PRE TURN
- The first turn of scenario skips the Admin Phase as is indicated on the turn track.
- The German side owns the Schlachtenglück-Marker at start of a game.

SEQUENCE OF PLAY

1. ADMIN PHASE
Place the Initiative +DRM marker in the zero box on the Initiative track. It does not matter at this point on which side it is placed. This is the only time during a turn, that the marker is placed in the zero box.

A. 8.1 RECOVERY SEGMENT
The Formation Activation Level recovers (different for each side).

Recovery means that the Formation Activation marker gets advanced a number of spaces on the corresponding track.
- An HQ which is currently flipped over because of expended Emergency Supply now recovers if determined to be in supply (flip the HQ unit back to its front side).
- An HQ determined to be out of supply during the Recovery segment is able to recover by expending Emergency Supply. This is simply done by flipping over the HQ to its back side. If the HQ is expending Emergency Supply it recovers one point less.
- An HQ in Emergency Supply determined to be out of supply during the Recovery segment is not able to recover.
- A given Formation Activation marker may never be adjusted above its Maximum Activation Level, which is noted on the Formation Activation counter as well as on the Formation Activation track on the map.

8.1.1 German Formation Activation Level Recovery
All German Formation Activation Levels recover as many spaces upwards on the track as indicated by their Formation Activation Recovery Rating listed on the HQ Recovery table.

8.1.2 Interdiction Level Adjustment
The German player rolls one die and consults the Interdiction Table to determine the Interdiction Level (0, 1 or 2) of the current game turn.

Interdiction Effects:
- The German player applies the Interdiction Level as an additional Initiative DRM.
- The Soviet player uses the Interdiction Level to determine Soviet Formation Activation Recovery levels.

8.1.3 Soviet Formation Activation Level Recovery
The Formation Activation Level Recovery of Soviet Formation is not fixed, but based on the individual Formation Activation Recovery Rating and influenced by the Interdiction Level of the current game turn.

The Soviet Player checks the Formation Activation Recovery Rating of his supplied formation and cross references this rating with the Interdiction Level on the HQ Recovery Table to obtain the result.

8.1.4 Auto Refit of Combat units
Each disrupted unit determined to be in Command Range of its parent or currently assigned HQ, automatically refits from disruption, regardless of the HQ's supply status. Both sides refit simultaneously.

8.1.5 Attrition of Isolated units
Each unit that is still disrupted and determined as isolated conducts an Attrition Check (see 5.8.3, Isolation).

B. 8.2 ASSIGNMENT SEGMENT
Independent units may be assigned and re-assigned (see 5.5.1, Formations). All eligible independent reinforcements must be assigned to one qualifying formation (see 5.5.2, Independent Units) before entering the map.

Assignment
- To be assigned, an independent unit must be undisrupted and within Command Range of the formation HQ it wishes to be assigned to.
- For independent units, players may either use the provided markers to record any assignments, or record them secretly on a note.
- Once assigned, the unit is treated exactly like any other unit of the formation.

Reassignment
- Once assigned, independent units remain subordinate to the formation until the player decides to reassign it to another formation during the Assignment Segment. It needs to be in Command Range of both, its current and its new formation HQs.

C. 8.3 REPLACEMENT SEGMENT
The German side receives replacement points (RPs) to spend. The Soviet side may then cannibalize and reorganize certain units.
- RPs can only be used for specified unit types that are undisrupted and within Command Range of the parent HQ which itself must be currently in supply or emergency supply.
- Units in EZOCS can receive replacements as long as all other restrictions are met.
- RPs must be expended immediately; unused points are lost.
- An RP recovers one Strength Point. There is no limit on the number of points a unit can receive per segment, but eliminated units may not be rebuilt and no unit can be increased above its original printed combat strength.

Additional special restrictions are listed below:

8.3.1 German Replacements
The German player receives Infantry RPs and AFV RPs according to Replacement Table (also indicated on the turn track) which must be spent to rebuild reduced or destroyed units of the corresponding unit type in the current turn.

Two Infantry RPs can rebuild one strength point of any motorized unit or any engineer.

8.3.2 Soviet Reorganizations
The Soviet side may cannibalize combat units to receive RPs, regardless of their current strength, if they meet the following requirements:
1. They must be undisrupted.
2. In Command Range of its parent HQ, which must be in Supply or emergency Supply.

Cannibalization:

The Soviet player simply removes an infantry type unit from play. Each Strength Point removed becomes an RP as indicated on the Soviet Unit Reorganization Table and must be expended immediately or is lost.

Each point may only be expended to recover one previously lost Strength Point of a unit of the respective type.

Cannibalized Unit			Reinforced Unit	
Non Motorized Infantry	⊠	▶		
Machine Gun	MG			
Non Mot. Engineers	⊞		Non Motorized Infantry	⊠
Border Guard	BG			
Anti-Tank	◿			
Motorized Infantry	⊠	▶	Motorized Infantry	⊠
Motorized Engineers	⊟			
Machine Gun	MG	▶	Machine Gun	MG
Non Mot. Engineers	⊞	▶	Non Mot. Engineers	⊞
Motorized Engineers	⊟	▶	Motorized Engineers	⊟
HQ and Support Type units can never be reorganized.				

Units to recover RP must meet the following requirements:

1. Must be in Command Range of its parent HQ, which must be in Supply or Emergency Supply.
2. Must be in Command Range of the HQ formation from which the cannibalized unit comes.

D. 8.4 REINFORCEMENT SEGMENT

From the beginning of game turn 2, both sides receive reinforcements according to the Reinforcement Chart. Entry of reinforcements can be delayed to the next turn at the owning side's option, including those previously delayed.

The Soviet player places eligible reinforcements before the German player. All reinforcements of one side are considered to be placed simultaneously.

8.4.1 Placement of Reinforcements

Eligible reinforcements enter on any specific entry hex(es) according to the Reinforcements Chart.

Should no friendly entry hex be available, Reinforcements may enter in a hex nearest to the entry hex(es), whilst being in Command Range and not adjacent to an enemy unit.

The Formation Activation marker of a reinforcing formation gets placed on the Division's maximum value if not indicated otherwise.

2. OPS PHASE

(The Ops Cycle will be repeated until: Both sides choose to Pass OR Neither side can conduct any more Formation Activations)

Consists of various repetitions of the Ops Cycle, which itself consists of:
- Initiative Determination
- Both players roll one die and the current Initiative +DRM value gets added to the die roll result of the player whose side is shown on the marker. Also add to the German player's result the current Interdiction Level (0-2) of the game turn.
- The side with the highest modified result wins the Initiative.
- In case of a tie, the German side wins the Initiative.
- The winning player is termed the Initiative player, while the other player is termed the Reaction player.

