

### 6.1 Disengagement Cost

German infantry and all types of Soviet units pay an additional three MP to disengage and may only ever disengage from the hex in which they begin their Movement Phase.

### 6.2 German Panzer Disengagement Cost

A German mechanized or armor unit only pays an additional two MP each time it disengages, and it may disengage at any time during its Movement Phase.

### 6.3 Detachment Left in Contact

There must be a friendly combat unit remaining in the hex at the instant of disengagement.

**Example:** A player could, disengage two units from a three-unit stack, move another unit into the original hex, and then disengage the original third unit from the original stack.

### 6.4 Disengagement Restriction

No unit in the game may disengage by directly entering another EZOC.

**Exception:** Units conducting an overrun can overrun an enemy occupied hex in a ZOC of units friendly to the overrun units and then, if the overrun is successful, advance after combat into the hex, however the overrunning force cannot move any further during the current Movement Phase.

**Example:** The 18th and 20th Panzer Divisions could conduct an overrun into hex 2515. If the overrun is successful, one of the two divisions could move into hex 2515 but could not move further during that Movement Phase. However during the Combat Phase either or both divisions could then attack either hex 2514 and/or 2516, and if they clear the hexes, then advance into those hexes.

### 7.0 OVERRUN

OVERRUN is a form of combat which occurs during the Movement Phase. OVERRUN cannot be conducted during the Combat Phase.

- A unit or stack of units which conducts an overrun may continue to move and overrun, depending on the result of the overrun and whether the unit(s) have enough MP remaining after the overrun.
- At any point during the Movement Phase, a unit (or stack of units) may overrun an enemy unit (or stack of enemy units) in an adjacent hex.
- The overrunning units expend additional MP (7.3) and possible disengagement MP cost; then conduct an attack against the defending units (8.0).
- If the overrun is successful, at least one unit must advance into the hex that was the subject of the overrun.
7.1 Overrun Penalty
The initial combat-odds is shifted two columns to the left when resolving an overrun.

7.2 Disengagement & Overrun
A unit may disengage and overrun in the same Movement Phase.

7.3 Overrun Movement Cost
An overrun costs two MP in addition to the cost of the terrain in the defending unit’s hex.

Exception: During Game Turn One, an overrun cost all German units one movement point only (in addition to the cost of the terrain in the defending unit’s hex).

7.4 Stack Overrun
A stack of up to four friendly units may participate in the same overrun.
• The units must begin the Movement Phase stacked in the same hex and must be moved together as a stack.
• The units may be moved independently after the overrun was resolved.

7.5 Overrun Procedure
An overrun is conducted against all enemy units in one hex.
• There is no limit to the number of separate overruns that may be conducted against the same enemy unit(s) or the same hex during any one Movement Phase.

Important: Units cannot overrun across lake hexsides, even if a road crosses the hexside.

7.6 Successful Overrun
If the enemy unit(s) that is overrun is eliminated or retreated, the overrun is successful.
• The friendly unit(s) that executed the overrun must absorb any loss(s) as called for by the resolution of the overrun (8.9).
• At least one overrunning unit must be advanced into the vacated hex.
• Should the defending units retreat two hexes, the attacker has the option to advance into the two hexes vacated by the defending units (at no additional MP cost).

7.7 Unsuccessful Overrun
If the overrun enemy unit(s) is neither eliminated or retreated, the overrun is unsuccessful.
• The overrunning unit(s) may either absorb the loss(s) or retreat (8.9).
• If the overrunning unit(s) retreat, their movement is over for that Movement Phase.
• If they do not retreat, their movement may continue (including additional overrun attempts).

Important: A defending unit may never advance after an overrun even if the overrunning unit(s) retreats.

7.8 Retreated Units during an Overrun
Because units and hexes can be subjected to multiple overruns during a Movement Phase, unit(s) that have retreated during the current Movement Phase into a hex that was subject to an overrun will add their combat strength(s) to the defense in that hex.

Important: This is different than the exception listed in 8.2.

8.0 COMBAT
During a player’s Combat Phase, a player may initiate attacks between one or more of his units and any adjacent enemy unit(s).
• Attacks are declared one at a time.
• A player is not required to declare all attacks he wishes to make, however, once an attack is declared, that attack must be resolved fully before declaring an additional attack.
• Attacks are conducted using the Combat Results Table and the following procedures.
• Combat is voluntary, units are not required to attack adjacent enemy units.

