RULES OF PLAY

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1.0 INTRODUCTION

1.1 Historical Setting

From 22 June 1941 Axis armies attacked the Soviet Union on a broad front. While the northern group of armies (Army Group North) pushed towards Leningrad in a war of rapid maneuver, its 16th Army covered the flank in the Lake Ilmen – Valday Hills area. Here, fighting began to settle down in early fall 1941 and by January was static. Then the Soviets attacked. By late January the Soviet 11th Army had broken the German front in several sectors and threatened to surround perhaps 80,000 Germans around Demyansk. When 3rd Shock Army broke the southern wing of the German 16th Army Soviet advances threatened now to destroy 16th Army and open the flank to Leningrad. It is at this stage that game-play begins.

1.2 General Introduction

Demyansk Shield recreates the World War II campaign in the Valday Hills region of Russia, from late January 1942 through May 1942. One player will control the Axis forces (Germans), while his opponent controls the Soviet forces (Russians). The playing pieces represent the actual units that participated in the campaign and the map represents the terrain over which those units fought. The players maneuver their units across the map and conduct combat according to the rules of play. One player wins by capturing certain specified objectives while his opponent wins by avoiding those victory conditions.

2.0 GAME EQUIPMENT

This game contains:

- One 22" x 34" map
- One Rules book
- 352 playing pieces (.6")
- Six Set Up Cards
- Two Player Aid Cards
- One 6-sided die

2.1 The Map

The map has a grid of hexagons (hereafter called hexes). Each hex has a four-digit identification number, used for reference purposes. Each hex represents about 3.25 km (about 2.0 miles) of terrain from side to side. Additional playing space consists of Map Boxes representing geographical regions nearby or adjoining the map [9.3].

2.2 The Playing Pieces

2.21 There are three types of playing pieces.

a. Combat units: The military units that fought (or could have fought) in the historical campaign. They have a printed movement allowance and combat values. A few combat units are printed on the map and are not represented by a game piece (and therefore, cannot move).

b. Air units: Any piece with an aircraft silhouette. They have a printed support value.

c. Markers: All remaining pieces are player aid markers used to assist game play. There should be enough markers provided with the game. If you need more, make some with blank counters. The number of markers does not constitute a design limit.

2.22 How to Read the Units

See Player Aid Card for full details.

2.23 The background color on each combat unit distinguishes nationality; this also affects play.

Nationality	Color
Soviet	Light Brown
	Dark Brown - 2nd Guards Corps
German	Gray - Wehrmacht
	Black - SS
	Light Blue - Luftwaffe

2.24 Explanation of Unit Values

a. *Attack Strength* is a combat unit's strength when attacking.

b. *Defense Strength* is a combat unit's strength when defending.

c. *Movement Allowance* is the maximum number of Movement Points (MPs) a unit can expend in one turn.

d. *No ZOC Band* indicates the unit does not exert a Zone of Control (ZOC) into any adjacent hex.

e. *Range* is the maximum number of hexes an artillery unit can be from a Defender hex and still provide Fire Support. When counting range, do not count the artillery unit hex but do count the Defender hex.

f. *Stacking Value* is the amount of space a combat unit occupies in a hex.

g. *Support Strength* is the value of artillery and air units when computing column shifts for Fire Support, either attacking or defending.

h. *Unit Designation* is the historical name (or number) of a unit. Each is unique. See 18.1 for a list of abbreviations.

i. *Unit Size* symbols:

I	company
II	battalion
III	regiment
X	brigade
XX	division
(+)	with added elements
(-)	without some elements

indicates two like-sized historical units combined into one game unit.

j. *Ground Unit Type* symbols:

	Armor
	Reconnaissance
	Artillery
	Rocket Artillery
	Engineer
	Infantry
	Ski Infantry
	Parachute Infantry

k. *Air Unit Types*:

Code	Air Unit Type
A	Attack
B	Bomber

2.3 Charts and Tables

Various visual aids are provided for the players in order to simplify and illustrate certain game functions. Some of these have been printed on the map while others are printed separately on Player Aid Cards. Place these to the side of the map for easy reference.

2.4 The Die

The game uses a six-sided die. To perform many game functions you will roll the die to obtain a result. Sometimes you will modify the actual die roll result by plus (+) or minus (-) amounts. These are called Die Roll Modifiers (DRMs).

3.0 BASIC CONCEPTS

3.1 Terminology

3.11 Friendly and Enemy

a. Units. If you are the Axis player, all Axis units are friendly and all Soviet units are enemy. The situation is reversed for the Soviet player.

b. Segments and Phases. A turn divides into Segments that further divide into Phases. During some phases both players conduct activities; during others, only one player, called the active, or friendly player, can perform activities. Axis phases are friendly phases to the Axis player, and enemy to the Soviet player. Soviet phases are friendly phases to the Soviet player, and enemy to the Axis player.

c. Hexes and Supply Sources. Those last occupied or controlled by Axis combat units are friendly to the Axis player; those last occupied or controlled by Soviet combat units are friendly to the Soviet player.

3.12 Controlled and Contested Hexes

a. A hex is controlled by one player if:

- One of that players's combat units occupies the hex, or
- The hex is vacant but one of that players's combat units last moved through the hex, or
- One of that player's combat units was the last to exert an uncontested Zone of Control [3.2] into the hex.

b. If both enemy and friendly units project Zones of Control into a vacant hex, both zones co-exist and the hex is contested. Neither player controls a contested hex.

3.13 Contiguous Hexes. This is an unbroken series of connected adjacent hexes used for movement, range, and Supply Routes.

3.14 Artillery is any combat unit with a range value.

3.15 Frequently Used Abbreviations:

CAS	- Close Air Support
CRT	- Combat Results Table
DRM	- Die Roll Modifier
GT	- Game Turn
MA	- Movement Allowance
MP	- Movement Point
OoS	- Out of Supply
RP	- Replacement Point
TEC	- Terrain Effects Chart
VP	- Victory Point
ZOC	- Zone of Control

3.2 Zone of Control

All combat units have a Zone of Control (ZOC). An enemy ZOC affects tracing a friendly Supply Route [6.24], inhibits the movement of friendly units [8.2], and restricts a unit's retreat after combat [12.3].
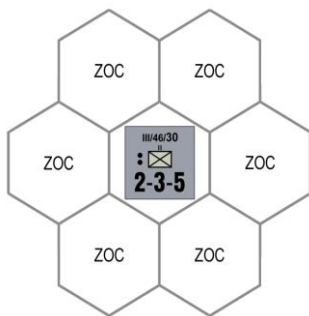
3.21 The hex a combat unit occupies and the six adjacent hexes constitute that unit's ZOC. A combat unit exerts a ZOC at all times. It always controls the hex it occupies and usually exerts a ZOC into the six adjacent hexes.

3.22 A unit's ZOC extends into all hex types and across all hexsides, except those prohibited to its movement [see Terrain Effects Chart], regardless of the movement cost to enter the adjacent terrain or of the presence of enemy units.

3.23 There is no additional effect when more than one unit exerts a ZOC into a hex. A friendly unit's ZOC does not affect the movement of other friendly units.

3.24 A unit with a yellow No ZOC band does not exert a ZOC into any of the six adjacent hexes. It controls only the hex it occupies. If at least one combat unit in a hex does not have the No ZOC band, then all combat units in that hex exert a ZOC into adjacent hexes.

3.25 A unit's ZOC does not extend into a hex with an active enemy Strongpoint [except at the moment of combat; see 14.14].

3.26 A unit printed on the map exerts a ZOC (until it is destroyed).

3.27 Air units and player aid markers never exert a ZOC.

3.3 Stacking

Stacking refers to placing more than one unit in a hex at the same time. The position of a unit within a stack has no effect on play.

3.31 Combat unit have a stacking point value displayed as a number of dots. **Exception**: Soviet armor battalions have no dots and stack for free. All other playing pieces have no stacking point value and do not affect stacking.

3.32 A maximum of seven (7) stacking points can occupy a hex at the end of any game phase. Units currently moving or retreating can pass through stacks of friendly units without regard to stacking limits.
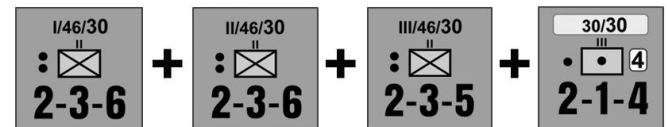
Example of Stacking
A legal stack – a total of seven stacking points

3.33 If a stack exceeds the maximum at the end of any phase, the owning player immediately places the excess in the Eliminated Box.

Note: Each unit printed on the map has a stacking value of zero (0).

3.34 There is no stacking limit in a Map Box.

3.35 Players can freely inspect enemy stacks.

3.4 Unit Steps

Steps represent the staying power of combat units.

3.41 Combat units have either one or two steps of strength. A unit with values printed on both its sides has two steps; its front shows the unit at full strength, and its reverse represents the unit at reduced strength. A unit with values printed only on its front side has only one step. A unit printed on the map has only one step.

3.42 Combat can cause step losses to units, reducing their strength. A two-step unit that takes one step loss is turned over to its reduced-strength side. A one-step unit (with no values on its back side), or a two-step unit already on its reduced-strength side, is picked up and placed in the Eliminated Box [see also 12.2].

3.43 Artillery units have only one step. The reverse side of an artillery unit indicates that the artillery unit has already engaged in artillery Fire Support [10.1] and is not eligible for artillery Fire Support again during the current turn.

3.44 Untried units [5.4] have only one step. The reverse side shows only its uncertain value mode.

3.45 The Soviet parachute infantry unit eligible for Airdrop [7.2] has only one step. The reverse side shows its Airdrop mode.

Note: One Axis unit (vBorries) is the full strength version of the reduced strength side even though its unit identification differs.

3.5 Halving and Rounding

3.51 During combat

a. Attack strength can be halved, defense strength cannot. Halve attack strength for:

- Out of Supply status [6.42]
- Combat effects of certain terrain [see TEC]

b. Some units in a combat can be subject to halving while others are not.

c. Procedure. Total the attack strength of affected units, halve that total, and drop any fraction. Now add their remaining strength to friendly units not halved.

d. Because fractions are dropped, a unit's attack strength may be reduced to zero. If reduced to zero, its participation in combat is cancelled, even if it is with units that are attacking. If attacking alone, cancel that combat.

3.52 Movement allowance is halved only for exploitation movement [8.4]. For each unit halve the printed MA value and drop the fraction.

4.0 SEQUENCE OF PLAY

4.1 Setting Up The Game

4.11 Choose which scenario to play then refer to that scenario's Set Up Cards. Both players place their units on their Set Up Cards.

4.12 Units not initially placed on the map are Reinforcements [5.3]. Place them in the Reinforcements section of the Set Up Cards. They will enter play on a later turn. Not all units are used in every scenario.

4.13 Units begin the game at the strength level shown on the Set Up Card. Units starting at a reduced strength level are so indicated.

4.14 Once placement is complete, play begins.

4.2 The Turn

Demyansk Shield is played in successive turns each composed of the four Segments outlined below. Indicate the current turn on the Turn Record Track by advancing the Turn marker to show the turn now beginning. Each turn represents 6 days of real time. Examine the Expanded Sequence of Play for a more detailed listing of the events within each Segment and Phase.

4.21 Sequence of Play

A. STRATEGIC SEGMENT (Both players - once a turn)
- a. Turn Record Phase
- b. Weather Phase
- c. Reinforcements Phase
- d. Initiative Phase

B. FIRST OPERATIONS SEGMENT

1. FIRST PLAYER OPERATIONS SEQUENCE
- a. Air Transport Phase
- b. Replacements Phase
- c. Movement Phase
- d. Combat Phase
- e. Exploitation Movement Phase
- f. Administrative Phase

2. SECOND PLAYER OPERATIONS SEQUENCE
- a. Air Transport Phase
- b. Replacements Phase
- c. Movement Phase
- d. Combat Phase
- e. Exploitation Movement Phase
- f. Administrative Phase

C. SECOND OPERATIONS SEGMENT

   a. Weather Phase

   1. SECOND (FIRST PLAYER) OPERATIONS SEQUENCE (Same as First Operations Segment)

   2. SECOND (SECOND PLAYER) OPERATIONS SEQUENCE (Same as First Operations Segment)

D. RECOVERY SEGMENT (Both players)

   a. Recovery Phase
   b. Victory Determination Phase

4.22 Follow the Sequence of Play above each turn until the end of the final turn of the scenario. At that time evaluate the players' performance according to the scenario victory conditions to determine the winner.