Initiative +DRM:

The Initiative +DRM marker is on the 0 space at the beginning of the Ops phase.

This means that no side gets an Initiative +DRM in the first Ops Cycle. When the Initiative and Reaction players are determined, move the Initiative +DRM marker as follows:

1. If the Reaction player's symbol is already shown upwards, move it to the next higher number without flipping it.
2. Else, put the Reaction player's side upwards and move it to number 2.

Once the Initiative +DRM marker is removed from the 0 space, it will not get placed back in this box during the entire Ops Phase.

6.2 OPTIONS OF INITIATIVE SIDE

The Initiative player must conduct one of the following three options:

Act
- The Initiative side can decide to conduct a Formation Activation.
- Once all activities of the Formation Activation are completed, proceed to the next Operations Cycle.

Transfer Initiative
- The Initiative player may give the Initiative to the opponent, unless that player has already decided to pass for the current game turn.
- The player receiving the Initiative must either act or pass. It may not transfer the Initiative back to the original Initiative player. Transferring the Initiative does not alter the Initiative +DRM marker in any way.

Pass
- Should the Initiative player decide to pass, no further Formation Activations may be conducted by that side for the remainder of the Ops Phase.
The passing side may still conduct Formation Reactions.
- Proceed to the next Ops Cycle. Since the passing side has forfeited the right to undertake any further operations except Reaction during the current Phase, Initiative Determination is not necessary anymore. The non-passing player wins the Initiative automatically from now on and he must either Act or Pass. He cannot transfer the Initiative back to the passing side.
- Once both sides have passed, the Operations Phase immediately ends.
The Ops Phase ends when both players pass or do not have any formations eligible to be activated. At the end of the Ops Phase, the turn marker will be moved into the next box on the turn track.

b. Formation Activation

Activating a formation allows the initiative player to activate all subordinate units, including Independent units currently assigned to it, to conduct one or more Actions (see 7. Actions).

Formation Activation allows activating units of a formation by spending as many Activation Points as the chosen Action costs.

Under certain circumstances the Reaction player can undertake Formation Reactions during an activation of the Initiative Player.

Please use the following sequence at the beginning of a Formation Activation:

1. Determine Action points available to the formation
2. Adjust Formation Activation marker down one level

6.3.1 Action Points Determination

Once a player decided which formation shall be activated, he needs to determine the number of Action Points which can be expended by units during this activation by rolling a die and consulting the Action Point table for the result.

The current Activation Level of the activated formation defines the column on the Action Points Table used to determine the number of Action Points available to the formation. The die roll result determines the row and the intersecting box shows the number of available Action Points in black (max. 7). Place the AP marker in the corresponding space on the Action Points track.

6.3.2 Formation Activation Levels

Each formation has a Formation Activation marker located on the Formation Activation track.

Each time a formation is activated, move the Formation Activation marker one box down on the Activation track. The Activation Level can also be

lowered due to a displacement (see 5.3.2 Displacement). A formation with Activation Level 0 cannot be activated.

The Activation Level can increase again in the Admin Phase (see 8.1 Recovery Segment).

6.3.3 Expending Action Points

Each time a formation conducts an Action, adjust the Action Point (AP) marker on the corresponding track according to the cost of the selected Action (see 7. Actions).

7. ACTIONS

An activated formation may undertake Actions. A formation receives the number of Action Points indicated on the Action Points table (Reaction: Red values).

Action Costs per Unit/Stacks			
Action Type	AP	Combat Action	AP
Movement	1	Hasty Attack	1
HQ Relocation	1/2/3	Regular Attack	2
Refit Action	1	Prepared Attack	3
Improved Defense	1		

Effects of Command Range and Disruption

Units that are Out of Command (5.8.3) may only perform Movement or Hasty Attack Actions and the AP costs for these Actions are doubled, and if isolated, they must also pass an EC in order to conduct the Action (if the EC fails the unit is disrupted, the APs are spent, and they can't participate in the Action).

Disrupted units are strictly limited to a Refit Action. Disrupted units that are also isolated may not carry out any Actions at all.

7.1 POSSIBLE ACTIONS (OVERVIEW)

Movement Action (see 7.3); (1 AP per stack)
A combat unit (or a stack of combat units belonging to the same formation) may conduct movement.

HQ Relocation Action (see 7.4); (Depending on Relocation value of HQ)
An HQ may never undertake a Movement Action. It "moves" always by conducting an HQ Relocation instead. A stack of units including an HQ unit therefore cannot move as a stack.

Combat Action (see 7.5); (Hasty Attack: 1 AP, Regular Attack: 2 AP, Prepared Attack: 3 AP)
The side performing the Action must declare a Hasty Attack, Regular Attack, or Prepared Attack with a single unit or stack of units against any one adjacent enemy-occupied hex. The attacker decides which units in the attacking hex will participate; all defending units must participate.

Multi-hex combat is not permitted.
- Hasty Attack: Neither Combat nor HQ Attack Support can be used.
- Regular Attack: Attacker Combat Support and HQ Attack Support (at half strength) can be used.
- Prepared Attack: Attacker Combat Support and full HQ Support can be used.

Refit Action (see 7.6); (1 AP per unit)
A unit currently belonging to the same formation and within the parent HQ's Command Range, may attempt to remove Disruption.

Improved Defense Action (see 7.7); (1 AP per stack)
A combat unit (or a stack of combat units belonging to the same formation) may conduct an Improved Defense Action in order to strengthen its position; a unit/stack defending in an Improved Defense uses the improved column of the drawn combat chit if attacked.

Action Point tracks

Each side has an Action Point track, which is used to record how many Action Points are available to an activated formation during a Formation Activation (or Reaction).
- Each Action chosen costs a number of Action Points. Any Action may be chosen, if the activated formation has the required number of Action Points remaining on its Action Point track.
- As Action Points are expended, adjust the AP marker to record how many Action Points remain. A side need not expend all available Action Points in a given Formation Activation. All unused APs are simply lost when the owning side decides to end the Formation Activation.

7.2 PROCEDURE

Follow these steps when conducting Actions:

A. Select eligible units

Any units subordinate or assigned to an activated formation are eligible to conduct Actions.

B. Select one Action

C. Adjust the AP marker corresponding to the expended AP

D. Check, whether the unit is in Command Range (see 5.8 Command Range)

E. Perform the Action

The Action is now carried out by activated unit(s) able to do so. Remember that a Formation Activation may be temporarily interrupted due to a successful Formation Reaction attempt.

F. Perform another Action

If enough Action Points remain, the player may perform an other Action. Otherwise, the Formation Activation is ended.