8.1 Attack Requirement
A unit must be in the ZOC of an enemy unit to attack it.
• No unit may attack more than once, nor may a unit defend more than once during a single Combat Phase.
• All friendly units that are in the ZOC of a single enemy occupied hex may participate in an attack on that single enemy occupied hex.

8.2 Defense
Defending units in a hex must be attacked as a group. Units in a hex under attack must defend with a combined strength.

Exception: Units which have retreated into a hex and then undergo an attack in the same Combat Phase do not add their strengths to those of other units in the hex (although they do if undergoing an overrun during the Movement Phase). If the defending unit(s) suffer an adverse combat result (loss or retreat), the previously-retreated units in that same hex are automatically eliminated.

8.3 Coordinated Attack
More than one hex may be attacked as a single defending force. Use the terrain in the defender’s hexes that is most beneficial to the defender.

Important: All attacking units must be adjacent to all defending hexes to conduct a single coordinated attack.
Example: The 18th, 9th and 20th Panzer Divisions could combine their combat strength and attack hex 2416 and 2316 as one single attack (all attacking units are adjacent to both defending hexes. The 3rd Panzer Division could not participate in the attack because it is not adjacent to both hexes.

Important: Units may attack across a lake hexside if the hexside is crossed by a road. Treat the terrain in the defending hex as a marsh hex.

- The attacking player then rolls one six-sided die (1d6) and cross-indexes the result with the final combat ratio column.
- The indicated result is applied immediately, before going on to any other attacks.

Important: When conducting an overrun the attacking player may complete the movement of the overrunning units.

- When he has conducted all his attacks, that player announces the end of his Combat Phase.

8.6 Attack Declaration

The attacking player must announce which of his units are involved in an attack against a specific defending unit(s).

- Untried Soviet units must be specified as participating before their strengths are revealed.
- The attacking player may resolve attacks in any order he chooses.

Important: Soviet untried units are revealed after an attack is declared. If the Soviet player is attacking, he first designates all attacking units and the hex or hexes he is attacking, after designating attacking and defending units, he then reveals all untried units. He may not call off the attack, nor designate different attacking or defending units. If the Soviet side is defending, untried units are revealed when the Soviet player totals his defending strength (after the German player has totaled his attacking strength).

8.7 Maximum and Minimum Odds

If the initial combat ratio is higher (or lower) than the highest (or lowest) odds column shown on the table, that ratio is used as the basis for computing the final combat ratio. If the final combat ratio is higher (or lower) than the highest (or lowest) column shown on the table, it is simply treated as the highest (or lowest) column available.

Example: If the initial combat ratio is 11:1, the player would use the 10:1 ratio column.

8.8 Rounding Off Odds

When calculating odds ratios, the combat ratio is always rounded off in favor of the defender.

Example: If 11 combat strength points attack 4 defense strength points, the combat ratio is rounded off to 2 to 1.

8.9 Combat Results

The abbreviations on the CRT will indicate how the attacking and defending units are affected by that attack or that overrun.

- A unit will be either unaffected (a “-” result), eliminated (an “E” result), or given the option to retreat or accept losses because of an attack or an overrun.
There are two possible loss results: 1 or 2.
1) A result of “1/-” or “/-1” simply means that one affected unit must lose one step, or all affected units must retreat one hex. The player whose unit is affected may elect to either retreat (8.10) or take the step loss instead.
2) A result of “2/-” or “/-2” means that affected unit(s) must either lose two steps, all retreat two hexes, or lose one step and all retreat one hex. A player who chooses to retreat units one hex and take a one step loss must take the step loss first. The German player may distribute the two step losses to two different units (one step per unit) or he may eliminate a full-strength unit.

Some results affect both players, such as “1/1” or “2/1” and are called split results.

a) The defender applies his result first, whether it be step losses or a retreat.
b) Then the attacker applies his step loss or retreat result.

If any attacking units remain in their original hexes after all results have been applied, they may advance after combat if the defending hex is vacant (requiring no move point cost).

Important: The defender may never advance in a split result.

A result of “E/-” or “/-E” means that all affected units are eliminated.

All German units have two steps, and all Soviet units have one. A German unit may be flipped over to absorb a one-step loss. A Soviet unit would be eliminated whenever it suffers a step loss.

Important: Eliminated Soviet infantry units (except the four dark brown divisions) should be placed in some type of cup or bin. They may enter the game again as reinforcements (14.0).

