

COMMAND

GAME SUPPLEMENT

Death & Destruction

The Russian Front 1942-44

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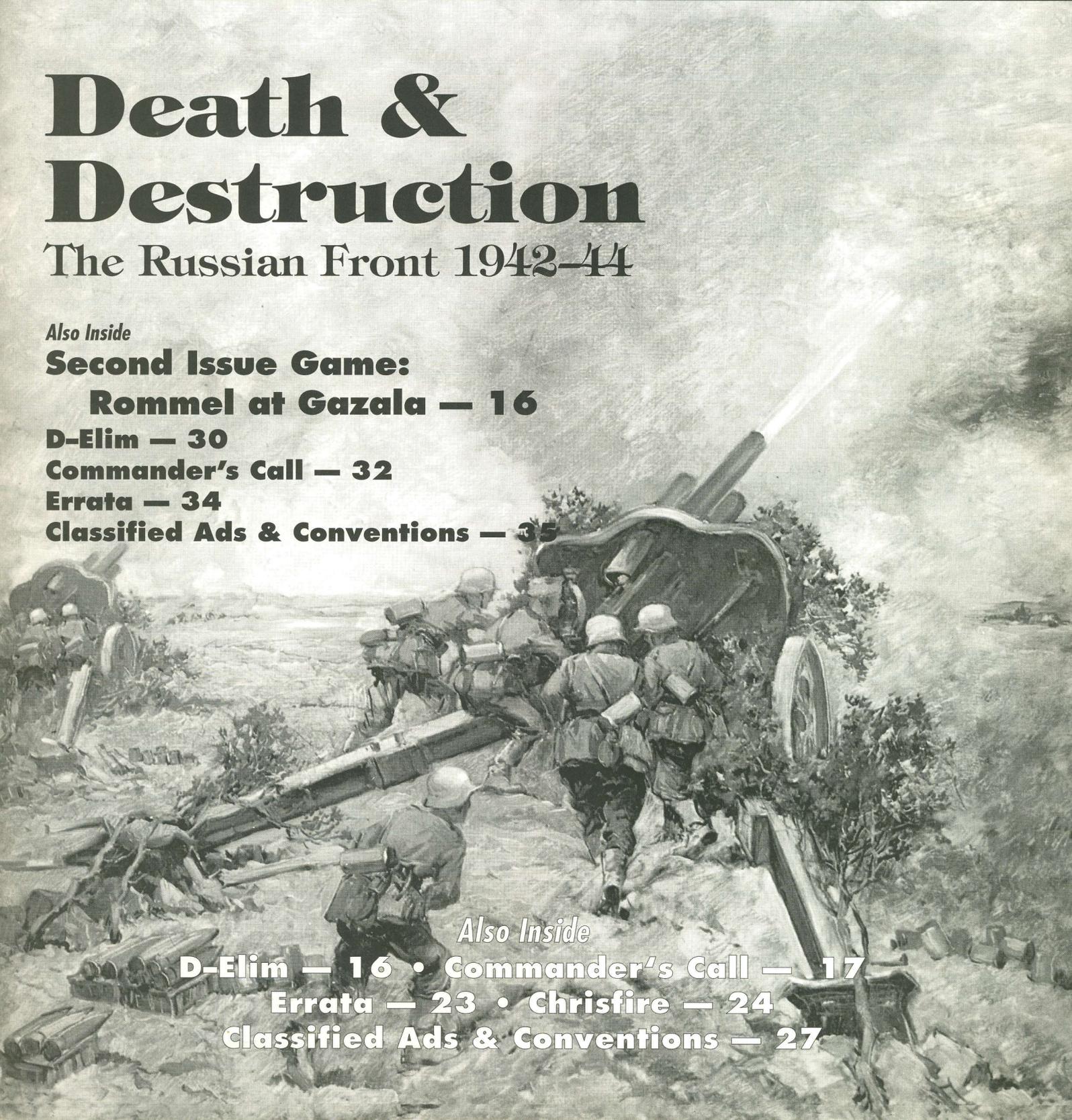
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DEATH & DESTRUCTION

If this is your first XTR wargame, you have made the wrong purchase!

This is not a stand-alone wargame; it is an add-on gamette for our earlier release, *Proud Monster: The Barbarossa Campaign-1941*, and cannot be played unless you already have access to, and understanding of, that parent game (see ad on page 34).

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1.0 Introduction

1.1 Introduction

Death & Destruction: 1942-44 on the Eastern Front is an add-on gamette that allows extension of the play of *Proud Monster* through 15 April 1944.