A unit is able to conduct more than one Action in a single Formation Activation. It may even move and/or conduct combat several times.

7.3 MOVEMENT ACTION

Units are moved by expending Movement Points (MPs) up to their movement allowance (MA).

Consult the Terrain Effects Table by cross-referencing the unit type with the terrain entered. There is no limit to the number of friendly units which can pass through a single hex during the Movement Action itself as stacking limits are only enforced at the end of an Action.

7.3.1 Moving Stacks

Units currently belonging to the same formation which begin a Movement Action in the same hex may move together as a stack at no extra cost in Action Points.
- Expend the Movement AP cost to move the entire stack.
- The stack's MA is limited by the MA of the slowest unit in the stack.
- A moving stack may never drop off or pick up any units while conducting movement.
- All units that begin moving as a stack must end movement in the same hex, unless they are forced to displace due to overstacking for any reason.
- An HQ cannot move with a stack; an HQ is always "moved" by conducting a HQ Relocation Action.

7.3.2 Maximum Movement

A unit can never exceed its MA (or its stack's MA) during a single Movement Action.

A unit can always move one hex, as long as it does not:
- Enter an enemy-occupied hex.
- Enter or cross prohibited terrain.
- Move directly from one EZOC to another (Exception: Infiltration Movement, see 7.3.4)
- Trigger a successful enemy Formation Reaction before exiting its hex of origin

Units are not required to expend their entire MA, but unused MPs cannot be accumulated or transferred.
- A unit or stack can be involved in any number of Movement Actions during

a Formation Activation, as long as the Action Points are available to allow it to participate.

- A friendly unit may never enter a hex containing an enemy combat unit.
- A combat unit must immediately cease movement upon entering an EZOC, even if the hex is already occupied by a friendly unit.

7.3.3 Road and Railway Movement

A unit which is moved from one road hex directly into an adjacent road hex through a hexside crossed by the road, spends MPs according to the road type and ignores all other terrain in the hex entered and hexside crossed. Units may not use the road movement rate when entering or exiting an EZOC.

Railways are considered to be roads, but have higher Movement Costs for Motorized Movement.

7.3.4 Infiltration Movement

Any friendly unit or stack that begins a Movement Action in an EZOC may try to move directly to another EZOC by expending its entire MA. It (or in the case of a stack: each unit) must pass an EC (see 5.6 Effectiveness Check) to succeed and getting placed in the new hex. When it fails the EC, it becomes disrupted and does not move at all. The corresponding Action Points are spent, regardless of the outcome.

Infiltration Movement can trigger an Formation Reaction Attempt.

7.3.5 Increased MA of Leg units

Combat units classified as Leg units have their MA increased by two if they do not move adjacent to an enemy unit during their entire Movement Action (including both the starting hex and the final hex).

7.3.6 Movement and enemy HQs

When a unit or stack performing a Movement Action moves adjacent to a hex that contains only enemy HQ unit/s:

- The HQ unit is immediately displaced (see 5.3.2 HQ Displacement).
- No other adjacent combat units currently belonging to the displaced HQ's formation can attempt Formation Reaction in this Movement Action.

This does not take place when a unit or stack performing a Movement Action moves adjacent to an enemy HQ located alone in a hex on the other side of a lake or an unbridged Bug River hexside.

Units belonging to another formation that does not suffer HQ displacement may still make a Reaction Attempt.

7.3.7 Unbridged Streams

Leg units pay one additional MP to cross a unbriged stream hexside. Motorized units must expend their entire MA to cross a unbriged stream. In other words, they must begin a Movement Action adjacent to a stream hexside to cross it and cease movement immediately after crossing.

7.3.8 Boat Movement

Only two German leg units can cross a Bug River hexside per Formation Activation. To cross an unbridged Bug River hexside, a unit must begin its movement adjacent to it and pay one additional MP. To facilitate remembering this limit, mark such a unit with the corresponding marker.

7.3.9 ZOC

A combat unit must immediately cease movement upon entering an EZOC, even if the hex is already occupied by a friendly unit.

6.4 FORMATION REACTION

6.4.1 Triggering Reaction Attempts

When a unit or stack of units performs a Movement Action on which it enters or attempts to exit a hex adjacent to an enemy combat unit (regardless of any ZOCs), the Reaction side may announce a Formation Reaction attempt.

A Reaction attempt can only be declared if at least one of the Reaction player's combat units adjacent to the moving unit or stack:

a. Is not Disrupted.

b. Is within Command Range of its parent HQ.

Only one Reaction attempt can be made per Initiative formation's Movement Action.

If however the Initiative formation performs more than one movement action, a Reaction attempt can be made during each movement action.

❖ *Clarification: If by virtue of movement, a reaction unit that was otherwise in command is placed out of command at the moment the moving unit moves adjacent to it, it is NOT allowed to make a reaction attempt. In other words, a Formation Reaction attempt takes place after the triggering Movement took place.*

6.4.2 Resolving Reaction Attempts

The HQ of the formation selected to make a Reaction attempt must pass a Reaction Check. Roll a die; if the result is equal to or lower than the HQ's printed Reaction Rating, the Formation Reaction attempt is successful; otherwise it fails.

If a Formation Reaction attempt is successful, the reaction player rolls a die on the AP table (red numbers) for his Formation to determine the number of APs available for his Formation Reaction. This is independent from the die roll of the initiative player.

Place the AP marker on the Action Points track space corresponding to the number. The Formation Activation Level marker of the reacting formation gets adjusted one step down.

As soon as a successful Reaction Attempt is done, the Movement Action of the active player is finished (AFTER entering the hex, which caused the attempt) and any left-over Movement Points are lost. The Reaction is processed now and after that, the active player can move with the same unit again but has to spend a new AP for that Movement. The Reaction can be done with any units like a normal Formation Activation.

6.4.3 Effects of a successful Reaction

The unit or stack performing any movement must stop in the hex it just entered or attempted to exit. The Initiative formation's Action immediately ends.

Any units overstacked because of the Reaction attempt must immediately suffer the corresponding adverse effects (see 5.3.1 Stacking).

Once the Reaction side completes its Formation Reaction by spending the just determined number of APs, the Initiative side resumes the current Formation Activation with the previously selected formation. The formation must select and begin a new Action. It may expend any remaining Action Points, but each Movement Action undertaken could be subject to a new Formation Reaction attempt.

During a Formation Reaction, no counter-reaction by the Initiative side is possible.

6.4.4 Effects of an unsuccessful Reaction

If a Reaction attempt fails, the formation suffers no adverse results whatsoever. Its Formation Activation Level marker remains where it is. If a formation undertakes another Movement Action in the same Formation Activation Segment, another Formation Reaction attempt can be made.

