

Combat Table

		Odds									
		1:3	1:2	1:1	2:1	4:1	6:1	8:1	10:1	12:1	
		A2r1	A2r1	A2r1	A2	A2	A2	A2D1	A1D1	A1D1	2
Dice	3	A2r1	A2	A2	A2	A2	NR	NR	D1	D1	3
	4	A2	A2	A2	A2	NR	D1	D1	D1	D1	4
	5	A2	A2	A1	NR	NR	D1	D1	D1	D2r1	5
	6	A2	A1	NR	NR	D1	D1	D2r1	D2r1	D3r2	6
	7	A1	NR	NR	NR	D1	D1	D2r2	D2r2	D3r3	7
	8	NR	NR	NR	D1	D1	D2r2	D2r2	D3r3	D3r4	8
	9	NR	NR	NR	D1	D2r2	D2r2	D3r3	D3r4	D4r4	9
	10	NR	NR	D1	D2r2	D2r2	D3r3	D3r4	D4r4	D4r5	10
	11	NR	D1	D1	D3r3	D3r3	D3r4	D4r4	D4r5	D5r5	11
	12	D1	D2r2	D2r2	D3r4	D3r4	D4r4	D4r5	D5r5	D6r5	12

Notes: **A**—Attacker Result, **D**—Defender Result, **#**—Step Loss, **r#**—Retreat Hexes, **NR**—No Result

Sequence of Play

Use this game specific Sequence of Play rather than the generic one in the Series Rules.

Pre-Turn

Weather Determination Phase
Air Point Determination Phase

Soviet Turn

Soviet Movement and Reserve & DAM Designation Phase
Axis Reaction Phase
Axis Reaction Movement & Overrun Segment
Axis Reaction Barrage Segment
Soviet Barrage Phase
Soviet Combat Phase
Soviet Supply Phase
Soviet Exploitation Phase
Soviet Exploit Movement & Overrun Segment
Soviet Exploit Barrage Segment
Soviet Reserve Marker Removal Phase
Soviet DG Marker Removal

Axis Turn

Axis Reserve Marker Removal Phase
Axis Movement and Reserve & DAM Designation Phase
Axis Barrage Phase
Axis Combat Phase
Axis Supply Phase
Axis Exploitation Phase
Axis Exploit Movement & Overrun Segment
Axis Exploit Barrage Segment
Axis DG Marker Removal

Turn End Phase

Turn Marker Advance

Barrage Table

		Total Artillery & Air Points							
Dice		1	2-3	4-5	6-8	9-12	13-17	18-23	24+
2		—	—	—	—	—	—	—	—
3		—	—	—	—	—	—	—	—
4		—	—	—	—	—	—	—	—
5		—	—	—	—	—	—	—	DG
6		—	—	—	—	—	—	DG	DG
7		—	—	—	—	—	DG	DG	DG
8		—	—	—	—	DG	DG	DG	1
9		—	—	—	DG	DG	1	1	1
10		—	—	DG	DG	1	1	1	1
11		—	DG	DG	1	1	1	1	2
12		DG	1	1	1	1	1	2	2

◆ **Notes:**
— means no result.
DG means hex is Disorganized.
means hex is Disorganized and loses # steps.

◆ **Shifts:**
Left 1 column if target hex is other than OPEN or Minor Village hex.
Left 2 columns if no friendly unit is adjacent to the target hex.

◆ **Terrain** is not a concern for the friendly unit adjacent shifts.

Weather Table

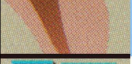





		Result			
Turns		Clear	Fog	Lt.Snow	Hvy.Snow
1-4		2-8	9-10	11	12+
5-8		2-7	8-9	10-11	12+
9-12		2-7	8-9	10	11+
13-16		2-6	7-8	9-10	11+

is Two Dice modified by current Weather DRM (if any) according to the Weather Record Track.

Weather Record

		Clear	Fog	Light Snow	Heavy Snow	Weather Table Die Roll Modifier.	
Air Points Die Roll Modifier.	◆			+1	+2		
	◆	+1	+0	+3	+2	+4	+3

Terrain Effects Chart

Feature	Movement Cost	Effect on Combat
 Open	1	NE
 Woods	2	D x2
 Hills	2	D x2
 Swamp	4	D x3
 Primary Road	1/3	NE
 Secondary Road	1/2	NE
 RR	1	NE
 Major City	ot	D x4
 Minor City	ot	D x3
 Village	ot	D x2
 Minor Village	ot	shift left 1
 Volga River	P	P (with Bridge/Pontoon: Ax 1/4)
 Major River	P	P (with Bridge/Pontoon: Ax 1/3)
 Medium River	+5	A x1/3 (with Bridge/Pontoon: Ax 1/2)
 Minor River	+2	A x1/2 (with Bridge/Pontoon: Ax 1)
 Lake Hexside	P	P
 Set Up Boundary	ot	NE
 Bridge or Pontoon	Negates River	See above