Note: The Recovery Segment is used to conclude several procedures begun in earlier Segments and Phases.

5.0 THE STRATEGIC SEGMENT

During the Strategic Segment both players perform various functions, as described below in the order they are performed, to set up active game play for the rest of the turn.

5.1 Turn Record Phase

The Strategic Segment begins by advancing the Turn marker to the next box on the Turn Record Track (printed on the map) to indicate the current turn.

5.2 Weather

Weather influenced the operations of both sides for much of the campaign in the Soviet Union. Weather conditions usually refer to ground conditions and the game rules generally assume Dry weather.

5.21 The Axis player determines the turn's weather condition during each Weather Phase by using the Weather Table.

5.22 The Weather Table has three possible types of weather (Dry, Mud, and Frozen). Each weather result is one weather condition. Each weather condition imposes a different set of terrain movement point costs and other conditions [see Terrain Effects Chart].

5.23 Roll one die, apply any Weather DRM shown on the Turn Record Track, and read the weather result corresponding to the final numerical result. The result is the weather for the current Operations Segment. Both Operations Segments require separate resolutions of weather. Weather applies to the whole game map and all Map Boxes for just that Segment. Different weather may apply in the next Segment.

5.24 Certain results on the Weather Table include Storm in addition to the given weather. Storm lasts until the next Weather Phase and only supplements the current weather. Storm affects Airdrop [7.2], retreats [12.44b], and air units [13.15].

5.3 Reinforcements

Both players receive reinforcements. All are new units arriving from outside the game area.

5.31 Place reinforcements on the scenario's Set Up Cards prior to the start of play. Each reinforcement unit has a designated turn it enters play. This is the earliest turn it can be brought into play. It enters play during the Reinforcements Phase. A player can delay entry of any of his units to a later turn.

5.32 All Axis reinforcements enter play on the game map by entry through the AGN Map Box. Soviet reinforcements enter play through their corresponding Map Box. All units arrive automatically at the Map Box listed for it [see also 9.3].

Example: The Soviet 170 Division unit is received on GT13. During the Reinforcements Phase place it in the Valday Map Box for entry onto the map through those Entry hexes marked for the Valday Map Box (marked in yellow).

5.33 Units rebuilt by Replacements [15.0] are also treated as reinforcements.

5.34 Soviet 2nd Guards Rifle Corps (2GRC) Withdrawal [Scenarios 1 and 3]

The six dark brown units are the 2GRC. They must leave before the conclusion of play.

a. By the end of GT8 the Soviet player must have moved all six units of the 2GRC off the south edge of the map at hexes 4027 or 4031. They can exit earlier, even individually if desired.

b. For GTs 5, 6, and 7 the Soviet player uses the 2GRC Table to determine whether the 2GRC units must complete their exit during the current turn. He rolls one die during the Reinforcements Phase and consults the 2GRC Table. The 2GRC units are either required to exit by the end of this turn, or not. If the requirement occurs but all the units have not exited by the end of the current turn:

• For Scenario 1 the Soviet player is required to capture one more victory location for each turn of delay.

- For Scenario 3 the Soviet player loses 6VPs at the end of each turn that the group does not complete its exit.

Example: This can make a maximum total of 24VPs lost for the delayed removal if the 2GRC Table requires its removal by the end of GT5.

c. Each 2GRC unit spends 1 MP to exit the map. It can exit using strategic movement [9.1]. It does not require supply to exit. It cannot exit using a retreat result.

d. When exiting, the unit must be at full strength. If not (or if eliminated), then other units totaling at least the same full strength (attack and defense) must exit in its place.

Note: Units of 2GRC can be restored to full strength by RPs before exiting in order to meet exit requirements.

e. Place all exited 2GRC units (and any substitutes) onto the Set Up Card. These cannot return to play.

f. If the 2GRC has not exited by the end of its last Operations Sequence of GT8, then during the Recovery Phase pick up all 2GRC units (or on-map replacements) and place them in the 2GRC Box (and lose 6VPs for GT8).

Example: Historically, the last units exited during the first Soviet Operations Sequence of GT6. Since the exit was required by the end of GT5 (rolled a "3") but not completed during GT5, the Soviet player loses 6VPs.

5.4 Untried Units

5.41 Certain Axis combat units have both Tried and Untried modes. The back side of the unit represents its Untried mode where the unit strength values are not yet known. The front side is the Tried mode and shows its actual unit strength values. There are no Soviet Untried units.

5.42 Neither player may inspect the Tried side. Its values are to remain hidden from the view of both players until it is engaged in combat.

5.43 At the start of each scenario place all available Untried units into an opaque cup. Draw them randomly, one at a time, and place them in the At Start or Reinforcements sections of the scenario Set Up Card. Always place an Untried unit with its Untried side up.

Play Note: An alternative method is to turn all to their Untried side, mix them around while keeping the Untried side face-up, and then place these onto the Set Up card. The term "opaque cup" is the short way to describe the process.

5.5 Initiative

5.51 The player with Initiative is the First Player during those turns that he has the Initiative; and the other player is the Second Player. These roles will reverse on turns determined by results of the Initiative Table. Resolve the Initiative Table during the Initiative Phase.

5.52 Axis

a. On GTs 9 and 10 the Axis player has the option to attempt to become the Initiative player. He rolls one die and consults the Initiative Table. Adjust the die roll for the DRMs shown. If the final result is within the "yes" range shown for the current turn, the Axis player has Initiative for the rest of the game, or until the Soviet player takes it back [5.53]. Otherwise, he can try again next turn. Each turn he tries the Soviet player scores VPs [16.16].

b. The Axis player can automatically become the Initiative player on GT11 if he has not already become the Initiative player through use of the Initiative Table. He is not required to accept being the Initiative player, but must choose now. VPs are not scored if the change is on GT11.

5.53 Soviet. If the Axis player becomes the Initiative player (GTs 9, 10, or 11) then on GT16 (only) the Soviet player can attempt to become the Initiative player. He uses his column on the Initiative Table (and has no DRMs) and pays the VP cost. If he does not become the Initiative player on GT16, he loses the option.

6.0 SUPPLY

A unit's supply status affects its combat abilities (not movement). Both players determine the supply status of their units.

6.1 Supply Status

6.11 Units are judged as either Supplied or Out of Supply for combat [6.42 and 6.43], for artillery Fire Support [6.44], for strategic movement [9.11], and for the Soviet replacements procedure [15.22a]. Supply also affects Strongpoint construction [14.34].

6.12 A unit is Supplied if it can trace a Supply Route [6.2] through a path of contiguous hexes to a friendly Supply Source [6.3].

6.13 For combat a unit's supply status is judged at the moment its combat is declared to be resolved. If it cannot trace a Supply Route it will conduct combat with a penalty [6.4].

6.14 A player can choose to leave units Out of Supply. A unit cannot be eliminated solely through lack of supply.

6.2 Supply Routes

6.21 A Supply Route is a designated path of contiguous hexes. A Supply Route consists of a Supply Line [6.22] traced from the unit either directly to a Supply Source [6.3] or to a Supply Road [6.23] that leads to a friendly Supply Source.

6.22 Supply Line

a. A Supply Line is a path of contiguous hexes not more than seven (7) hexes in length.

b. A Supply Line can be traced through or across all terrain types except a prohibited terrain hexside [**Example**: *Lake during Mud weather*] or an active enemy Strongpoint.

c. A Supply Line cannot be traced off the edge of the map; it traces first to a Supply Road that continues into a friendly Map Box [9.3].

6.23 A Supply Road is any network of connected roads that leads to a friendly Supply Source. The network can be of any length. It does not matter if an individual unit can trace to more than one Supply Source. The Supply Route can include one hex of road break (from a road hex then overland to a road in an adjacent hex).

Design Note: Both sides were good at building temporary short stretches of road to cover small gaps. This effectively allows for use of a pontoon bridge without the need for a pontoon counter. Historically, the German breakout [see Scenario 2] from The Pocket got to hex 2024. They emplaced a pontoon bridge from there to hex 2025 to join the outside relief force. Only later did they capture hex 2124 to make a larger "Bridgehead." The actual point game players may reach could differ considerably.

6.24 The Supply Line and Supply Road cannot include hexes containing enemy combat units and none of its hexes can be in an enemy ZOC. However, either can be traced into or through a hex in an enemy ZOC if a friendly combat unit occupies the hex.

Example of a Supply Route:

Example: The unit in hex 1829 is supplied because it can trace a Supply Line of four hexes (the maximum length is seven) to hex 1732, regardless of terrain. The four-hex length is without regard to terrain (assuming all is passable and friendly). Hex 1732 contains a road that serves as a Supply Road because it leads, without interruption, to the Supply Source in hex 1836.

6.3 Supply Sources

6.31 A Supply Source is any friendly hex with the Supply Source symbol.

6.32 If a Supply Source friendly to one player is captured by his opponent, it will cease to be a Supply Source. If recaptured, it will again be a friendly Supply Source beginning with the next combat.

6.33 Airfields. A friendly airfield is a Supply Source to:

- All Axis units that can trace a Supply Route to it
- To all Soviet parachute and "Abn" units that can trace a Supply Route to it

6.34 Strongpoints. Each non-destroyed Strongpoint printed on the map [not those that are built; 14.3] is a Supply Source to friendly units stacked on it (and only those stacked on it). If it is destroyed it cannot be a Supply Source unless it is rebuilt.

6.35 The constructed airfield [14.5] is a limited Supply Source. For defending units (only) it provides Combat Supply [6.4] and allows Fire Support.

6.4 Combat Supply

6.41 At the instant combat is declared to be resolved, a participating unit must trace a Supply Route to a friendly Supply Source, regardless if it is attacking or defending. If not, it is penalized.

6.42 Supply While Attacking. For each combat total the attack strength of all units that are Out of Supply and then halve that total (drop fraction), cumulative with all other effects.

Note: Some attacking units can have Supply while others do not. Only those without Supply are halved.

6.43 Supply While Defending. If a defending unit is Out of Supply, the attacker shifts the combat odds one column to the right, cumulative with all other effects.

Note: A defending unit may become surrounded by earlier combats and be unable to trace a Supply Line the moment its combat is resolved. If so, attacker will shift combat odds against it.

6.44 An Out of Supply artillery unit cannot conduct artillery Fire Support [10.1].

6.5 Soviet Supply Shortages

6.51 For each Soviet Operations Segment, GTs 2 through 8 plus any later Operations Segment with Mud weather, a group of Soviet units may suffer certain effects. The Soviet player uses the Soviet Supply Shortages Table to determine the affected group of units. The affected group is either all units that have red, or yellow, or green unit type boxes, or no group. The group may change for the next or later Operations Segments.

6.52 For each friendly Operations Sequence the Soviet player rolls one die and applies the DRM (1, 2, or 3) shown on the Turn Record Track (no DRM applies during Mud weather). The effects apply only to the resultant group of units and only for the current Operations Segment.

6.53 Apply the following effects to all the units of the group:

- No attack combat supply [6.42] (if any number of affected units is in the combat)
- Attacking artillery Fire Support is not allowed
- Each unit loses 2 MPs
- Units cannot conduct strategic movement [9.1]

6.54 The "2GRC" (part of the Red Group) not affected by Supply Shortages effects (unless stacked with other Red Group units that are affected).

6.55 Special Limitations. If the Supply Shortages result occurs a second time in a row for either Red Group, or Yellow Group, or 'No Group;" use Green Group in place of the second time.

Design Note: Testing showed that lack of supply too many times for either the red or yellow groups could severely affect game play.

7.0 AIR MOVEMENT

7.1 Air Transport

Only the Axis player can conduct air transport.

7.11 During his Air Transport Phase the Axis player can move eligible combat units by air. A unit starting the Air Transport Phase in the AGN Map Box can move by air transport to any friendly airfield, regardless of range. Pick it up from the AGN Map Box and place it at its destination airfield. A unit cannot be transported to an airfield in an enemy ZOC or to where it exceeds stacking limits. The transported unit can move during the subsequent Movement Phase but cannot use strategic movement.