If a possible enemy Reaction attempt is not successful the moving unit may continue its movement normally, and remember that as only one Reaction attempt can be made per Initiative Formation's Movement Action, it can't be reacted to during the rest of this Movement Action.

7.4 HQ RELOCATION ACTION

The number of APs required to undertake a HQ Relocation Action is equal to the HQ's number of Relocation Points on the counter. A HQ Relocation Action is the only Action a HQ may undertake.

An HQ unit must always be located in a town or village.

- Pick up the HQ unit and place it in its destination hex. The destination hex must be in supply, friendly-controlled and in that HQ's Command Range. To "move" the HQ, it must be possible to establish a path of any length of contiguous hexes -free from enemy units and/or EZOC- between the start hex and the destination hex. Friendly units negate the effects of enemy ZOC in the hex they occupy, including the start and destination hex.

- An HQ can relocate across the Bug River if a path to the new hex is not longer than its Command Range and a Supply Path can be traced from the destination hex through a bridge or pontoon bridge. This is also true for HQ Displacement.
- A HQ violating the above limitations is subject to the penalties of HQ Displacement (see 5.3.2 HQ Displacement)

7.5 COMBAT ACTION

Combat occurs between opposing units in adjacent hexes by declaring a Combat Action. Combat is always voluntary; a unit is never required to attack.

HQ units in Combat

HQ units are never affected by combat nor do they take combat hits; their presence in a stack is simply ignored. HQs cannot retreat; a HQ is immediately displaced if it suddenly finds itself alone in a hex as a result of combat.

7.5.1 Resolving Combat

A. Attack Declaration

The side performing the Action declares a Combat Action type (Hasty, Regular, or Prepared Attack) with one friendly unit or one stack of friendly units adjacent to a single enemy occupied hex.

Multi-hex combat is not permitted although adjacent units may provide Support (see 7.5.1.2 Combat DRMs).

B. Combat Chits

Attacker Strength Determination

- The attacker draws randomly one Combat Chit to find the Combat Multiplier (1-3) for this Combat Action by cross-referencing the unit's Effectiveness Rating with the appropriate column of the Combat Chit:

Attacker Strength Determination

Effectiveness Rating

Hasty Attack | Regular Attack | Prepared Attack
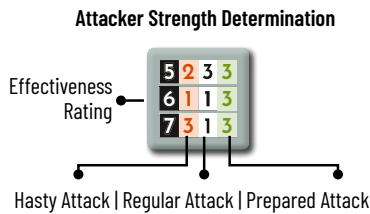
- If there is more than one unit attacking (from the same stack), the procedure is repeated for each involved unit separately, but the same Chit is used for all units of the same stack.
- ❖ NOTE: AT units in attack have only ¼ of strength (round up)

Defender Strength Determination

- The defender draws another one Combat Chit and repeats the procedure described above to get the Battle Strength of his unit(s) involved in the combat. The columns of the Combat Chits are used as follows:

Defender Strength Determination

Effectiveness Rating

Disrupted | Regular Defense | Improved Defense
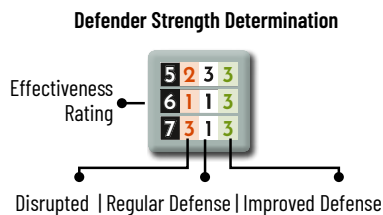
C. Strength Determination

The Combat Multiplier found in this way is then used to multiply the unit's current Combat Strength to get the final Battle Strength of this unit.

Once a Combat Action has been resolved, both players place the drawn Combat Chits back into the container.

D. Combat Results Table & DRMs

1. Compare the final combat strength of the attacker to that of the defender and express the comparison as a numerical odds ratio. Round this odds ratio downward to conform to one of the columns on the CRT.
2. Cross-reference the ratio with the type of hex terrain occupied by the defender(s).
- If the ratio is greater than the one listed in the rightmost column for the indicated terrain type, use the rightmost column.
- If the ratio is less than the one listed in the leftmost column for the in-

dicated terrain type, the attack is treated as a "5 / 0" result (APs are still considered expended).

The attacker rolls one die, add all positive modifiers, then subtract all negative modifiers. Change the actual die roll according to the final DRM. Results less than one are treated as one; results higher than 20 are treated as 20. (see 7.5.1.2 Combat DRMs).

- Engineer units attacking or supporting combat against a pillbox hex provide an additional +1DRM to combat if belonging to the activated formation.

Hexside Terrain

- Only the defender benefits from the Hexside Terrain Effects DRM. It is in effect if the attacker is attacking across a terrain hexside as indicated on the TEC. As the attacker is always attacking across one hexside only, the defender will not benefit from more than one Hexside Terrain Effects DRM in one single Combat Action.
- All hexside terrain CRT DRMs are listed in the TEC.
- Roads and railways do not negate hexside DRMs

Attacker/Defender Combat Support

- Friendly combat units adjacent to the enemy attacking/defending unit may be eligible to provide combat support. Units providing combat support are immune to any adverse combat results and cannot be used to take losses.

Requirements for Combat Support

1. The friendly unit projects a ZOC into the enemy defending/attacking hex.
2. The friendly unit is in Command Range of its parent HQ.

Combat support is not available for the attacker if conducting a Hasty Attack Action.

Combat support is not possible for the defender if one or more defending units are disrupted. Also, disrupted units may not provide combat support (see 5.6.3 Disruption Effects).

- For a Regular Attack Action, the attacker may contribute a DRM of +1 for each hex adjacent to the defending hex containing at least one friendly combat unit oft he same formation when all aforementioned requirements are met.
- For a Regular Defense (all defending units undisrupted, but not in Improved Defense) the defender may contribute a DRM of -1 for each hex adjacent to the attacking hex containing at least one friendly combat unit oft he same formation when all requirements are met.
- For a Prepared Attack Action, the attacker may contribute a DRM of +2 for each hex adjacent to the defending hex containing at least one friendly combat unit of the same Formation when all aforementioned requirements are met.

In a Prepared Attack Action, the attacker may also contribute a DRM of +1 for each hex adjacent to the defending hex containing at least one friendly combat unit even if this unit is from a different formation as long as all other requirements are met.

- For an Improved Defense, the defender may contribute a DRM of -2 for each hex adjacent to the attacking hex containing at least one friendly combat unit of the same formation when all requirements are met.
- For an Improved Defense, the defender may also contribute a DRM of -1 for each hex adjacent to the attacker containing at least one friendly combat unit even from a different formation when all other requirements are met.
- ❖ Clarification: The Combat Support DRMs for "Friendly" and "Same Formation" are not cumulative. The bonus for Prepared Attack is already accounted for in the -2 / +2 DRM.