8.10 Retreating

Units are retreated (by their owner) one at a time, never in stacks, in any order the owner chooses. Multiple units from the same stack may retreat into different hexes.

8.11 Retreat Path

Units may be retreated only into safe hexes. If there is no safe hex available, or if a unit retreats off the map, the retreating unit is eliminated. A hex is safe if:
1) By entering the hex, a retreating unit increases the distance in hexes between it and the nearest enemy unit that caused the retreat. If the enemy unit has retreated as well, the distance is measured from the enemy unit’s original hex.
2) There are fewer than four other friendly units in the final hex of the retreat (4.6).
3) The retreated hex is not in an EZOC.

Important: The presence of a friendly unit in a hex negates the EZOC in that hex for purposes of retreat.

4) Whenever possible, a unit must retreat into a vacant safe hex before a hex that is occupied by a friendly unit.

8.12 Advance After Combat

When any hex is vacated because of combat or overrun, as many as four victorious participating units may advance into each hex.

A victorious attacking unit is one that has not retreated.

A victorious defending unit is one that suffered no loss or retreat during that combat. See 7.7 for defending units and unsuccessful overruns.

Advance after combat is an option which must be exercised immediately before going on to resolve further combat or overruns in that phase.

A unit is only forced to advance after combat as the result of a successful overrun, otherwise it is optional (7.6).

Victorious unit(s) may occupy one or both hexes vacated because of a two-hex retreat.

A unit may advance into an EZOC hex (even when advancing directly from an EZOC hex).

Retreats and advances do not require the expenditure of MPs.

If the enemy units were all eliminated in the hex (prior to retreat), advancing units may only advance one hex.

9.0 SUPPLY

For a unit to move and attack at its full potential, it must be in supply. A unit is in supply if a line of supply can be traced between that unit and a supply source.

Supply for movement is determined the moment a unit begins to move.

Supply for combat and overrun is determined at the time the combat is declared.

A line of supply is traced from the unit to a supply source hex or a road hex connected to a supply source by an uninterrupted series of road hexes.

The supply line may be up to five MP in length from the unit to the supply source or road hex.

Trace supply lines using the infantry MP cost.

Exception: When tracing along a road or through a city hex, use the Armor/Mech MP cost.

9.1 Movement Effects

An unsupplied unit’s movement allowance is halved, dropping all fractions. The unit retains either its full or halved movement allowance throughout the phase, regardless of whether it moves out of or into supply during the same phase.

9.2 Combat Effects

If any units involved in an attack or an overrun are unsupplied, the combat ratio is shifted two columns. If any attacking units are unsupplied, shift left; if any defending units are unsupplied, shift right.

9.3 Line of Supply

A line of supply consists of a continuous, connected line of hexes, none of which may be occupied by or in an EZOC. A line of supply may be traced into and through a hex in an EZOC if that hex is occupied by a friendly unit.
Example: In the below diagram the German 197th Infantry Division is out of supply (it is surrounded by EZOC).

Example: In the diagram below, the 197th Division is in supply due to the 252nd Division cancelling out the EZOC in hex 1909.

9.4 Supply Source
Soviet: Any town and/or city on the Soviet side of the starting front line (marked on the map) is a supply source for all Soviet units (unless that hex was last-occupied by a German unit).

German: Any town and/or city on the German side of the starting front line is a supply source for all German units (unless that hex was last-occupied by a Soviet unit).

9.5 Air Units
Air units affect enemy lines of supply (11.0).

10.0 ARMOR
The combat ratio is affected by the presence of an armor/panzer unit participating in combat or overrun.

10.1 Armor Column Shift
When an armor (not mechanized) unit is involved in combat or overrun, the owning player receives a column shift in his favor.
• The player receives only one column shift for armor regardless of the number of armor units involved.
• For an attacker to receive the shift, the defender must occupy a clear terrain hex (ignore rivers).
• The defender always receives this shift if the player has at least one armor unit and if 10.2 does not apply.

10.2 City Exception
The German player does not receive the column shifts for German armor when defending in a city.

11.0 AIR POWER
The German player has three air units that may be used to affect combat, overrun, Soviet movement, and Soviet supply.
• The German player may place an air unit on a German unit which is attacking or being attacked. The air unit must be placed prior to the Soviet player revealing his untried units or prior to any die roll.
• When used to interdict, the air unit is placed on a hex during the Air Interdiction Phase.
• A maximum of two air units can be used to interdict a single hex.
• All three air units can be used to affect a single combat.