7.12 Once used the capacity becomes available again during the next Air Transport Phase. Air transport capacity cannot be eliminated or accumulated for use on later turns.

7.13 During the Air Transport Phase a maximum of two stacking points of eligible ground units can conduct air transport.

7.14 Only the following unit types are eligible for air transport:

- Infantry
- Engineer
- Untried unit

7.15 Air transport is not allowed until starting GT5.

7.16 Air transport is not allowed during Mud weather or Storm.

7.17 Air transport is not allowed to an airfield that is under construction [14.5].

7.2 Airdrop

Only the Soviet player can conduct Airdrop.

7.21 Only one unit, shown on the Soviet Set Up Card, is eligible for Airdrop.

7.22 Conduct Airdrop during the friendly Air Transport Phase. It is allowed for any turn beginning GT5. Airdrop is not allowed during Storm conditions.

7.23 Airdrop Procedure

a. The unit begins in the Valday Map Box.

b. Place the unit in its Airdrop mode on any desired hex that does not contain an enemy unit or active Strongpoint and is not in an enemy ZOC. It is free to move and enter an enemy ZOC during the Soviet Movement Phase.

c. During the Administrative Phase of the Operations Sequence when the unit was airdropped, turn the unit to its regular mode side. It cannot return to Airdrop mode.

7.24 The Soviet player is not required to conduct Airdrop and can have the unit enter the map in its regular mode. Once it enters play, it is no longer eligible for Airdrop.

7.25 The airdropped unit can conduct only one Airdrop during the game. If it is eliminated in combat (even if not airdropped), it cannot be rebuilt.

7.26 It is supplied for attack and defense during the entire turn of its airdrop, even if its group is affected by Supply Shortages [6.5].

8.0 GROUND MOVEMENT
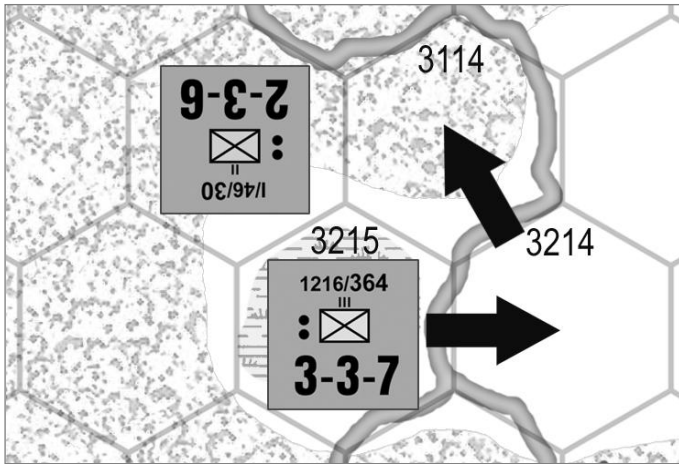
During the Movement Phase, a player can move any number of friendly units through contiguous hexes in any combination of directions. Movement can be affected by supply, terrain, weather, and enemy ZOCs and it can be increased by special movement procedures. During the Combat Phase units of either side may advance or retreat; this is not "movement," and uses no MPs.

Note: Units printed on the map have a movement allowance of zero and cannot move or retreat.

8.1 Movement Restrictions

8.11 Move units one at a time from hex to adjacent hex. Each unit spends Movement Points (MPs) from its Movement Allowance (MA) to enter each hex. See the Terrain Effects Chart (TEC) for the costs in MPs for the various types of terrain. A unit cannot jump over a hex. There is no limit to the number of units that can move through a single hex.

8.12 Units can move together as a stack. When a stack begins movement, the MA of the stack is that of the unit with the lowest MA in that stack. Stacks cannot pick up units while moving. Once a stack has ceased moving, other units can move into its hex (within stacking limits). Units dropped off by a stack have completed their movement for that phase. Units in a stack that has not moved can move away from that stack singly, or in smaller stacks.

8.13 A unit can move only once in a Movement Phase. It cannot spend more MPs than its total MA and cannot enter a hex if it does not have sufficient MPs remaining. Unused MPs cannot be accumulated for future turns or transferred to other units.

8.14 A unit cannot enter a hex containing an enemy combat unit. It can enter or move through friendly occupied or controlled hexes at no limit or extra MP cost.

8.2 ZOC Effects on Movement

8.21 A unit ceases movement immediately upon entering an enemy ZOC. It costs no additional MPs to enter or leave an enemy ZOC.

8.22 A unit occupying a hex in an enemy ZOC at the beginning of its Movement Phase can leave that hex and enter another hex in an enemy ZOC, but only if it first moves into a hex that is not in an enemy ZOC. A unit can move directly from one hex in an enemy ZOC to another only by Infiltration Movement [9.2].

8.23 A friendly ZOC does not affect the movement of friendly units.

Example of ZOC Effects:
*The Soviet unit in 3215 cannot move directly to hex 3114 [**Exception**: Infiltration Movement; see 9.2], because of the Axis ZOC. It can get to 3114 if it first moves to 3214 which is outside of Axis ZOC.*

8.3 Terrain Effects on Movement

The Terrain Key identifies all the terrain types and the Terrain Effects Chart (TEC) lists the differing MP costs a unit spends to enter those terrain types.

8.31 Each hex contains one or more terrain types. Where a single hex contains more than one type of terrain, the whole hex is assumed to consist of the terrain that has the highest MP cost. Units not moving along roads pay the highest MP cost of the terrain types within the hex.

Example of Movement:
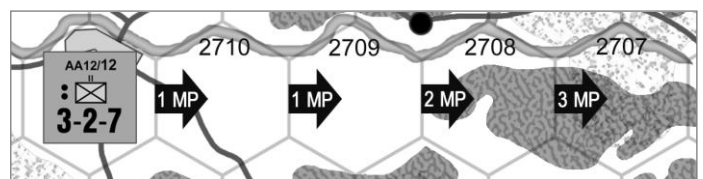
During Dry weather the AA12/12 unit begins its Movement Phase on hex 2711. It spends 1 MP to move along the road to 2710, then 1 MP over clear terrain to 2709, then 2 MPs to enter rough terrain in hex 2708, and its final 3 MPs to move to 2707 (2 for the rough terrain plus 1 for the woods). It has spent all its available movement points and therefore has completed its Movement Phase. It cannot move any more during this phase. Note that since 2708 and 2707 both contain clear and rough, apply the rough terrain MP cost (when not moving along road); because (during Dry weather) rough at 2 MPs is greater than clear at 1 MP.

8.32 A unit cannot enter a hex if it does not have sufficient MPs remaining to pay the MP cost prior to entering the hex or to cross the hexside.

8.33 Major river and river are terrain features located on hexsides.

a. A unit spends MPs to cross either type of river hexside in addition to the cost of the terrain in the hex entered. See the TEC for MP costs.

b. An engineer unit reduces the MP cost by one (1) for all units to cross a river or major river hexside when during the Movement Phase that engineer unit is in either the departure hex or the destination hex adjacent to that hexside. It can aid units in crossing all hexsides adjacent to it. Once the engineer unit performs this function it ceases movement for the rest of this Movement Phase, but can still provide the MP cost reduction for all units that can reach it. An engineer unit can itself cross at the reduced MP cost but ceases movement.

Note: The engineer unit can move with the unit that wishes to cross or just be in the hex it enters before it crosses the river.

8.34 Lake. During Dry or Mud weather hexsides completely covered by lake are impassable. Those only partially covered by lake are still passable. Treat them according to the other terrain covering the hexside.

8.35 Movement restrictions on armor, artillery, rocket artillery, and reconnaissance units:

a. They are prohibited from entering or leaving swamp except during Frozen weather or when moving along the path of a road. If on swamp (no road) when the weather is Dry or Mud, the unit cannot move or attack until the weather returns to Frozen; it defends normally but cannot retreat.

b. During Mud or Dry weather non-bridged major river hexsides can only be crossed by use of an engineer unit at the moment it crosses the hexside [8.33b]. They pay the MP cost to cross the hexside as listed on the TEC.

8.36 Road Movement

a. A unit moving from one road hex directly into another adjacent road hex through a hexside crossed by the road symbol spends MPs according to that road's rate and ignores other terrain in the hex.

b. Wherever road (or railroad) crosses a river or major river hexside there is a bridge. Units crossing a river hexside using a bridge continue to move at the road movement cost without paying the additional hexside cost.

c. A unit cannot enter an enemy ZOC using road movement cost; it pays the other terrain cost to enter that hex but ignores woods cost [Woods would be used as cover and cease to be a movement obstacle]. It can, however, use a bridge to enter that hex.

Exception: Armor, artillery, rocket artillery, and reconnaissance units pay only the road MP cost when moving (along road) onto a swamp hex in an enemy ZOC during Mud or Dry weather.

8.4 Exploitation Movement

8.41 During the Exploitation Movement Phase all eligible units can move again at up to one half of their MA. A unit moved during this phase obeys all rules of movement and ZOC.

8.42 A unit is eligible if all of the following apply:

a. It has a printed Exploitation Movement Box around its MA.

b. It participated in combat in the immediately preceding phase (regardless of the result). Mark these with an Exploitation Movement Allowed marker. Remove the marker after they have moved during the Exploitation Movement Phase (or at the end of that phase if they have not moved).

8.43 Exploitation movement is not allowed for either side during Mud weather and not allowed for active units after an enemy Retreat-before-Combat.

8.44 Ski units are allowed to use exploitation movement only during Frozen weather.

9.0 SPECIAL GROUND MOVEMENT

9.1 Strategic Movement

9.11 During the friendly Movement Phase any armor or recon unit can add four (4) to its printed MA and any other unit can add two (2) if all the following apply:

• It moves entirely along road

• It does not begin or end adjacent to an enemy combat unit this phase

• It does not enter an active enemy Strongpoint

• All movement is through hexes which constitute a friendly Supply Road

9.12 Strategic movement is not allowed during Mud weather.

9.2 Infiltration Movement

9.21 During the Movement Phase or Exploitation Movement Phase [note 8.22] an eligible unit starting in a hex in an enemy ZOC can move directly to an adjacent hex in an enemy ZOC (by the same or any other enemy unit), by spending all of its MPs. It then stops its movement for the rest of that phase; it cannot continue to move [because the process of infiltration movement means it has entered an enemy ZOC].

9.22 Eligibility. All units with a printed MA of seven or more are eligible for infiltration movement, regardless of supply status.

9.23 Infiltration movement cannot be into a hex containing an active enemy Strongpoint.

9.3 Map Boxes

Map Boxes represent large geographical regions near or adjoining the game map that had an effect on operations during the campaign. Players can freely move units to and from friendly Map Boxes.

Note: Units in a Map Box are "in play" even though they are not on the hex-grid playing area. Units in storage areas (the Eliminated Box or Marsch Units Box) are not actively in play although they are available for play.

9.31 The AGN Map Box is friendly to the Axis player. The NWF, Valday, and SWF Map Boxes are friendly to the Soviet player.

9.32 Units enter the map from a Map Box through an Entry hex. An Entry hex is not part of the Map Box; it is part of the regular map area. Entry hexes have a yellow background color and are marked on the map edge with their specific identification color:

- Gray for AGN Map Box (Axis)
- Red for NWF Map Box (Soviet)
- Yellow for Valday Map Box (Soviet)
- Green for SWF Map Box (Soviet)

9.33 All Soviet units have their unit type box color-coded for one specific Map Box. They are either assigned to that box or appear there as a reinforcement.

Note: A Soviet unit can trace a Supply Route [6.2] to any friendly Supply Source [6.3], regardless of the Map Box color.

9.34 Stacking limits do not apply in a Map Box. A unit's ZOC does not extend into or out of a Map Box.

9.35 Entry and Exit

a. Map Box to Map. Ground units enter the map through Entry hexes at the map edge that correspond to their assigned Map Box. There is no MP cost in placement at the map edge. Each unit counts the Entry hex as the first hex entered, paying the regular terrain MP cost to enter the hex. A unit can enter using road movement and can enter as part of a stack. A unit cannot enter if an enemy combat unit occupies the Entry hex, nor can it attack directly from a Map Box. Units in a Map Box can leave whenever they are allowed to move.

b. Only air units can return to a Map Box. They can both leave and return during the same phase.