HQ Support

To qualify for HQ Attack Support, the attacking unit or stack must be:
- In Command Range of its parent HQ
- Conducting a Regular or Prepared Attack Action.

There is no limit to the number of times HQ Attack Support may be received during a single Formation Activation. The defending side is never eligible for HQ Attack Support. The amount of Attack Support Points received is determined as follows:

- Regular Attack: The attacker receives half of the parent HQ's current Support Points (round fractions up).
- Prepared Attack: The attacker receives all parent HQ's current Support Points.

Armor Superiority

- To determine whether the attacker or defender has Armor Superiority and is entitled to a DRM in his favor, the attacker's Tank Point value must be compared to the defender's Tank or Anti-Tank Point value.

If the defender has Tank Points and Anti-Tank Points available in the defending hex, he must always use Tank Points.

Neither player can withhold a unit; both sides must always use their unit with the highest Tank/Anti-Tank Points to determine Armor Superiority. Pick the unit containing more current combat strength if values of two units are equal; player's choice if current combat strength of two units is equal, as well.

If neither the Attacker nor the Defender has Tank Points available:

No player can establish Armor Superiority and neither player will receive a favorable DRM.

The Attacker has Tank Points and the Defender has Anti-Tank Points available:

1. Select the attacking unit with the highest number of Tank Points. Check defender's terrain for any possible modifiers and round down if necessary to get the attacker's final Tank Point value.
2. Select the defending unit (even if disrupted) with the highest number of Anti-Tank Points. Add to this number the defensive Terrain Bonus (if applicable), which increases the Anti-Tank Points for the defending unit, to get the defender's final Anti-Tank value.
3. Subtract the defender's Anti-Tank Point value from the attacker's Tank Point value to determine Armor Superiority.
4. If the final result is a positive number, the attacker can establish Armor Superiority and the final result is his favorable DRM. If the final result is a negative number or a zero, no player can establish Armor Superiority and neither player will receive a favorable DRM because Anti-Tank Points can never establish Armor Superiority.

Both the Attacker and the Defender have Tank Points available:

1. Select a attacking unit with the highest number of Tank Points. Check defender's terrain for any possible modifiers and round down if necessary to get the attacker's final Tank Point value.
2. Select a defending unit (even if disrupted) with the highest number of Tank Points. Its Tank points is the defender's final Tank Points value because defending Tank Points are never modified due to terrain.
3. Subtract the defender's Tank Point value from the attacker's Tank Point value to determine Armor Superiority. The final result is the Armor Superiority DRM (positive or negative) of the Combat Action.

The Attacker does not have Tank Points and the Defender has Tank Points available:

The defender automatically receives Armor Superiority, and the full Tank Point value of the defender's unit with the highest number of Tank Points is used as a favorable (negative) Armor Superiority DRM for the defender. The defender's Tank Points are never modified due to terrain and the attacker cannot use Anti-Tank Points against the defender's Tank Points.

The Attacker has Tank Points and the Defender has no Anti-Tank or Tank points:

Treat exactly the same as The Attacker has Tank Points and the Defender has Anti-Tank Points available. The defender has 0 Anti-Tank points, but chooses the unit containing the most current combat strength; player's choice if current combat strength of two units is equal. Defensive terrain bonus might increase the Anti-Tank Points to a value >0.

Combat Results

- Cross-reference the modified result with the ratio located on the proper Terrain line to obtain the combat result. Apply combat results immediately (see 7.5.2 Combat Results).
- Combat results consist of two numbers separated by a slash: The number to the left applies to the attacking stack and the number to the right applies to the defender. The numbers themselves indicate how many combat hits a side suffers.

Distributing combat hits

The following procedure must be followed strictly when applying combat results. The defender must always follow the procedure completely before the attacker:

1. If the corresponding combat result is at least 1, one step loss must be taken. The mandatory first Strength Point Loss must be from a unit that defended with either Tank or Anti-Tank Points or attacked with Tank Points.
- AFV units do not have to lose a Strength Point if Armor Superiority is 2 or greater and the opposing side does not have any AFV unit engaged in combat. In this case, the Strength Point loss must be from the strongest unit in stack (counted in strength points).
2. If the Defender's/Attacker's result is printed in red, he must make an EC with each of his units in the stack. All units that fail the EC, become disrupted.
3. The second combat hit (if the Defender's result is 2 or higher) is variable:
- Any unit that failed an EC due to a red result is forced to retreat.
- For any unit that passed the EC, or the result is not printed in red, the player has the option to perform a voluntary retreat.
- If all the units make a retreat (forced and/or voluntary), the second hit is fulfilled. Otherwise, if only some units retreat, the ones who stay in the hex still have to fulfill the second combat hit! It is not possible to negate the second step loss by retreating less than all units.
4. All further combat hits must be taken as step losses. All Strength Point Losses must be equally distributed among all involved units; no unit may absorb two Strength Point Losses before all other units have not absorbed one Strength Point Loss each.

Step Losses

- Each Strength Point Loss is applied to a single unit and causes the unit's current combat strength to be reduced by one. Strength Point Losses are distributed as the owner wishes among combat units, taking into account the aforementioned guidelines.
- If a unit currently has a strength of one and takes another Strength Point Loss, it is eliminated. Remove the unit counter from play.
- A unit's Movement Allowance, Tank or Anti-Tank Points and Effectiveness Rating are never adversely effected due to Strength Point Losses.

Retreat

Retreating units have the option to retreat one or two hexes. However, this only satisfies one combat hit if all the units in the hex retreat.

A Mechanized unit can retreat only one hex if it:
- moves across an unbridged stream hexside, or
- enters a forest or marsh hex.

Stacking limits must be observed at any moment of a retreat.

Retreating units in a stack may not split up.

A unit or stack must retreat towards the nearest hex adjacent to a friendly supply area, subject to the following restrictions:

Hexes and hexsides prohibited to enter by retreating are:
- Enemy occupied hexes (including those occupied solely by HQs).
- EZOCs **(Exception: Forced Retreat).**
- Unbridged Bug River hexsides.
- Off the map.

Forced Retreat (Failed EC)

A hex containing an EZOC must be entered if a unit is forced to conduct retreat and no other hex is available. Each retreating unit takes one additional Strength Point Loss which does not count as satisfaction for any remaining combat hits. A withdrawing unit or stack must stop when it enters an EZOC.

Each unit that must, but cannot make a forced retreat, takes two additional Strength Point Losses which do not count as satisfaction for any remaining combat hits.