1.2 Proud Monster (PM) Rules References

Whenever a rule from the PM rules booklet is referenced in these rules, the capital letter "P" is placed in front of the number.

1.3 PM Rules Precedence

Except as herein added to, amended or deleted, all the rules of *Proud Monster* continue to apply in play of *Death & Destruction*.

1.4 New Time Keeping Notation

A supplemental method of time/turn record keeping has been added. Turns are now expressed as a three digit number. The first digit is the last digit of the year (1942, 1943, or 1944). The other two digits are the turn number in that year (01 through 24). For example, if a German unit is scheduled to arrive as a reinforcement during Game Turn 1 (Jan. I) of the year 1942, the reinforcement arrival code it will have printed in its upper-left corner would be: "201." If a unit were to arrive during the Game turn 23 (Dec. I) of 1943, the code would be: "323." (See also 2.9).

1.5 Consolidated Proud Monster Errata

Counters

The German *Fegelein* (FG) cavalry unit is shown as a division; it's actually a brigade. The German *183rd Infantry Division*, entering play on *PM* Turn 5, is incorrectly shown as a cavalry unit on its front side. Corrected replacement counters are provided for both units on this gamette's countersheet no. 1.

Soviet Untried Replacements

When eligible Soviet units with an untried side are taken as replacements from the deadpile, they are selected and reappear as untried units. That is, they must again go into battle in order to have their combat factors revealed to both players, as given in P2.15 and P3.5. At the start of *PM*'s replacement process, the Soviet player receives one division per Military District Headquarters City and one per *Military District Headquarters Town*.

Rules

P4.2. The Victory Point value of Sevastopol (2919S) is 4, as shown on the map, and not 2 as given in the *PM* rules.

P14.23 (Change) At odds less than 1:3, the "0" combat result remains a "0;" don't increase it to "1."

German Aerial Supply — Prior to turn 211, it is permitted to preemptively assign aerial supply markers to German mechanized class units actually still in supply at the start of their movement. Such units continue to operate using overland supply capacities until such time as circumstances call on them to draw on their pre-committed aerial supply. Once that a change over takes place, the affected units operate under aerial supply restrictions until the start of the next German player turn (also see rule 9.5 in these rules.)

Moscow — Despite filling two hexes and having several special characteristics in other respects, does *not* count as a "double" replacement center. For the German to knock out Moscow's replacement capacity he must either capture or cut off from overland supply both hexes.

2.0 Components

2.1 Components

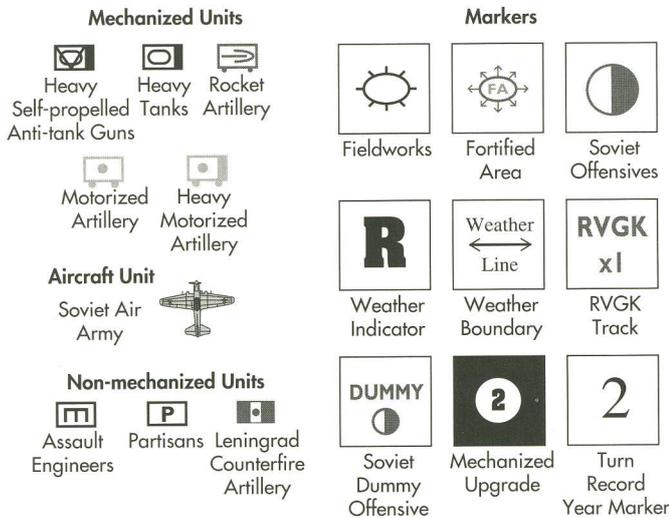
The components to a complete *Death & Destruction* gamette include these rules, one 13.5x18.5" mapsheet, one cardstock chart and table sheet, two cardstock turn record sheets, a card with holding boxes for German withdrawn and eliminated units, a German Replacement Army Roster Sheet card, and 1,080 die-cut counters.

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2.2 The Caucasus Map

The Caucasus Map is always referred to as "Map C." Hence, the large town of Baku is located in 3617C. Map C abuts onto the lower-right corner of PM's south map ("Map S"). To facilitate that, trim off all the paper above hexes 1000C-2800C. Hex 1000C fits just beneath 4223S; hex 1100C fits just beneath 4323S, etc. Three new terrain types appear on Map C: Oil Centers, Mountains and Military Roads. (See 4.6, 3.9 and 3.10, respectively.)