9.36 Units cannot move from Map Box to Map Box.

9.37 Ground units cannot attack or be attacked while in a Map Box.

10.0 ARTILLERY

Artillery units participate in combat either from adjacent or non-adjacent hexes. Artillery units have a Support Strength used to adjust combat odds. Artillery units need not be adjacent to, but must be within range of, the Defender hex any time they conduct artillery Fire Support. An artillery unit can participate in both attack and defense Fire Support in a single turn.

10.1 Artillery Fire Support

Artillery Fire Support may cause combat odds column shifts. Rocket artillery provides additional combat strength, not odds column shifts, and is used only in attacking, but is otherwise the same as artillery.

10.11 Declaration. First the Soviet player, then the Axis player, declares artillery Fire Support (including any attacking rocket artillery) during the odds computation of each Declared Combat. Eligible artillery units can support any declared combat within range on any type of terrain.

10.12 Only eligible artillery units can participate in Fire Support. No artillery unit is required to contribute its support strength.

10.13 Unit Eligibility Requirements

a. The artillery unit is within range of the Defender hex.

b. The artillery unit is not already in Fired status.

c. It has Combat Supply [6.44] (for required attacking or defending).

d. It conducts Fire Support only in conjunction with friendly non-artillery combat units.

e. An enemy combat unit does not project a ZOC into the hex occupied by the artillery unit.

10.14 Terrain Effects

a. Artillery is not halved when firing across a major river hexside or from swamp.

b. Artillery is not prohibited from firing across a Lake hexside.

10.15 Procedure. For each combat, total the artillery (plus CAS) support strength for each side. Examine the Combat Support Chart to determine the number of columns to shift the combat odds and net the column shifts for each side. There is no shift if the support strengths are equal or no strength was committed.

10.16 A single artillery unit can support as many combats as are within range, but only one combat at a time; it cannot split its strength or lend unused points to other artillery units.

10.17 Participation Limit

a. Artillery. As many as desired can combine their support strength in a single combat.

b. Rocket Artillery. No more than two can attack in any single combat provided at least two "Guards" infantry type units also attack in that same combat. Otherwise, no more than one rocket artillery unit can participate in any one attack.

10.18 If there is more than one Defender hex in a single combat, an artillery (or rocket artillery) unit can support the combat (attack or defense) even if its range reaches only one of the Defender hexes.

10.19 Non-adjacent artillery units providing support strengths do not conduct retreat or suffer step loss, regardless of the results received in the combat they are supporting.

10.2 Defending

10.21 A defending artillery unit uses its support strength or its defense strength in a single combat, not both

10.22 When an artillery unit is attacked while alone in a hex, use its defense strength, not its support strength. Turn it to Fired after that combat, regardless of the combat results (this does not count for Special Results [12.23]).

10.23 When an artillery unit occupies a Defender hex with any non-artillery combat unit, it conducts artillery Fire Support only for the defense of its hex and does not lend its defense strength to the total defense strength of the hex; it uses its defense strength if it is already Fired. An artillery unit in a Defender hex is subject to all combat results.

10.3 Attack Support

10.31 Artillery units supporting an attack against a Defender hex from an adjacent hex are subject to retreat as a result of combat, but suffer a step loss only if defending. Artillery units cannot advance after combat.

10.32 While in an enemy ZOC, it can support an attack only on the enemy units adjacent to it (owner's choice if there is more than one attack against these).

10.4 Fired

10.41 Where the combat result call for a Special Result [12.23] the affected player may choose to apply the Special Result to his participating artillery. Turn all artillery units that participated in that combat to their Fired side. Fired units cannot conduct Fire Support.

10.42 Rocket artillery is turned to Fired after each use; Special Results do not apply to them.

10.43 Turn all supplied artillery and rocket artillery units from Fired back to their active side during the Recovery Segment.

Design Note: *The game's ground unit and time scales show only the general effect of artillery support, not a precise modeling.*

11.0 COMBAT

Combat occurs between adjacent opposing combat units at the active player's discretion during the Combat Phase. The active player is termed the Attacker; the other player is the Defender, regardless of the overall strategic situation.

11.1 Combat Declaration

11.11 Attacking is voluntary. The Attacker can declare as many different attacks as he desires, resolving them one at a time in any order he desires.

11.12 The active player declares combat, one at a time, as he desires during his Combat Phase. He declares which enemy occupied hexes his units will attack, and designates which friendly units will attack each adjacent enemy hex. Individual units in a stack can attack different adjacent hexes. Unoccupied hexes cannot be attacked.

11.13 A unit can attack as many adjacent enemy hexes as desired in any single combat. A hex under attack is termed the Defender hex. A Defender hex can be attacked by as many units as can be positioned in the adjacent hexes. The Defender cannot withhold a unit in a hex under attack.

11.14 Once an attack is declared, all declared participating units are required to attack.

11.15 Attack Requirements

a. When a unit is declared to attack, any enemy combat unit which projects a ZOC into that attacking unit's hex must be attacked by either that unit or by another eligible attacking unit. This declaration must be made along with the first declaration; therefore, more than one declaration may be in effect at the same time.

Note: The attacks within a set of required attacks are still resolved in any order the Attacker wishes and artillery and air support are not applied until the time each individual combat is resolved. Other combats can be declared and resolved before required combats (because the Attacker resolves combats in any order he desires).

b. In any single combat all attacking units must be adjacent to all defending units.

c. If a non-active combat unit has only non-attacking enemy units in its ZOC, then it is not attacked.

d. A combat unit can remain in an enemy ZOC without attacking, even if another unit stacked with it attacks that enemy unit.

11.16 A unit with zero attack strength cannot attack. Any unit (or stack) whose total attack strength has been reduced to less than one (1) attack strength point because of halving [3.5] cannot attack and does not participate in combat.

11.17 Combat cannot be declared if the initial combat odds [11.52] are worse than 1-3.

11.18 If after combat declaration a unit is subsequently not eligible to attack (such as due to retreats in earlier combat) and the Defender hex is required to be attacked [see 11.15], either the Attacker rearranges that combat to fulfill the requirement (at his option) and any other combat depending on this now disallowed combat, or he eliminates the now ineligible unit(s).

11.2 Terrain Effects on Combat

11.21 A defending unit benefits from the terrain in the hex it occupies, and from the terrain on the hexside(s) it is being attacked through [see the TEC].

11.22 Terrain benefits are generally cumulative to the Defender.

a. The Defender receives only the most favorable defensive terrain in the hex, where more than one terrain type exists.

   Exception: A Defender receives an additional one-column shift to the left for a Strongpoint in addition to other terrain [14.2].

b. The Defender (when in a single hex) receives the hexside terrain benefit, if all attacking non-artillery ground units are attacking through that type of hexside. When the Defender is in more than one hex, the hexside benefit is received if any one of the defending hexes faces only attacking units coming across the hexside feature.
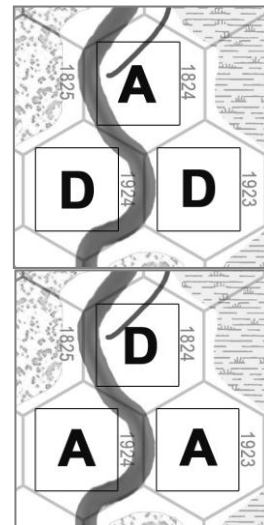
Example: If hexes 1923 and 1924 are the defending hexes, and the Attacker is in 1824, then the Defender receives the hexside (major river) benefit

Example: If hex 1824 is the Defender hex and attacking units are on 1923 and 1924 then the Defender does not receive the hexside (major river) benefit.

11.23 Terrain in hexes occupied by attacking units has no effect on combat [**Exception**: Swamp, see TEC].

11.24 A unit cannot attack across a hexside through which the TEC prohibits it from moving. It cannot attack an unoccupied hex.

11.25 During Dry or Mud weather the total attack strength of units attacking across a major river hexside is halved, regardless of whether other friendly units in the same combat are attacking on the Defender's side of the major river. This effect would be cumulative with units attacking across (non-major) river or across clear hexsides into a rough terrain hex.

11.26 During Mud weather apply the following in combat.

a. [**Exception** to 11.13] Only one Defender hex is allowed per combat. A unit cannot engage multiple hexes at the same time.

b. [**Exception** to 11.15a] Attacking units ignore all other adjacent enemy-occupied hexes; they attack only the designated Defender hex.

11.3 Attack Restrictions

11.31 The minimum initial odds for any attack (before combat odds column shifts) are 1-3; otherwise, the attack is not allowed.

11.32 No unit can attack or defend more than once per Combat Phase [**Exception**: 12.36].

11.33 A unit cannot divide its attack strength among different combats, or lend it to other units.

11.34 Artillery or air units alone cannot conduct an attack.

11.4 Special Combat Situations

11.41 Armor. Only one Soviet armor unit per hex can attack or defend in combat. If more than one armor unit is in the hex, the other armor unit(s) in that hex suffers the results applied to the first unit. Axis armor is not restricted. This restriction does not apply if the armor defends in a clear hex (may contain village or road) or is attacking from a clear hex into another clear hex (either can contain village or road); but it does apply if attacking across river or major river.

Note: Additional armor units are not ignored for stacking.

11.42 Retreat Before Combat

a. As a combat is declared, eligible defending units can attempt to retreat before that combat is resolved. Only units with an Exploitation Movement Box can attempt Retreat Before Combat. All units in the Defender hex must have the Exploitation Movement Box.

b. Retreat Before Combat is not movement. It is a retreat and follows all restrictions and options of rules 12.3 and 12.43.

c. When the defender chooses this option, he uses the Retreat Options Table to determine if his unit (or group) is allowed the retreat.

d. If the unit (or group) passes, it retreats and there is no combat; if it fails the Table, it must defend in the declared combat. Roll only once per hex. Attacking units can advance to occupy the now vacant hex (but cannot conduct exploitation movement).

e. Ski units cannot Retreat Before Combat during Mud or Dry weather.

11.43 Untried Units. If one or more Untried units are included in combat (attacking or defending), turn them to

their Tried sides after the combat is declared [11.51c]. As they are revealed, remove from the map any that are printed with "Remove" and place them in the Eliminated Box. If "Remove" type Untried units are the only ones in the hex, their removal is treated as a combat and attacking units have completed their combat and have the option to advance after combat.

11.5 Combat Procedure

11.51 Combat Allocations. Follow the sequence below.

a. Determine whether the attacker has attack Combat Supply [6.42].

b. Determine whether the defender has defense Combat Supply [6.43].

c. Reveal Untried units.

d. The Soviet player allocates artillery Fire Support [10.2 or 10.3] and Close Air Support [13.2] first.

11.52 Determining Combat Odds

a. Total the attack strength of all attacking units (after applicable halving).

b. Total the defense strength.

c. If rocket artillery participates, include it as attack strength points.

d. Divide the total attacking strength by the total defending strength to arrive at a combat odds ratio, which is rounded off (always in favor of the defender) to the nearest ratio listed on the Combat Results Table. Adjust that column according to separate calculations on artillery and CAS, supply status, and terrain. Adjustments are cumulative. The net odds column shift is limited to three columns, either direction.

Examples: 10 attack strength points against 2 defense strength points is 5-1 odds; 10 to 3 is 3-1 odds; 10 to 4 is 5-2 odds; 10 to 5 is 2-1 odds, 10 to 6 is 3-2 odds.

Note: Where actual combat odds exceed the maximum 8-1 odds column, begin shifts with the 8-1 column. For example, an attacker has 24 attack points against a defender with only 2 defense points. Here, the attacker has actual odds of 12-1 but the 8-1 odds column is used because it is the maximum allowed.

If that defender has 3 support points there would be a 2 column shift left in the odds column used; therefore, this combat would be resolved using the 6-1 odds column.

And, if the attacker rolls a "6" then the DR result has that little defender scooting away without a loss!

11.53 Now roll one die and cross-index the die roll number with the final odds column on the Combat Results Table. Apply the combat result [12.11] to the involved units before going on to any other combat. The attacker declares and then resolves separate combats in any order he desires.

12.0 COMBAT RESULTS

Combat results include advances, retreats, reduction, and elimination of units in play.

12.1 The Combat Results Table

12.11 Combat is resolved by indexing the results of a die roll with a column representing the combat odds on the Combat Results Table (CRT). Results are as follows:

A	Result applies to attacking units
D	Result applies to defending units
R	All affected units retreat [12.3]
	All affected units retreat 2 hexes [12.3]
1, 2, 3	Reduce the affected force by one, two, or three steps, as indicated [12.2]
*	Special additional result for the affected side [12.23]
S*	Special additional result for the Soviet side only [12.23]
If there is no indicated result for one side, nothing happens to that side.	