❖ IMPORTANT *If only some units in a stack have to do a forced retreat, while others are chosen to retreat voluntarily (to convert the second combat hit), the forced retreat must be executed first. (This matters if the retreat hex is already occupied by friendly units and the retreat causes an overstacking).*

7.5.3 Battle Victory

The side that receives the lower combat hit number in a combat, wins the battle, unless all of that side's units involved in the combat are eliminated. In that case, or when ties occur, neither side wins a victory. The winning unit or stack immediately receives one bonus Action Point, restricted as follows:

1. Only units which were involved in the combat may use the bonus AP.
2. The unit(s) must be within Command Range of the parent HQ. One or more units in the stack must immediately expend the bonus AP, or it is lost.

No other units, including those supporting the combat, can use the point or be involved in the Action chosen.

If the attacker gains the bonus AP, he can supplement it with any or all remaining Action Points on the friendly AP track.

The bonus AP can immediately be spent for any Action. Using a Movement Action to move back into the hex, left due to a retreat would be a valid option. The bonus AP can trigger a reaction attempt only if the bonus AP is used by the attacker, not if used by the defender.

A unit or stack can spend the bonus AP to perform a Refit Action, for a Prepared Defense Action or for another Combat Action. And also a Movement Action, but only if the opponent did retreat all the units andf if the first hex entered by this Movement Action is the just abandoned opponent's hex.

7.6 REFIT ACTION

Each disrupted unit that is not isolated must conduct a Refit Action individually. A unit may perform any number of Refit Actions, as long as Action Points are available during the Formation Activation.

Make an Effectiveness Check for the disrupted unit; if the unit passes, flip it over to its normal (undisrupted) side. If it fails, it remains disrupted but suffers no additional adverse effects.

A Refit Action is the onlyAction a disrupted unit may undertake.

7.7 IMPROVED DEFENSE ACTION

To conduct an Improved Defense Action, simply place the corresponding marker on top of the stack. It gets all benefits if being attacked as long as the marker is in place.

The Improved Defense marker is removed immediately:
- If at least one unit in the hex becomes disrupted.
- If at least one unit in a hex is eliminated, the remaining unit(s) loses its Improved Defense.
- If at least one unit leaves the hex for any reason.
- If at least one unit in the hex conducts any Action.
- If another unit ends a Movement Action or retreat in the hex.

It is not possible that only parts of the units in a hex are in Improved Defense, it is an "all or nothing" affair.

🚫 *The Improved Defense marker is NOT removed if reinforcements are placed in the hex, a unit receives replacements, or reorganizes.*

3. 7.8 END TURN

Advance the game turn marker one box to indicate the start of a new game turn. If the final turn has been completed, the game ends and victory is determined.

1dr10: The number zero (0) is always treated as ten (10).

5.1 CALCULATION CONVENTIONS

- When making a calculation for a combat or other game function that produces a fraction on intermediate steps, retain the fraction until the values for all units on the same side are added together. Then round any remaining fraction up to the next whole number.
- All possible modifiers are cumulative.
- When calculating an odds ratio for combat, always round it downwards to conform to a ratio column on the CRT.
- Never round Movement Points

5.2 SCHLACHTENGLÜCK / БОЕВАЯ УДАЧА

The owning player can give this marker to the opponent to be allowed to reroll any one of his own die rolls.

3.3 HEADQUARTERS

HQ units may never be activated together with combat units.

HQ units must always be in a Village or Town hex.

They may not enter a hex containing EZOCs unless the hex already contains a friendly Combat unit (disrupted or not).

5.3.1 Stacking

- Each side is free to stack units in any order desired. The position of a unit in a stack has no effect on play, although units can be "hidden" beneath the top unit of a stack.
- A side may always look beneath an HQ unit, if it is currently placed on top of a stack.
- Stacking Limits do not prohibit movement and must only be met at the end of an Action (see 7. Actions) or any moment during retreat (see 7.5.2.1 Combat hit). Overstacking is allowed during movement.

Stacking Limits

- Up to three units can stack in single hex of which only one may be an Infantry type unit. For this restriction (only), Border Guard and AT units are not considered to be of Infantry type, which is why their symbol is marked in red.
- HQ units do not count for stacking, but the limit is one HQ unit per village hex or two HQ units in a town hex.

Overstacking

All combat units in an overstacked hex (at the end of an Action or retreat) suffer an automatic disruption. A currently disrupted unit remains disrupted and suffers an additional Strength Point loss.

- If a hex contains two or more HQs in a village hex or three or more HQs in a town hex, each HQ permanently loses one Support Point from its current total, place a corresponding Strength Point marker beneath the HQ. Furthermore, any surplus HQs and units must immediately be displaced (and lose an additional Support Point in doing so), so that the hex fulfills stacking restrictions.
- In overstacking situations for units (only), not HQs, the enemy player may make the displacement(s) instead of the owning player.
- Should there not be another option than displacement into a hex which becomes overstacked through the displacement, then this hex suffers the same effects.
- A unit may never "jump over" enemy units while being displaced. If displacement is impossible due to the presence of enemy units and prohibited terrain, the owning side eliminates overstacked units until stacking limits are met.
- Units from different Formations may stack together up to the stacking limits. Only one Formation can be activated at the same time. When the stack is being attacked, all units will defend together.

5.3.2 HQ Displacement

Place the HQ unit in the friendly town or village hex (owning player's choice) while meeting the following criteria:

1. If the destination hex is in the HQ's Command Range AND a path of contiguous hexes - free from enemy units and/or enemy ZOCs (friendly units negate the effects of an enemy ZOC in the hex they occupy) can be traced between the start hex and the destination hex:

a. Subtract one from the HQ's current Attack Support Point total; if currently

zero, it remains zero.

b. Move the corresponding Formation Activation marker one box down on the Formation Activation track; if currently in the zero box, it remains in the zero box.

2. If the destination hex is not in the HQ's Command Range and a path of contiguous hexes - free from enemy units and/or enemy ZOCs (friendly units negate the effects of an enemy ZOC in the hex they occupy) can be traced between the start hex and the destination hex:

a. Subtract two from the HQ's current Attack Support Point total; if currently zero it remains zero.

b. Move the corresponding Formation Activation marker two boxes down on the Formation ctivation track; if currently in the zero box, it remains in the zero box.

3. If the destination hex is not in the HQ's Command Range and a path of contiguous hexes- free from enemy units and/or enemy ZOCs cannot be traced between the start hex and the destination hex:

a. Reduce the HQ's current Attack Support Point total to zero.

b. Move the corresponding Formation Activation marker down to the zero box on the Formation Activation track.