11.1 Column Shift
The combat odds are shifted one column in favor of the German side for each air unit involved in a combat.
• Air units may not attack by themselves and are never affected by results on the CRT.
• Air units never count against stacking limits.

11.2 When Air is Allocated
Air units are allocated to combat before Soviet untried units are revealed.

11.3 Air Interdiction
An interdicting air unit doubles the MP cost of a hex for Soviet units and Soviet supply lines.
• The cost is quadrupled if two air units interdict the same hex.
• Soviet units which begin their Movement Phase in an interdicted hex pay double (or quadruple, if two air units are there) the movement point cost for the first hex they enter.
11.4 Air Commitment
Each air unit may be used only once per game turn. After an air unit is used, it is committed and is placed off to the side of the map until the following turn (when it may be used again).

12.0 SOVIET UNTRIED UNITS
All Soviet units start play with their attack and defense strengths unknown to either player.
- To indicate this, the units are placed with their untried face “U” showing.
- The units are then randomly placed on their setup hexes and on the Game Turn Record Track as reinforcements.

12.1 Revealing Strength
The strengths of untried units are revealed only after an attack or overrun has been announced. The combat or overrun may not be cancelled or reallocated once the untried units have been revealed.

13.0 MOSCOW DEFENSIVE RING
Any German attack across any Moscow defense ring hexside (printed as a border around Moscow and its nearby hexes) garners a shift in favor of the defending Soviet units.
- This is only applicable if all the attacking German units are attacking that hex across a Moscow defense ring hexside.
- If some German units are attacking that same hex but are doing so from across a hexside that is not printed with a Moscow defense ring hexside symbol, then the shift does not apply.

Example: In the diagram below, the Soviet side would receive the one column shift to the left for the Moscow defensive ring (all attackers are attacking across a Moscow defensive ring hexside.

14.0 SOVIET REINFORCEMENTS
In addition to the forces that the players start the game with, the Soviet player (only) receives reinforcements during the Movement Phase of each game turn.
- The Soviet player receives one infantry reinforcement from among the Soviet infantry units that have been eliminated.

Important: The four dark brown infantry divisions are set aside if eliminated, they are not placed in the eliminated infantry units bin (8.9).
- Randomly draw one unit from the eliminated Soviet infantry units bin (8.9) and place the unit with its untried side up.

Important: The unit is placed without either side knowing its strength.
- If a turn occurs when there are not eliminated Soviet infantry units, then the Soviet player does not receive any reinforcements during that game turn.
- Each Soviet reinforcement enters the map in supply.

Note: Because of the severe Soviet weather (and the unpreparedness of the Germans for winter weather), the German side does not receive any reinforcements.

14.1 Soviet Reinforcement
When a Soviet reinforcement enters the map, the unit pays the MP cost for the first hex as it enters the map.
• A Soviet reinforcement may only enter via the east edge of the map and only along a road hexside that is not occupied by any German units.
• A Soviet unit may enter the map within an EZOC

14.2 Reinforcement Entrance
If a reinforcement unit’s only entry hexes are occupied by enemy units or are already stacked with four friendly units, it may enter in the nearest unoccupied non-road hex anywhere on the east side of the map (of the Soviet player’s choice).

14.3 Delaying Reinforcements
The Soviet Player may not hold back any game turn’s reinforcement that is eligible to enter the map during a game turn to enter it or them later during a subsequent game turn.
• If a Soviet reinforcement cannot enter the map, it is lost forever.
• Reinforcements do not accumulate from turn to turn. Only one reinforcement enters the map per each game turn.

14.4 Moscow Penalty
If Moscow is occupied by a German land unit, no Soviet reinforcement may arrive on the map until a game turn when Moscow is not occupied by any German land unit.

15.0 Rasputitsa & Snow Weather
During each game turn, starting with Game Turn 2 the Soviet player must roll one die to determine if rasputitsa or snow weather is in effect during that game turn.
• Check the Turn Track to determine the die roll range that is required to cause rasputitsa or snow to be in effect during that game turn (although some game turns will cause rasputitsa or snow to occur automatically).

15.1 Rasputitsa
During rasputitsa weather, the following is in effect:
• The printed movement allowance of all German units is halved (round any fractions up) for the duration of that game turn.
• All attacks suffer an automatic one-column shift penalty (regardless of which side is attacking) for the duration of that game turn. This shift is in addition to all other normal column shifts.