12.12 Combat Odds

a. If final combat odds are greater than 8:1, resolve the combat on the 8-1 column.

b. Initial combat odds of worse than 1-4 are not allowed, but if the final combat odds become worse than 1-3 (such as after column shifts) resolve the combat on the 1-3 column and add (1) to the die roll result.

c. The attacker cannot voluntarily reduce the combat odds of any given attack.

12.2 Combat Losses

12.21 The owner applies the CRT indicated number of steps of loss to the total participating attacking (or defending) force, not to each unit in that force.

The owner chooses the units to reduce and the attacker removes his losses first. A unit takes losses in the form of

steps [3.4]. Any unit that loses its last step or loses more steps than it has available is removed and placed in the Eliminated Box.

12.22 A unit goes to the Eliminated Box when:

- It is reduced beyond its last step
- It has no retreat route [12.3]

12.23 Special Results

a. The * included with certain CRT results indicates a Special Result (S* applies to Soviet units only). When it occurs the affected player has a choice of which additional effect takes place:

- All participating air units are turned to Flown [13.14];

  or

- All participating artillery units are turned to Fired [10.41]

b. If one category (above) is not participating then the effect is applied to the other.

c. If neither of these categories is participating for the affected side, the Special Result does not apply.

12.24 Shaded Box. When the CRT result is in a shaded box, a two-hex retreat is required; there is no one-hex option [12.31].

12.25 Reduced Attacker Loss. If the defender has fewer steps available to lose than indicated by the numerical result (and thereby is completely removed, with an unfulfilled loss left over), reduce any step loss incurred by the attacker by one step. This does not negate Special Results.

12.3 Retreats

When a combat result shows a retreat, the owning player immediately moves his affected units individually (or as a stack) in any direction away from the Defender hex. A unit unable to retreat within the restrictions below is eliminated.

12.31 A retreat requires all affected force units to move one or two hexes, owners choice [**Exception**: 12.24].

12.32 Retreats are not movement and use no MPs. A unit cannot retreat across a terrain hexside prohibited to its movement, or off the edge of the map, or through enemy combat units. A unit can always retreat into or through a hex containing a friendly combat unit even if enemy units project ZOC into that hex [12.4].

A unit can retreat from a Map Box Entry hex directly into the adjacent friendly Map Box (without the requirement to cross any hexes).

12.33 A unit, or stack of units, can retreat through a hex containing another friendly unit or stack of units, and without regard to stacking limits. A unit ending its retreat in violation of stacking limitations goes instead to the Eliminated Box. A unit printed on the map cannot retreat and is eliminated if combat results require its retreat; place a "non-active" marker on its unit position on the Set Up Card to show its elimination.

Play Note: You could put the "non-active" marker on the map but this might be confused with Strongpoints being constructed; or, you could make up your own markers. Choose a method that works best to avoid confusion.

12.34 All units to retreat in a single combat do so simultaneously [therefore, a unit cannot hold open a retreat route for another unit and then conduct its own retreat].

12.35 Any unit can always retreat through a hex occupied by one or more friendly combat units, without penalty, even if enemy units project a ZOC into that hex. A unit can end its retreat in an enemy ZOC if the hex is already a friendly occupied hex. A unit is eliminated if it ends its retreat in a vacant hex in an enemy ZOC. A unit cannot retreat through a vacant hex in an enemy ZOC [**Exception**: 12.43].

12.36 A unit can end its retreat in a Defender hex where combat will be declared that same Combat Phase. It contributes its defense strength to that combat. Consequently, it may again suffer (additional) loss and retreat.

12.37 A unit must retreat such that it reduces (or does not increase) the distance between it and the friendly Supply Source to which it traced a Supply Route for this combat. A unit cannot increase the distance or retreat to an Out of Supply position unless no alternate position exists.

Note: An Axis unit defending outside of a Strongpoint printed on the map would trace its Supply Route to a map edge Supply Source; it cannot trace to a Strongpoint unless it is on the hex with that Strongpoint.

12.38 A defender retreat is not required when no attacking unit is left that could occupy the Defender hex.

Example: A one-step unit attacks two steps of defenders at 1-3 odds. The die roll is a "1" resulting in a step loss for the attacker and a retreat for the defender. Since the attacking unit is removed because it had only one step to lose; the defender is not required to retreat.

12.4 Retreat Options

12.41 A player can attempt only one (not both) Retreat Options (No Retreat or Retreat Before Combat) in each combat.

12.42 No Retreat

a. A player can declare that his units in a combat will attempt a No Retreat in order to cancel a required retreat. He declares this after a combat result is obtained and any losses are taken.

b. Units are eligible for No Retreat if any (or all) of them occupy any combination of Strongpoint, town, airfield, hill, or friendly entry hex.

c. The player rolls one die. The Axis player applies a (+1) DRM if all his retreating units occupy an active Strongpoint printed on the map or if the affected force includes an SS unit (disregard artillery Fire Support). DRMs are cumulative. Consult the Retreat Options Table for the outcome that corresponds to the final numerical result.

d. Table Results:

- **Pass** - The affected player's units ignore the retreat and remain in their current hex

- **Fail** - The units retreat

e. Some results include a required step loss. Apply this in addition to any loss shown by the CRT. This loss cannot be taken from a unit printed on the map. If the Defender hex becomes vacant, the original attacking units can occupy the hex.

12.43 Retreating through an Enemy ZOC

a. A unit forced to retreat through a vacant hex in an enemy ZOC can do so if it is an eligible unit and if no alternate path exists.

b. All units of both sides are eligible except artillery and rocket artillery. These units can absorb the required one-step of loss. Units obtaining a **Fail** result are eliminated.

12.44 Retreat through an Enemy ZOC Procedure

a. The owning player declares whether his units will attempt the retreat. They retreat one hex (the hex still in an enemy ZOC) and then lose one step in addition to any CRT loss.

Note: A unit printed on the map cannot take this loss.

b. The owning player rolls one die and consults the Retreat Options Table for the outcome that corresponds to that number result. These DRMs are cumulative.

- Apply a (+1) DRM if all units to retreat have an Exploitation Movement Box

- Apply a (+1) DRM if Storm is part of the current weather

c. Table Results:

- **Pass** - The retreating group, or unit, can continue its retreat

- **Fail** - The retreating group, or unit, is eliminated

d. The unit (or group of units) then retreats to a second hex, a hex not in an enemy ZOC [except as in 12.35].

e. Retreating units remain stacked together throughout their retreat.

Example of Retreat through an Enemy ZOC:
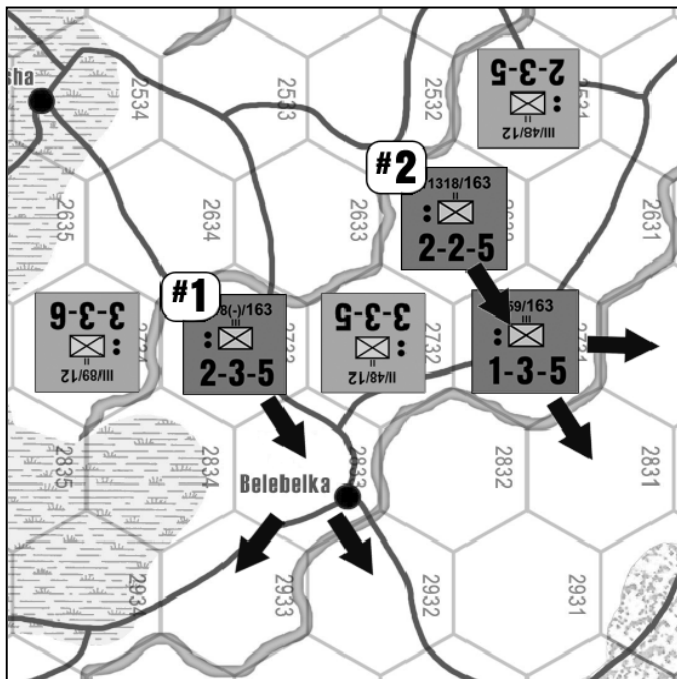
Soviet unit #1 in 2733 is surrounded by enemy ZOCs and has no open retreat route. It can, however, retreat if it passes the Retreat Options Table. If it passes, it must retreat two hexes and to a hex not in an enemy ZOC or occupied by a friendly unit. It also loses one step for successfully passing the No Retreat Table.

Soviet unit #2 in 2632 is allowed a normal retreat through 2731 because a friendly unit occupies 2731. It can either end its retreat there or in hexes 2730 or 2831.

12.5 Advance After Combat

Whenever the Defender hex becomes vacant of combat units due to combat results or Retreat-before-Combat, attacking units can advance into it.

12.51 The attacker must decide immediately to advance, before resolving the next combat. A unit is never forced to advance. Advancing units cannot attack again in that phase, even if the advance places them adjacent to enemy units.

12.52 Attacking units can advance only one hex (into the Defender hex). If there is more than one Defender hex in a single combat, attacking units can advance into one or all of those hexes, in any combination (all in one hex, one in each, etc). However, only one Soviet unit can advance from each attacking hex [representing command and control problems].

12.53 Defending units never advance after an Attacker Retreat result.

Note: Advances are useful to cut off the retreat of enemy units where combat has not yet been resolved.

12.54 Only attacking units that participated in that combat can advance, non-participating units cannot, even if they are in the same attacking hex. Units can advance from any of the hexes from which the attack was made. Units that served only to block an enemy retreat cannot advance.

12.55 Advancing units ignore any enemy ZOC to enter the Defender hex. Advance after combat is not movement and uses no MPs.

12.56 Units cannot violate stacking limitations at the end of an advance after combat.

12.57 Artillery and rocket artillery units cannot advance after combat.

13.0 CLOSE AIR SUPPORT

During the campaign both sides deployed considerable air forces, but the air units in this game generally represent the ground tactical effect of these air forces. Air-to-air combat is not represented.

13.1 Restrictions

13.11 An available air unit can conduct as many Close Air Support (CAS) missions as desired each phase until it is turned over to it's Flown. Turn all air units over from their Flown side to their Active side during the Recovery Phase. Place Active air units in the "Available" section of the Air Status Box. Keep air units in the Air Status Box whenever they are not in use.

13.12 Assign air units during the Combat Phase to a declared combat. Air units do not move across the map. Pick up an "Available" air unit from the Air Status Display and place it on any desired hex on the map. This is its mission hex. Range is not counted since placement is not limited. Terrain, enemy units (ground or air), or enemy ZOCs do not affect placement of air units.

13.13 Air units do not count against ground stacking limits, exert no ZOC, and do not require Supply. There is no stacking limit for air units over a mission hex.

13.14 Turn the air unit to it's Flown side when it is chosen as a Special Result [12.23] and store it in the Flown section on the Air Status Box.

13.15 If the weather for the Segment includes Storm, all air units are not available and cannot conduct any missions for this Segment. They return to Available next Segment unless Storm occurs again.

13.2 Close Air Support Mission

13.21 During the combat procedure both players can assign available air units to Close Air Support (CAS) in the same combat.

13.22 Any Available air unit can conduct CAS. An air unit can support an attack on any hex that friendly ground units are attacking. An air unit can support any friendly Defender hex. Both players can have air units supporting in the same ground combat. There is no air combat. Air units cannot attack by themselves.

13.23 Procedure

a. For each combat total the CAS support strength and artillery Fire Support strength assigned by each side.

b. Separately examine the Combat Support Chart for each side to determine the number of columns to shift the combat odds; either one or two columns.

c. Reduce the attacker's shift total by defender's shift total as determined from the Combat Support Chart. Use the difference as the final total column shift for that combat (cumulative with other shift effects). Do not shift if the strengths are equal or no strength was committed.

13.24 After combat return all air units to their Air Status Box. Turn them over to their Flown side if required by Special Results [12.23].

13.25 Bomber air units provide the attacker (or defender) CAS only when the Defender hex includes situations where the attacker would otherwise shift the combat odds column to the left solely due to terrain, or an airfield, town, or village hexes. Attack type air units can conduct CAS on any hex.