5.3.3 Unit displacement

The opposing player may displace overstacked units of his choice one at a time into any adjacent hex(es) until the stacking limit is met. The opponent may not displace a unit into a fully stacked hex unless no other alternative hex is available.

- Displaced units that end up causing overstacking in the displacement hex, trigger the same disruption and displacement results in this hex.
- Any unit that cannot be displaced due to the presence of enemy combat units and prohibited terrain is eliminated.

5.3.4 Limited Intelligence

- A side may only examine the contents of an enemy stack after having declared a ground attack against the defending hex. Reduced strength markers beneath units may never be inspected.
- At all other times, only the topmost unit in an enemy stack may be viewed.
- Important: A side may always look beneath an HQ unit if it is currently placed on top of a stack.

5.4 ZONE OF CONTROL

- A unit's ability to project a ZOC depends on the unit type and terrain as it is detailed in the ZOC column of the TEC. Hexes into which a unit projects a ZOC are called controlled hexes and inhibit the movement of enemy units, the tracing of an enemy Command Range Path and an enemy Supply Path.
- If ZOCs from both sides project into the same hex, both co-exist and the hex is mutually controlled by both sides.
- HQ units and disrupted units do not project ZOCs. All other combat units project ZOCs (depending on type and terrain).

5.4.1 ZOC Effects

Movement

- A combat unit must immediately cease movement upon entering an EZOC, even if the hex is already occupied by a friendly unit. There is no restriction when moving from an EZOC into a non-EZOC hex.
- The only way to move directly from EZOC to another EZOC is through infiltration Movement by spending all Movement points and passing an Effectiveness Check.

Command and Supply

- Command Range and Supply Paths may be traced into but never through EZOCs. Friendly combat units (even disrupted) negate EZOCs in the hex they occupy for these purposes only.

Retreat

- Retreating units suffer additional penalties when entering an EZOC (see 7.5.2 Combat Results).

Combat

- Combat Support can only be used when the supporting unit projects a ZOC onto the enemy attacking or defending hex.

5.5 FORMATIONS AND INDEPENDENT UNITS

5.5.1 Formation units

- Most combat units are permanently organized by a formation, which can be easily recognized by their colored stripe. A formation consists of an HQ unit and several combat units including any independent units currently assigned to the formation.
- Only units belonging to an activated formation may conduct an Action assigned to that formation.
- Some units may be detached from their original formation and reassigned to certain other friendly formations (even though they are color coded) as specified below.
- Assignment and Reassignment can only be done in the Assignment Segment of the Admin Phase.

German 1st Panzer Group:

- Up to two AFV units belonging to 14. Panzer Division may be reassigned to 44. or 298. Infantry Division.
- One Infantry unit belonging to 44. or 298. Infantry Division may be reassigned to 14. Panzer Division.

Soviet 5 Army:

- Up to two AFV units belonging to 41. Tank Division may be reassigned to 87. Rifle Division. or to 215. Mechanized Division.
- One Infantry unit belonging to 215. Mechanized Division may be reassigned to 41. Tank Division.
- Up to two AT units belonging to 1. AT Artillery Brigade may be reassigned to 135. Rifle Division.
- Up to two AFV units belonging to 19.Tank Division may be reassigned to 135.Rifle Division.

Isolated Units

- Any isolated unit may be temporarily attached to a different formation in Command Range. It must be reassigned to their regular formation in the next Assignment Segment of the Admin Phase if it can trace a Command Path of any length to its parent formation.

5.5.2 Independent Units

- Independent units do not belong to a specific formation and can be assigned to certain friendly HQs. German independent units may only be attached to formations of their own Corps.
- Once assigned, independent units remain subordinate to the formation until the player decides to reassign it to another formation during the Assignment Segment. It needs to be undisrupted and in Command Range of both, its current and its new formation HQs.
- At the start of a scenario, independent units always start assigned to a formation.
- Only the German player has independent units in AtBR.

5.6 EFFECTIVENESS CHECK

The following situations require an Effectiveness Check (EC) for a unit:

- Any red combat result
- Refit Action
- Isolated units attempting to conduct an Action
- Infiltration Movement
- AFV unit entering a Marsh hex not along road or railway.

HQs are not subject to ECs and never disrupt.

5.6.1 Conducting an EC

Roll one die for each unit and compare the result with the Effectiveness Rating of each affected unit.

- A unit passes if the result is equal to or less than its Effectiveness Rating.
- A unit fails if the result is greater than its Effectiveness Rating.

5.6.2 Failing an EC

Any combat unit failing an EC disrupts. **(Exception: Refit Action)**

- A currently disrupted unit that fails another EC remains disrupted and suffers an additional Strength Point loss if this additional disruption is resulting from combat.
- If disruption occurs during combat, a forced retreat negates the second combat hit (if more than one hit).

Units conducting a Refit Action do not disrupt, neither lose strength points if they fail their EC.

5.6.3 Disruption Effects

Disrupted units are flipped to their disrupted side. Note that a disrupted unit possesses a lower printed Effectiveness Rating and fewer Tank or Anti-Tank Points.

Disrupted units:
- Cannot conduct a Movement Action.
- Do not project a ZOC, and thus may not provide combat support.
- Cannot trigger possible Formation Reaction.
- Cannot receive combat support.
- Cannot be in Improved Defense.
- Use the Combat Chit's left column (red) if defending (see 7.5.1.1 Combat Strength Determination).

The only Action a disrupted unit can perform is a Refit Action to recover from Disruption.

5.6.4 Disruption Recovery

- During the Recovery segment of each game turn a disrupted unit recovers automatically if it is currently in Command Range of its parent HQ.

5.7 SUPPLY

Only HQs must check for Supply, combat units check for Command Range instead. HQ units must check for Supply only when performing Formation Activation Recovery in the Admin Phase (see 8.1 Recovery Segment).

5.7.1 Tracing a Supply Path

To be in supply, an HQ must be connected to a friendly map edge hex adjacent to a supply area by an unbroken chain of hexes of any length.

Broken Supply Paths

A Supply Path is broken if it enters any hex:
- Containing an enemy unit of any type (including HQs and disrupted units).
- Containing an EZOC, unless at least one friendly unit of any type is also present (even if disrupted).
- Or if it crosses an unbridged River Bug or lake hexside.

5.7.2 Out of Supply effects/Emergency Supply

- If the HQ is showing its front side, it can still perform a Formation Activation Recovery by expending Emergency Supply. This is simply done by flipping over the HQ to its back side.
- If an HQ unit has already expended Emergency Supply it cannot perform a Formation Activation Recovery.
- Combat units are not affected when their HQ is unsupplied. (They may suffer penalties though, if they are Out of Command or Isolated. See 5.8 Command Range).