15.2 Snow
During snow weather, the following is in effect:
• The printed movement allowance of all units (both sides) is reduced one point.

Exception: The printed movement of the four Soviet reinforcement units is not reduced during snow weather game turns.
• All German attacks (only) suffer an automatic two-column shift penalty for the duration of that game turn. This shift is in addition to all other normal column shifts.

16.0 HOW TO WIN
If at the end of any game turn, the German player occupies Moscow, the German player automatically wins a strategic victory. If the German player fails to meet this requirement, victory is determined after Game Turn 13.
• Determine victory by calculating in victory points.
• There are two levels of victory: tactical and strategic.
• Total the victory points earned by each player and subtract the Soviet player’s victory points from the German player’s victory points. The resulting number, either positive or negative, is compared to the schedule in 16.3 to determine the victor and the level of victory.

16.1 Victory Points for Casualties
The Soviet player receives victory points for reduced or eliminated German units at the end of the game.
1: For each reduced infantry unit.
3: For each eliminated infantry unit.
4: For each reduced mechanized unit.
5: For each reduced armor unit.
12: For each eliminated mechanized unit.
15: For each eliminated armor unit.

16.2 Adjacency to Moscow
The German player receives 30 victory points for each hex adjacent to Moscow that is currently occupied by a German land unit. The occupying units must be in supply for the victory points to be earned.

16.3 Victory Determination
The Soviet victory point total is subtracted from the German victory point total to determine the victor.

German Strategic Victory: 31+ points
German Tactical Victory: 1 to 30 points
Soviet Tactical Victory: -20 to 0 points
Soviet Strategic Victory: -21 or less points

16.4 Play Balance
If both players agree, prior to commencing the game, each player writes down a victory point bid to play the German side; this bid thus represents additional victory points that are awarded to the Soviet player when the game ends.
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Bastogne is a wargame covering the German siege of the town of Bastogne during the Battle of the Bulge, specifically the period 18-26 December when the town was surrounded. Bastogne Solo is based on Dien Bien Phu (Modern War #17), but there are some significant differences. You (the player) command US forces, while the game system controls the Germans.

THE LUZON CAMPAIGN, 1945

The Luzon Campaign, 1945 (LC) is a wargame, purpose-designed for solitaire play, which covers the fighting across the main Philippine island of Luzon early in 1945. The first turn represents one week, each turn after that represents half a month. Each regular hexagon represents 6.75 miles (11 kilometers) from side to opposite side.

COMMANDOS: EUROPE

Commandos: Europe puts you in charge of a team of commandos operating in Europe (and North Africa) during WWII. Your duty is to lead your men on a variety of randomly generated missions (representing orders direct from high command), choose weapons and equipment that are best suited for the mission, decide on how to posture your team, plan your approach, and a method of extraction.

STRIKE & COUNTERSTRIKE

Covering the Soviet counteroffensive against German Army Group Center (AGC) from December 1941 to April 1942. The single player actively commands the Soviet forces, while the rules system directs him in the deployment of the opposing German force.

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The Central Pacific Campaign is a solitaire, strategic-level wargame of the struggle for control of the Central Pacific during World War II. The solitaire player is commanding the US forces and the system controls the Japanese forces. The player wins by accomplishing historic campaign milestones ahead of what was done historically, thereby opening the way for an earlier invasion of Okinawa or Formosa. Most ground units represent divisions, brigades or regiments. Aircraft units represent two groups or regiments (six to eight squadrons), and are each identified by the primary type of aircraft in those units. Ship units represent one fleet aircraft carrier, divisions of two light or escort carriers, two battleships, four cruisers, squadrons of six to eight destroyers and one light cruiser. The map is drawn to emphasize the strategically critical zones and islands in the Central Pacific. Each grid box on the map is 300 miles from side to side. Each turn represents one month.
**WWII Mini Games**

**Heroes of Telemark**
The Third Reich was racing to develop an atomic bomb, the critical heavy water being provided by the Norwegian county of Telemark. Britain’s Special Operations Executive (SOE) waged a long campaign of sabotage to delay the German program as long as possible.

**Red Eagles**
The Red Air Force challenged the Luftwaffe in a series of air battles over the Kuban Bridgehead in early 1943. The lessons learned by the Soviet airmen would help them gain air superiority on the Eastern Front later that year.

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