Design Note: Bomber pilots in WWII needed well-defined landmarks to find their targets. Doctrine did not exist for well-directed bomber tactical support.

Example of CAS:
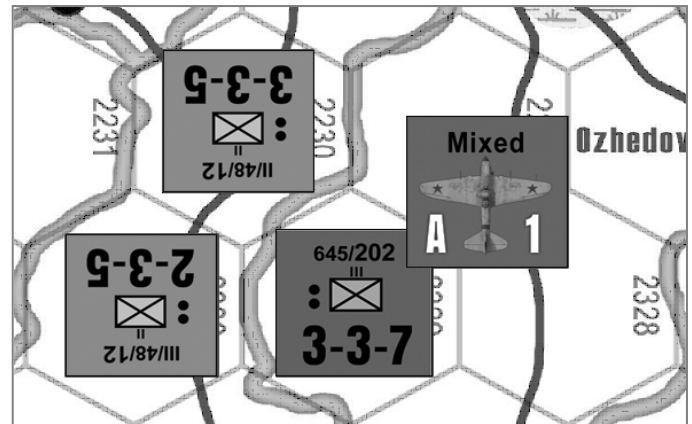
On GT3 the Axis player declares an attack across the river against Soviet ground units defending hex 2329. The Soviet player must place his CAS first and places one (defensive) CAS point. The Axis player now decides whether he will place any air support points as (attack) CAS. If he places no points, the Soviet air unit at strength 1 causes a one odds column shift to the left. If the Axis places just one CAS point, the shift differential is zero (0) resulting in no odds column shift in either direction. If he places three CAS points, he has two shifts against the defender's one shift; the difference is (2 - 1 = +1), causing a one odds column shift to the right.

14.0 STRONGPOINTS

Strongpoints represent a variety of field fortifications including bunkers, trenches, mines, and roadblocks prepared for defense from all directions. Units of both players can use friendly Strongpoints that are printed on the map. Only the Axis player can build new ones.

14.1 General Effects

14.11 Strongpoints that are printed on the map can only be used by units of the original friendly side.

14.12 A unit cannot trace a Supply Route through a hex occupied by an active enemy Strongpoint.

14.13 A unit spends one MP in addition to normal terrain costs to enter a hex containing an active enemy Strongpoint.

14.14 A ZOC does not extend into an active enemy Strongpoint, even if not occupied by an enemy unit.

14.15 An active friendly Strongpoint printed on the map can be a friendly Supply Source [6.34].

14.2 Combat Effects

14.21 The attacker shifts combat odds one column to the left when the Defender hex contains an active Strongpoint, in addition to the effects of other terrain. There is no column shift when attacking from (out of) a Strongpoint.

14.22 An active Strongpoint in a Defender hex allows the defender to attempt No Retreat [12.42].

14.23 Unoccupied Strongpoints do not block the retreat of enemy units.

14.24 When a unit attacks from a friendly Strongpoint, ZOC from adjacent enemy units now extends into the friendly Strongpoint hex for the purpose of determining any required retreats (only).

Note: A unit attacking from a Strongpoint cannot pick on just one adjacent enemy unit and ignore all others; but a friendly retreat would not be blocked.

14.3 Strongpoint Construction

14.31 Only the Axis player can build Strongpoints. He declares each hex where they will be built. The number of these hexes is limited each turn by Scenario rules. The Soviet player cannot rebuild any of his Strongpoints that become destroyed.

14.32 The Axis player builds new Strongpoints by using Strongpoint markers. A Strongpoint marker has an "active" side and a "non-active" reverse side.

a. The active side is used only by the Axis player and shows a Strongpoint completed for his use.

b. The non-active side of the marker is used by the Axis player to show a Strongpoint under construction, or by either player to show a Strongpoint printed on the map as destroyed.

14.33 A Strongpoint can be built in any eligible hex. A hex is eligible if it is friendly and can trace a Supply Route [6.2]; it can be in an enemy ZOC. It cannot contain another active Strongpoint. Only one active Strongpoint is allowed per hex.

14.34 A hex becomes ineligible during construction if it found to be Out of Supply at the end of the construction process. If judged ineligible, remove the non-active Strongpoint marker. A new Strongpoint can be started there on a later turn.

14.35 Once constructed, Strongpoints do not have to be occupied by friendly units to remain in play. A completed Strongpoint is active and remains on the map until it is removed [14.4]. Likewise, Strongpoints printed on the map do not have to be occupied.

14.36 Construction Procedure

a. During his Administrative Phase the Axis player declares the hex(es) in which he will build a Strongpoint. He places a non-active Strongpoint marker on the desired eligible hex.

b. During the Soviet Administrative Phase turn each non-active Strongpoint marker to its active side.

14.4 Strongpoint Removal

14.41 Destroy an enemy Strongpoint whenever a friendly combat unit occupies its hex at the end of the enemy Administrative Phase. Remove the marker, or place a non-active Strongpoint marker on a Strongpoint that is printed on the map. It is not active until rebuilt.

14.42 Remove a non-active Strongpoint marker (used for construction) immediately when the hex comes under attack.

14.43 The owning player can voluntarily remove an unoccupied active Strongpoint marker at any time.

14.44 Removed Strongpoint markers can be reused.

14.5 Airfield Construction [Scenarios 1 and 3 only]

14.51 Only the Axis player can construct an airfield. He is limited to building just one. He can start construction on any turn beginning GT7.

14.52 An airfield is constructed in the same manner as a Strongpoint [14.3].

14.53 The airfield can be constructed on any hex that does not contain hill or town terrain. If it is built on a swamp hex, remove it once Mud weather occurs.

14.54 The Soviet player can destroy the airfield by the Strongpoint Removal procedure [14.4]; or, he can elect not to destroy it [and thereby use it as a Supply Source; 6.33]. The Axis player can voluntarily remove it, if it is friendly (without occupying it). The airfield cannot be reconstructed.

15.0 REPLACEMENTS

As units fight, their strength may be reduced by combat results. The replacements procedure enables them to recover their strength, fully or partially.

15.1 General Restrictions

15.11 Both players receive Replacement Points (RPs) each turn during the Reinforcements Phase (see Scenario for exact number). Additional RPs are received according to the Reinforcements section of the Set Up Cards.

15.12 Type Limitations. RPs can rebuild any combat unit type except: armor, artillery, rocket artillery, or parachute, or any unit printed on the map.

Design Note: An RP is only "infantry" and represents the men and light equipment necessary to restore the unit to its next higher strength level, not necessarily the same number of personnel for each step. Heavy equipment RPs are not provided for either side. Historically, such equipment was not available.

15.13 Axis RPs

a. Each RP can be converted immediately into a "Marsch" unit (there are no Soviet Marsch units). One RP creates one Marsch unit. These are received as reinforcements in the AGN Map Box and at Demyansk [see Scenarios].

b. Non-converted RPs must be used during the first Operation to rebuild units in the Eliminated Box. One RP restores one eliminated step.

c. RPs not used (or converted) are lost; they cannot be accumulated for use on future turns.

15.14 Soviet RPs. Soviet RPs are used to rebuild units in the Eliminated Box or to rebuild reduced strength units on the map by the Soviet RP procedure [15.22]. Soviet RPs cannot be accumulated for use on later turns. A Soviet RP not used during the first Operation can be saved for use during the second Operation of that same turn, it cannot be saved for a future turn.

Note: The Soviet player may find it convenient to use the Receiving Replacements markers to track RPs. One such marker placed on his Set Up Card equals one unused RP. It is used when it is placed on a unit.

15.15 Units formerly Untried [5.4] can be rebuilt by RPs (one step each). They return to play already Tried.

15.2 Replacements Procedures

15.21 Axis Marsch Unit Procedure

a. A reduced combat unit and Marsch unit must be in the same hex during a friendly Administrative Phase.

b. Remove the Marsch unit from play and turn the reduced combat unit over to its full strength side.

c. Marsch units are normal combat units until used as replacements. They can be reused on future turns.

15.22 Soviet RP Procedure

a. The Soviet player places a Receiving Replacements marker on the receiving unit during the friendly Replacements Phase if it can trace a Supply Route [6.21].

b. Remove the markers from receiving units during the Axis Administrative Phase (regardless of supply status) and turn the units over to their full strength side.

15.23 Units using the RP procedure cannot conduct strategic or infiltration movement, or attack during this Segment and must be Supplied at the time the marker is placed or removed. They can defend but use their reduced strength.

Note: If eliminated, the Receiving Replacements marker is lost and thereby the RP is lost.

15.24 Rebuilding Units from the Eliminated Box. Units of either side in the Eliminated Box are rebuilt only by the RP procedure.

a. Spend one RP to restore the unit: to the reduced level if a two-step unit, or to full strength if a single-step unit; or spend two RPs to restore a two-step unit to full strength.

b. Now place the unit in the "Units Rebuilding" section of a friendly Map Box during the friendly Replacements Phase. The Soviet player places his in the Map Box of the same "color" as the unit's type box color.

Example: A Soviet unit with a red unit type box is placed only in the NWF Map Box.

c. Units starting an Operations Sequence in a Units Rebuilding Box move to the corresponding Map Box and can move onto the map during that Segment.

16.0 HOW TO WIN

Victory for each scenario is outlined in the scenario set up section and is determined by scoring Victory Points (VPs) awarded for controlling [3.12] certain map locations, eliminating enemy units, and for certain actions players choose.

16.1 Victory Points

16.11 Only the Soviet player can score Victory Points. A negative total is possible.

16.12 Count Victory Points each turn during the Victory Determination Phase. Compute these from the numbers listed on the Victory Points Schedule. Keep track of changes in the current VP total by adjusting the VP markers on the VP Track.

16.13 Location VPs. VPs for most locations are scored only during the Victory Determination Phase of the last turn of the game, if the location is friendly [3.12].

These are scored only once per location, not each time captured or recaptured. It does not matter how many times the location may have changed hands.

16.14 Surrounding Demyansk

a. Each turn Demyansk (hex 2711) is surrounded the Soviet player scores VPs [see Victory Points Schedule].

b. Demyansk is surrounded if it is still under Axis control (occupied or not) and during the Victory Determination Phase it cannot trace an Axis friendly Supply Route to an Axis map edge Supply Source hex (1032, 1836, or 2036).

c. Once Demyansk is surrounded the Axis player receives two RPs (as Marsch units) at Demyansk and one RP at the AGN Map Box [see Axis Set Up Card].

16.15 Units Eliminated

a. VPs are scored for eliminating certain units [see VP Schedule], but not for units that are only reduced. Units later restored by replacements can be counted again if eliminated again.

b. VPs are lost if Soviet rocket artillery units are eliminated.

16.16 VPs can be scored or lost by using the Initiative Table.

16.2 Sudden Victory [Scenarios 1 and 3]

16.21 A player achieves a Sudden Victory during the Victory Determination Phase in either of two ways:

a. When no more than 33 enemy combat units remain on the map (disregard those in the Map Boxes and those printed on the map). If this happens simultaneously to both players, the Soviet player wins the game; or

b. The Soviet player wins at the end of any turn through GT8 if either:

- Demyansk (hex 2711) is friendly, or
- Staraya Russa (hex 1528) is friendly

16.22 After GT8 control of Staraya Russa (1528) or Demyansk (2711) will provide only VPs.

16.23 If a player achieves Sudden Victory, the game ends and he is declared the winner, regardless of the Victory Point total.

17.0 COMPREHENSIVE EXAMPLE OF COMBAT

Historically, the Soviet 34th Army put together a small attack by combining elements of two divisions with some artillery support. The group was called the "Moscow" Group. Its attack began on 12 March and continued for about 6 days.

It is the beginning of GT9. The weather is Frozen (no Storm). There are no reinforcements for the purpose of this example since they cannot reach the example map area. The Soviets have Initiative and the Soviet player chooses to be the First Player.

The Soviet player has no unit to Airdrop and his replacements go elsewhere (outside of the example area). It is now the Soviet player's Movement Phase. To hex 1710 he moves his 87(-) and 1/87 units and into hex 1810 the 1318(-), 1/1318, and the 28+238 engineer. He moves his 231+387 artillery unit to 1609.

With all other movement outside of the example area completed it is time for the Soviet Combat Phase. The Soviet player declares each of his attacks one at a time, in succession and immediately resolves the attack before declaring the next. He declares his first attack to be against hex 1811 using units from hexes 1710 and 1810.