5.8 COMMAND RANGE

- Each combat unit must check if it is in Command Range of its parent HQ unit and whether it can trace a clear Command Path to it, before undertaking any Action (see 7. Actions).
- A unit is In Command Range when the Command Path from the unit to its parent HQ hex is within the distance of hexes equal to or less than its parent HQ's Command Range value. Count the HQ's hex, but not the unit's hex when determining if it is in Command Range. Furthermore, the Command Path between the combat unit and the HQ must not be broken. Otherwise it is out of Command. If a unit is unable to trace a Command Path of any length to its HQ, it is isolated (see 5.8.3 Isolation).
- Command Range is counted in hexes, not MPs.

5.8.1 When to Check Command Range

Combat units must check Command Range in the:

Recovery Segment:
- Unit recovering from disruption.

Assignment Segment:
- Assign/Reassign Independent units.

Replacement Segment:
- German unit wishing to receive Replacements.
- Soviet unit wishing to Reorganize.

Formation Activation:
- Unit wishing to undertake an Action.
- Unit attempting to qualify its parent HQ for a Formation Reaction attempt.

- Receive HQ Attack Support.
- Receive Combat Support.
- Receive Battle Victory Action Point Bonus.

5.8.2 Broken Command Paths

A Command Path is considered broken if it can not trace a Command Path without entering a hex that is:
- Containing an enemy unit of any type.
- Containing an EZOC, unless at least one friendly unit of any type (even if disrupted) is also present.

Command Paths are not broken by terrain.

5.8.3 Out of Command Effects

A unit is considered Out of Command if it has an unbroken Command Path, but it is larger than the Command Range of its parent HQ.

Out of Command Units:
- Get marked with an Out of Command marker, which is removed as soon as the units find itself in Command Range again.
- May only take part in Movement and Hasty Attack Actions and pay two Action Points instead the normal one AP.
- Cannot be used for triggering Formation Reaction.
- Do not recover from disruption during the Recovery segment.

5.8.4 Isolation

A unit is considered isolated if it cannot trace a Command Path of any length to its formation HQ.

Isolation Effects

Isolated units suffer the same effects as Out of Command plus:
- Get marked with an Isolated marker instead of an Out of Command marker. The Isolated marker gets removed as soon as the unit is not in Isolation status anymore.
- Must pass an EC to conduct an Action. Each isolated unit that fails the check disrupts and may not participate in the Action. The Action Points are still expended even if no units participate or the owning side decides to call off the Action.
- Must conduct an Attrition Check if found isolated and disrupted in the Recovery segment.

Some clarifications:

❖ *As soon as a Command Path is broken due to any reason, a unit is isolated regardless of being within command range to its HQ. So Out of Command would only happen with a unit having a clear Path of Command but being beyond Command Range to its HQ.*

❖ *Being Out of Command usually happens far more often than being isolated. It is more easy to obstruct the shortest Command path(s) of the opponent only, so that a unit has to use a Command Path on a tortuous longer way. Completely encircling the opponent is not that easy in most cases.*

❖ *To simplify the game process, for units that are marked Out of Command or Isolated (see 5.8.3 and 5.8.4); the marker is removed as soon as the unit in question finds itself in Command Range, or is no longer in Isolated status*

❖ *Even units that do "nothing" can be Out of Command or Isolated.*

Attrition Check
- Roll one die for each affected unit and subtract the Effectiveness Rating of the unit from the die roll result. If the result is 1 to 3, the unit suffers a Strength Point Loss. If the result is 4 or more, the unit suffers two Strength Points Losses. A unit may be eliminated due to an Attrition Check.

10. SCENARIO SPECIAL RULES

GERMAN SPECIAL RULES

10.1 Z.B.V. 800 BRANDENBURG REGIMENT

During the first turn all German attacks across the bridges over the Bug River in Ustyluh and Vygodanka have a -2 DRM to combat and AFV units have 1/2 Tank Points (instead of -4 DRM and 1/4 Tank Points).

10.2 SURPRISE ATTACK

The German player is automatically considered to have won Initiative Determination for the first Formation Activation of the campaign and scenario one and has up to three consecutive formation activations (only two in scenario one). After these activations the Initiative +DRM marker is automatically moved to the first space (+2), showing the Soviet side.

During the Surprise Attack formation activations, only Infantry Divisions can be activated and each only once. All soviet Effectiveness Checks and Reaction Checks have a +2 DRM.

10.3 PONTOON BRIDGE

The German player can build two pontoon bridges per game—one for III. Motorized Corps and one for XXIX Corps. To build a pontoon bridge, the player must spend 2 AP and meet the following requirements:
- at least one undisrupted unit of the activated formation, belonging to III. Motorized Corps or XXIX Corps must be in Command Range and adjacent to the Bug River where the player wants to build the pontoon bridge.
- The hex on the other side of the Bug River must be free of enemy units and EZOCs. Friendly units negate EZOCs for this purpose.

Mark the position of a pontoon bridge with its respective marker. The German player can remove the Pontoon Bridge during the Reinforcement Segment of the Admin Phase. There is no other requisite like being adjacent to the bridge. The Pontoon Bridge is also removed from the game if an enemy unit is adjacent to it.

Mechanized units crossing the Bug River across a pontoon bridge pay +1 MP in addition to the hex terrain. Infantry units do not pay any extra MPs in addition to the hex terrain.

Pontoon bridges are considered bridges in all respects.

SOVIET SPECIAL RULES

10.4 FORMATION RESTRICTIONS

a. 87. Rifle Division

In the first three turns, the HQ of 87. Rifle Division can only perform Relocation Action or displacements within a four hex range from Volodymyr-Volynskyi. This restriction is no longer in place if the German player controls any Hex of Volodymyr-Volynskyi.

If HQ displacement isn't possible within a four hexes range from Volodymyr-Volynskyi, the player can displace it to any other eligible hex.

b. 124. Rifle Division

The HQ of 124. Rifle Division can perform Relocation Actions or displacements only within a four hex range from the Southern Soviet Supply Area. If HQ displacement isn't possible within a four hex range from the Southern Soviet Supply Area, the player can displace it to any other eligible hex.

c. 41. Tank Division

The HQ of 41. Tank Division can perform Relocation Actions or displacements only within a four hex range from the Northern Soviet Supply Area. If HQ displacement isn't possible within a four hex range from the Northern Soviet Supply Area, the player can displace it to any other eligible hex.

10.5 RESERVES OF 41. TANK DIVISION

If any German unit is within 5 hexes of the Northern Soviet Supply Area before turn 6, the Soviet player receives these reserves in the next turn (first battalion of 82. Regiment from 41.Tank division, three units total).