Because his units in 1810 are attacking and Axis ZOC extends also from 1910 in to 1810, he must also declare an attack on 1910. The ground units declaring both of these attacks must now be shown.

The Soviet player chooses to resolve the 1811 attack first. The Soviet player always declares his support (air and artillery) first, regardless if he is attacking or defending. His artillery unit at 1609 is active and is in range being four hexes from 1811. The Soviet player assigns his artillery (2 point support value) and an active air unit (1 point) to the combat. The Combat Support Differential Chart shows his total of three support points as a two-column shift right of the combat odds.

The Axis player does not have any artillery in range but does commit one active Bomber air unit (1 point). The Bomber air unit can participate because the Defender hex has a Strongpoint. The Combat Support Differential Chart shows his total of one point yields a one column shift to the left of the combat odds. The Axis shift is now netted against the Soviet shift (2 minus 1) yielding a net one column shift to the right. Because the Defender hex has a Strongpoint the defender receives a one column shift to the right. This shift is off-set by the net support shift and there is no net shift of the odds column.

The Soviet player now declares that five of his units will attack hex 1811. He leaves one unit in hex 1810 as not engaged in this combat so that it can attack hex 1910. Hex 1910 will have to be attacked since it projects a ZOC into hex 1810 which has attacking units. Combat odds against 1811 are (1+2+2+2+2 = 9) vs 3 defense, or 3-1 odds. As already seen there are no net odds column shifts. The attacker will use the 3-1 column to arrive at a combat result.

The Soviet player rolls the die and obtains a 6 for an "A1*/DR result. The asterisk on the attacker means that the Soviet player chooses which support to make not available after this combat: the artillery unit or the air unit. He chooses the artillery unit and turns it over to its Fired side. It remains in that status until the end of the turn (all the way through the rest of the Soviet Operational Sequence, the Axis Operational Sequence, and the whole Second Operation Segment). The air unit remains active. The Axis air unit also remains active since the asterisk applied only to the Soviet forces in this combat.

The next part of the combat result indicates a step loss for the attacker. If the defender was required to take a loss, he would take his step loss first. The defending III/26 unit would be turned over to its reduced strength side. The Soviet player chooses which one of his units takes the one-step loss. He chooses the 1318(-) unit and turns it over to its reduced side.

The last part of the combat result is a required retreat for the defender. The Axis player now decides that instead of his unit retreating he will resolve the Retreat Options Table for the No Retreat option. His unit qualifies for this option because it is in terrain that allows it, a Strongpoint. He must conduct the option now, before the next combat is resolved. He rolls one die and obtains a 5. He adds the DRM for Strongpoint, a (+1), to the die roll for a final result of 6. A 6 on the table shows the unit has "passed." Because his unit passes the table, the unit is now relieved of the requirement to retreat. Here the unit is required to take a step loss by the Retreat Options Table. If it had only one step to begin with, it would have been eliminated and a Soviet unit could occupy the now vacant hex. Had the unit failed to pass the table, it would retreat, one or two hexes as desired by the Axis player, and a Soviet unit could then occupy the now vacant hex by advance after combat.

The Soviet player now declares combat against hex 1910 with his engineer unit. He commits his (still active) air unit to the combat and the Axis player likewise commits his (still active) air unit. Both air units obtain a one-column shift in the combat odds and these off-set each other to no net shift. The defense does, however get a one-column shift to the left for the Strongpoint. The final combat odds are 1-2 (2 points vs 3 defense points). The Soviet player rolls the die and obtains a 3, for an "AR" result. There is no effect on the defender. Since the Soviet player does not qualify for the No Retreat option, he must retreat the engineer unit, one or two hexes as he desires, towards the Supply Source that supplied this combat. The Soviet player chooses to retreat his unit to hex 1809.

There was no Special Result (the asterisk) for either side so the air units remain active for any future combat this turn.

All combat is now complete. The Soviet player did not have any units engaged that would be allowed exploitation movement, so the Soviet sequence in this Segment is concluded.

During his second Operation the Soviet player might try again to take hex 1811 but he will not have his artillery unit available for support because it became Fired during the first Operation.

Historically, the flow of the battle generally followed the action described above. The Soviets took some bunkers but could not hold them in the face of German tactical counterattacks. Both sides took losses. A few weeks later the Soviets reinforced and attacked and again failed to gain any ground.

18.0 DESIGNER'S SECTION

18.1 Unit Abbreviations

Germans

AA	Aufklarungs Abteiling (recon detachment)
BBB	BruckenBaubattalion; bridge construction
Denmark	SS Freikorps "Danmark"; Danish troops organized as an SS legion
E+W	Companies Eckhardt and Wetthauer of I./IR503 in the "Robinsoninsel" and "Teufelinsel" complex of strongpoints.
Geb	Gebirgs (mountain)
JgdKdo	JagdKommando; light infantry organized as anti-partisan "hunter-killer" teams
K	Kradschutzen (motorcycle infantry)
LS	Landeschutzen; over-age personnel originally organized to provide rear area security
Lw	Luftwaffe; air force ground personnel organized as infantry
LwF	Luftwaffe Feld regiment
Marsch	Marsch (march); freshly arrived personnel intended as replacements of casualties in regular units
Nord	Polizei Regiment "Nord"; police organized as infantry (and controlled by the SS)
Pi	Pioniere; combat engineers
Pol	Polizei (police)
Radf	Radfahrer; bicycle infantry
SS	Schutzstaffel; in this game all are either part of or assigned to the SS Totenkopf Division
Wach	Wach (watch); an infantry unit originally organized to provide rear area security

Soviet

Abn   Airborne
Gd   Guards
MG   Machine-gun
Nav   Naval; sailors used as infantry

German Battle Groups - (named for their unit commander)

Army:
Ante
Borgmann
von Borries
von Gorne
Hitzhuber
Pantel
von der Pahlen
Schafferus
Schmidt
Volk
Schutzstaffel (SS):
Baum
Bochmann
Deisenhofer
Kleffner
Knochlein
Krauth
Kron
Kurtz
Launer
Masserle
Moder
Schulze
Schubach
Saumenicht
Stange
Thies
Ullrich
Zollhofer

18.2 Suggested Reading

While there is a vast body of literature on the subject of the German invasion of the Soviet Union, information concerning this campaign is scattered and is best found in unit histories or in primary records in the archives. The English language books listed below either cover the subject in a general fashion or include sections that provide an overview. Additional material can be found on the internet.

1. Carrel, Paul, Hitler Moves East 1941-1943, New York: Ballentine Books, 1971.

2. Erickson, John, The Road to Stalingrad, New York, Harper & Row, 1975.

3. Forczyk, Robert, Demyansk 1942-43, The Frozen Fortress, Long Island City, NY: Osprey Publishing, 2012.

4. Glantz, David M., Forgotten Battles of the German-Soviet War (1941-1945), Vol. II, private publication, 1999.

5. Haupt, Werner, Army Group North, Atglen, PA: Schiffer Military History, 1977.

6. Sydnor, Charles W. Jr., Soldiers of Destruction, Princeton, NJ, Princeton University Press, 1977.

7. Ullrich, Karl, Like a Cliff in the Ocean, The History of the 3.SS-Panzer-Division "Totenkopf," Winnipeg, Manitoba: J.J. Fedorowicz Publishing, Inc., 2002.

8. Ziemke, Earl F. and Magna E Bauer, Moscow to Stalingrad: Decision in the East, Washington, DC: Center of Military History, 1987.

18.3 Designer's Notes - by Vance von Borries

Demyansk Shield evolved considerably in design. The idea changed from a small game to a larger treatment of the subject in order to provide sufficient detail to tell the story and remain at around a moderate level of complexity. But at this level Demyansk turned out to be a difficult topic to get a handle on.

Game Map. I try to work with contemporary historical material but what came from the archives proved very difficult to read. I felt lost at times in seemingly endless patterns of river, forest, and swamp. The terrain is generally rough with a poor road network. It is small wonder the historical combatants had a difficult time.

The base map was built from present day road maps and modified as well as possible from the aforesaid archives maps. There are good Soviet maps from the era but they are difficult to access or even to deal with.

The greatest map difficulty had to do with forest cover. The area was so greatly devastated by the war that post-war replanting changed the pattern. Everything was plowed over, even human remains from both sides. Today's maps do not provide a reliable guide as to 1942 forests; so we must use a best guess.

Kholm. This little siege (being generous at two hexes at this game's scale) bedeviled the Soviets and perhaps greatly set back their pace of operations. I built a small (extra) map and pieces to test the situation, but the Kholm battlefield is a very different situation. If this fortress falls to the Soviets early, we risk too many unintended effects, including the victory conditions.

We even risk that play in the Demyansk area may not matter. Our subject matter is Demyansk, not Kholm, so the Kholm siege is omitted from this game as not central to the game topic.

The 2GRC. I had originally hoped to avoid including this group in the game because early on it moved south of the game area to Kholm and stayed there. A closer examination of the historical record showed what testing was already showing me, that the group played an important role in isolating the Demyansk Pocket. So with it back in the game I had to exit them without too many rules. The "just pick 'em up" method does not avoid game-wise activities, so the solution has them march off the south edge, although with a variable date to keep players guessing.

Supply. The situation would seem to favor use of Supply Points. Resupply proved difficult for both sides and obviously so for the Germans because so many were surrounded for such an extended period of time.

Then there would also be the problem of ferrying Supply Points into the Pocket and game-play might even produce multiple pockets. This would require a more detailed air system that would have to show the Soviets as getting more effective over time. But we are not going to risk making the game tedious by tracking Supply Points and doing air combat. Fortunately because of the general flow of the game, we can assume that just enough supply would generally be available. This works when you consider supply status only at the instant of combat. Just figure the regular supply status for all units sits at an emergency level with no reserve.

This also accounts for why many of the German units in the Pocket have reduced MAs. Fuel would quickly become scarce and draft animals would be slaughtered for meat. And the cold had already taken its toll. Early in January units held few operating vehicles and suitable draft animals.

The Soviets likewise, experienced periodic supply shortages. The poor road network and extreme winter weather conditions meant that many personnel were employed building corduroy roads, trucks would have to stop periodically at warming stations, troops might not be fed before an attack, and artillery may depend on shells carried by individuals instead of trucks. And then when mud conditions prevailed, even this system broke down. In the south Operational Group Ksenefontov, OGK, (the green type box units) experienced even worse. OGK reported to 3rd Shock Army, which had moved off to the south (mostly to Kholm), itself part of Kalinin Front.

Yet OGK was tactically controlled by Northwestern Front, the group besieging the Demyansk Pocket. The resulting command confusion meant that OGK received practically no supplies at all and no replacements for losses. Accordingly, they lacked ammo and literally starved. On 24 February OGK was transferred to Northwestern Front but Kalinin Front was still responsible for their supplies, and they still got none. Finally, on 3 March the supply responsibility was fully turned over to Northwestern Front and the situation began to ease.

Combat Results. The historical battle was very attritional for the Soviets with some 245,000 casualties as opposed to about 41,200 German, January through May. This requires use of an attritional CRT. It also means we can set the game mathematically for an even chance for both sides through adjustments to the CRT and replacements.

OoB. While the researcher could easily nail down the Soviet OoB, the Germans proved far more difficult. The archives records are poor and contain errors. We tried various approaches. The chaotic ground situation for the Germans probably explains the difficulty because of the frequent forming of various battle-groups. Our initial effort turned out rather vague and too general. Luckily a couple of individuals, primarily Henning Nagel with considerable material from some German divisional histories, came forward and provided translations of non-English language material. This helped considerably. Regardless, we did the best we could for a game of this scale which still leaves many German battle-group situations as approximate. I decided to show all SS units as named for their unit commanders because the actual composition was so varied; most units included many regular army personnel.

I dislike printing units on the map but we realized some simplification and overall counter reduction. It also allowed me to better describe some tricky OoB situations. The Axis units do not show historical identification because of their very ad-hoc nature and besides, some of this strength is factored into nearby units. By contrast, I could identify the Soviet units. If you dislike units printed on the map, feel free to make some temporary counters (same values) to represent them.

A point not made clear earlier concerns Soviet color-coding. Each color generally represents an army-sized grouping committed to battle. Green is the OGK group (later becoming 53rd Army); yellow is 34th Army; and red is both the 11th Army and 1st Shock Army because they drew from the same supply network.

Most historical accounts claim some 95-100,000 Germans were surrounded, an estimate originating from Soviet sources. It would be true only if the surrounded divisions were at full strength. Instead, the summer and fall fighting had reduced their ration strength to around 10,000 apiece.

You will notice that one German unit carries my family name. This represents a historical unit (see sources 1 and 7 in the Suggested Reading) that participated in the breakout from the Pocket. In overall command of the breakout regiment was Oberstlt. Hermann von Borries, formerly deputy-commander of the 46th Regiment/30th Division. He died about a year later just as he was about to take command of a newly formed division – so no book or memoir to peruse. We share a common ancestor five generations ago (from me), so rigging a die roll to kill off this counter does not get rid of me.

Combat. It may seem odd to set a whole Soviet division against a single German battalion. Scaling would seem to argue for similar sized units. Yet Soviet doctrine was so poor that this is about right. Soviet commentary bemoaned that the concept of how to attack had been lost. The casualties suffered the previous summer had been so great that there developed a shortage of officers with any knowledge, let alone experience. Accordingly, Soviet attacks became mindless blunders straight at German positions as though sheer numbers could overwhelm them. There was no tactical finesse. As might be expected this resulted in horrendous casualties.

Game Units. I passed on a few specialty units. The best example is the Soviet armored train, "Red Dawn." Historical records occasionally mention an armored train, but it would be just one train at a time and it had practically no effect in its battles due to vulnerability to air attack. Partisans had no effect on the Demyansk battles.

The ski units are shown as generalized representations of their combat effect. The Soviets employed at various times over 50 such battalions in the area. Even the Axis had a few. They could easily penetrate German lines and would often be used to surround a strongpoint, an interesting tactic but one that tended to force the defenders to fight to the end. This resulted in high casualties among the lightly-equipped ski troops. Ski units burned out faster than the defenders, hence their low defense rating. Their best role was found in scouting and flank defense.

Stacking. Some combinations may seem odd but not all of the assigned value derives from sheer size. Stacking has much more to do with command and control.

Armor. Armor was present but in such low numbers that its effect was scarcely noticeable. The Soviets missed an opportunity because the Germans had few weapons that could deal with the heavier types. Here too, Soviet forces had lost much of their knowledge of how to coordinate tanks with infantry. They could not even exploit a hole in the German lines; hence, the limited exploitation movement. Furthermore, the swamp and rough terrain made off-road armor movement quite difficult. All this made limitations on the use of armor an easy design choice.

Strongpoints. I resisted the idea of printing fortifications on the map, but quickly realized that for the Germans it saved considerably on counters and set up time. I found this to be a tougher call for the Soviets since the Germans would so rarely attack in that direction. In fact, I was ready to dig in my heels against the idea. The tipping point came as I realized the need for some combat units to be printed on the map. Overall, we save even more on counters and set up time and gain sharper detail.

LEGION Wargames
YOUR CHANCE TO CHANGE HISTORY

EXPANDED SEQUENCE OF PLAY

A. STRATEGIC SEGMENT

(Both players do this once a turn)

a. Turn Record Phase. Advance the Turn marker one space along the Turn Record Track to show the start of a new turn.

b. Weather Phase

　1) Resolve the Weather Table [5.2].

　2) Resolve the Soviet Supply Shortages Table [6.5].

c. Reinforcements Phase

　1) Both players consult their respective Set Up Cards and place available reinforcements [5.3] in play. Players can choose to delay reinforcements.

　2) Starting GT2 both players receive RPs. The Axis player can receive a Marsch unit created from RPs.

　3) Beginning GT5 the Soviet player conducts Special Withdrawal for his 2GRC units [5.34].

d. Initiative Phase. On GTs 9 through 11 the Axis player has the option to become the Initiative player. On GT16 the Soviet player has the option to become the Initiative player [5.5].

B. FIRST OPERATIONS SEGMENT

1. FIRST PLAYER OPERATIONS SEQUENCE

a. Air Transport Phase [begins GT5]

　1) If the First Player is Axis, he moves units by air from the AGN Map Box to any friendly airfield [7.1].

　2) If the First Player is Soviet, he can conduct Airdrop [7.2].

b. Replacements Phase [begins GT2]:

　1) If the First Player is Soviet, he places a Receiving Replacements marker on those units on the map to be increased.

　2) Units rebuilt from the Eliminated Box are placed in the Units Rebuilding section of the players' respective Map Boxes.

　3) Units in the Unit Rebuilding Box move to their respective Map Box.

c. Movement Phase: The First Player moves all, some, or none of his ground units as he desires within the restrictions of the rules of movement [8.0]. Units can conduct strategic movement.

d. Combat Phase: The First Player conducts each combat in any order he desires, declaring and then resolving them one-by-one. All attacks follow this sequence:

　1) The First Player declares an attack and states which of his ground units are attacking.

　2) The Second Player has the option to conduct Retreat-Before -Combat [11.43].

　3) Both players check the supply status of their participating units.

　4) The Soviet player places available air units and commits available in-range artillery units.

　5) The Axis player places available air units and commits available in-range artillery units [11.51].

　6) Reveal any Untried units.

　7) Calculate the Combat odds (total attacking strength divided by total defending strength).

　8) Find the appropriate column on the Combat Results Table, roll one die, cross index, and apply the results.

　9) Combat results:

　　a) Apply any step losses to both sides; attacker first.

　　b) Retreat units [12.3]; or conduct No Retreat [12.42]

　　c) Conduct retreat through enemy ZOC [12.43]

　　d) If the Defender hex becomes vacant, surviving attacking units can advance after combat [12.5]

　　e) Return air units to the Air Status Display.

e. Exploitation Movement Phase. The First Player moves all, some, or none of his eligible units up to one-half of their movement allowance. Suspend this phase during Mud weather.

f. Administrative Phase

　1) When this is a Soviet player phase, remove Receiving Replacements markers from the receiving units and turn them to their next higher strength level.

　2) When this is an Axis player phase, combine the Marsch unit with the unit to be increased to increase it to its next higher level.

　3) Strongpoint construction (active player only) [14.3]:

　　• End construction of Strongpoints already started

　　• Begin construction of new Strongpoints

　4) Destroy any Axis Strongpoint a Soviet unit occupies.

2. SECOND PLAYER OPERATIONS SEQUENCE

   a. Air Transport Phase: same as described for First Player

   b. Replacements Phase: same as First Player

   c. Movement Phase: same as First Player

   d. Combat Phase: same as First Player

   e. Exploitation Movement Phase: same as First Player

   f. Administrative Phase

     1) Remove Receiving Replacements markers from units and turn the receiving units to their next higher strength level.

     2) Strongpoint construction: same as First Player

C. SECOND OPERATIONS SEGMENT

a. Weather Phase: same as Strategic Segment

b. The Soviet player resolves the Soviet Supply Shortages Table [6.5] for his Second Operations Segment.

1. SECOND (FIRST PLAYER) OPERATIONS SEQUENCE

   (Same as in the First Operations Segment)

2. SECOND (SECOND PLAYER) OPERATIONS SEQUENCE

   (Same as in the First Operations Segment)

D. RECOVERY SEGMENT

(Both players do this once a turn)

a. Recovery Phase

   1) Turn air units from Flown to Active.

   2) Turn artillery units from Fired to Active

b. Victory Determination Phase

   1) Record any VPs won or lost during the current Segment.

   2) Check scenario victory conditions. If one player has achieved Sudden Victory, the game ends.

19.0 SCENARIOS

Demyansk Shield has two shorter scenarios and the full campaign game. In each of these the Axis player sets his units up first, followed by the Soviet player.

19.1 **SCENARIO 1**: The Soviet Winter Offensive

19.11 There are 8 turns: GTs 1 through 8. The weather result is automatically Frozen (no Storm) for all of GT1. Resolve the Weather Table beginning GT2.

19.12 Use the entire map, Axis Set Up Cards 1 and 3, Soviet Set Up Cards 1 and 3

19.13 Special Restrictions

a. The Soviet player has Initiative for the entire scenario.

b. Replacements. Starting GT2:

- The Soviet player receives two (2) RPs per turn
- The Axis player receives one (1) RP per turn in the AGN Map Box. Starting GT5 this increases to two (2) RPs per turn; one at AGN Map Box and the other at his choice of either the AGN Map Box or as a Marsch unit at Demyansk (hex 2711).
- Soviet units with a green unit type box cannot receive replacements in this scenario.

c. The Axis player can begin the construction of up to three Strongpoints per turn, beginning GT1.

19.14 Victory Conditions

a. The Soviet player wins by achieving a Sudden Victory [16.2], or by accomplishing all of the following:

1) Surround Demyansk [per 16.14].

2) The Soviet player must hold at least 5 of the following locations at the end of play:

Lyubnitsa - 1608	Ivanovskoye - 1929	Belebelka - 2833
Pola - 1621	Kolbykino - 2124	Polnovo - 3004
Lychkovo - 1712	Stepanovo - 2219	Molvotitsy - 3412
any airfield (3 possible)		

3) For each turn the 2GRC exit is delayed [5.34], the Soviet player must hold one additional location listed above.

b. The Axis player wins by preventing the Soviet player from achieving his victory conditions.

19.2 SCENARIO 2: Operation Bruckenschlag

19.21 There are 7 turns: GTs 10 through 16. The weather result is automatically Frozen (no Storm) for all of GT10. Resolve the Weather Table beginning GT11.

19.22 Use the map area west of a line from hex 1117 (inclusive) to hex 3917 (inclusive), Axis Set Up Cards 2 and 3, Soviet Set Up Cards 2 and 3.

19.23 Special Restrictions

a. The Axis player has Initiative for the entire scenario.

b. Replacements: Each player receives one (1) RP per turn starting GT11, Axis in AGN Map Box, Soviet in NWF Map Box.

c. For this scenario only, hexes 2219 and 2518 (at the scenario east edge) are Supply Sources.

d. The Axis player cannot construct Strongpoints.

19.24 Victory Conditions

a. The Axis player wins by establishing a friendly Supply Route as in rule 16.14 from either of his west map edge Supply Sources to either of his two scenario specific east Supply Sources hexes (2219 and 2518).

b. The Soviet player wins by preventing the Axis player from achieving his victory conditions.
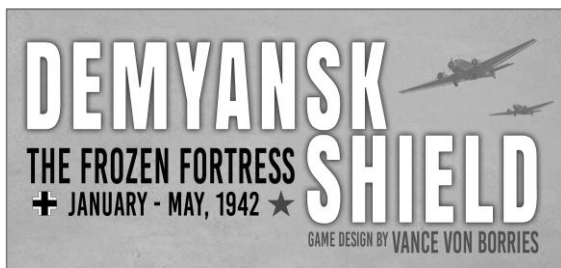
19.3 SCENARIO 3: Demyansk Campaign

19.31 There are 18 turns: GTs 1 through 18. The weather result is automatically Frozen (no Storm) for all of GT1. Resolve the Weather Table beginning GT2.

19.32 Use the entire map, Axis Set Up Cards 1 and 3, Soviet Set Up Cards 1 and 3.

19.33 Special Restrictions

a. The Soviet player has Initiative for GTs 1 - 8. The Axis player can resolve Initiative beginning GT9 [5.5].

b. Replacements

- The Soviet player receives two (2) RPs per turn starting GT2, then three (3) RPs per turn starting GT9, as desired in any Map Box.

- The Axis player receives one (1) RP per turn starting GT2 in AGN Map Box. Starting GT5 this increases to two (2) RPs per turn; one at AGN Map Box and the other at his choice of either the AGN Map Box or as a Marsch unit on or adjacent to Demyansk (hex 2711).

- Soviet units with a green unit type box cannot receive replacements until starting GT9.

c. The Axis player can begin the construction of up to three Strongpoints per turn, beginning GT1.

d. On GT15 the Soviet player rolls the die once to receive the 391st division (three units). He applies a (+1) DRM for each turn the exit of 2GRC was delayed. If the 391st division is not received GT15, he rolls again on GT16. If not received, it arrives automatically GT17.

19.34 Victory Conditions. If neither player wins by Sudden Victory, then:

a. The Soviet player wins by scoring at least 55 VPs, or

b. The Axis player wins by preventing the Soviet player from achieving his victory conditions.