2.3 New Unit Types



2.4 New Guards Units

Throw out the Soviet Guards units that came with PM. An entirely new set is provided. Non-mechanized Guards are now black on gold, while all mechanized-class Guards are red on gold. Guards brigades now have only one step.

2.5 New Historical Identifications

German Side

- Dan - SS Danish Legion
- FE - Führer Escort
- HG - Hermann Göring
- KA - Korps Abteilung (A-F, Corps Detachments)
- LF - *Luftwaffe* Field Division
- MG - Manstein's Gambit units
- Mod - Model
- Ndr - SS Nederland (Netherlands) Legion
- Nor - SS Norwegian Legion
- SL - SS Spanish Legion

Soviet Side

- CB - Counter Battery
- CI - Chechen-Inqush
- D - Don
- FA - Fortified Area
- G - Guard
- KB - Kuban
- KL - Kalmyk
- LCFC - Leningrad Counter Fire Corps
- P - Partisan

2.6 New Unit Size

The new unit size of "Army" (XXXX) has been added to the Soviet side for "Engineer Army" reinforcements (in actuality, they were only brigade-agglomerations given army designations).

2.7 Soviet Air Armies

The historical I.D. of the Soviet air armies is the small number printed directly next to their aircraft icons. The two numbers along the bottoms of those counters represent their offensive and defensive ground support factors, respectively (see 10.3).

2.8 Soviet Specified Reinforcements

Soviet Specified Reinforcements are all those Soviet units in this gamette's counter mix that have a reinforcement entry code printed in their upper-left corners. This is a new category of Soviet reinforcement (see 8.30).

2.9 Turn Record Cards

Two Turn Record Cards, one for each player, are provided in the game. Use the year markers (the large "2," "3" and "4" counters) to mark the game turn of each year. Note the game turns for the first half of the year are shown on one side of each card, with the second half-year's turns on the reverse. Players who have the space are encouraged to photocopy both sides of their cards enough times to provide themselves with one long turn record calendar covering the entire timeline of play. That makes the sorting of both sides' specified reinforcements only a one-time job. (To record activities for II December 1941, take a pen and divide the Game Turn 12 box on PM's southern mapsheet.)

3.0 Set Up & Map C

3.1 Set Up

To play *Death & Destruction*, set up on Maps N and S as you would to begin a match of PM. Immediately incorporate all the additional untried Soviet units given in this gamette's counter mix directly into your sorting and set up of the parent game.

Design Note. At present there are no mini- or short-scenarios for *Proud Monster/Death & Destruction*. To take the time to devise those we would've had to have delayed this publication for at least another six months or a year. And judging by the rate PM sold out, you guys were looking to have this add-on NOW. Thus at present we have only one scenario that extends play of PM out through turn 407. We'll publish new PM/DD scenarios in *Command* as the prion schedule allows us to come up with them.

3.2 Putting Map C Into Play

The German player can call for the Caucasus map (Map C) to be joined to the south map anytime at the start of Game Turn 205 (I March 1942) or later. Prior to that time the only activity on Map C takes place if the Soviet decides to send units there via the RVGK, which he can do from the very start of PM play. Also note

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the German player is never actually compelled to launch a Caucasus campaign.

When (if) called for, the Soviet player should affix Map C to the south map, then place any units he sent there early via the RVGK in any of the hexes on that map (within normal stcking restrictions). Likewise, if there are any Soviet units in the "Southern Ports Holding Box" at that time, remove them from there and place them in Poti and/or Batum (which now enter play as regular ports, taking over the functions of the holding box).

3.3 Soviet Map C Supply & RVGK

Soviet units can trace supply to USSR hexes along the south edge of Map C. Likewise, the large towns on Map C serve as entry/exit points for units in the RVGK (see P8.1 and P8.7). Soviet units in the Caspian ports (see below) are always in at least general supply (see 9.6).

3.4 Soviet Caspian Sea Movement

The two Caspian Sea ports (Makhachkal in 3107C, and Baku in 3617C) are both functioning ports for that water body in the same way that the Black Sea ports work. There is not, of course, any interconnectivity between the two sea movement areas, nor is there ever any German-side Caspian Sea movement or supply. The Soviet Caspian Sea movement limit is five steps of sea-movement-eligible units per player turn couplet (see P11.1, and 11.1 in these rules). Within the overall five-step per turn limit, Soviet units may use Caspian Sea Movement to enter and/or leave the RVGK, and when entering as reinforcements, etc.

As part of his five-step Caspian Sea movement capacity, that player may run one Caspian Sea coast invasion per player turn couplet. The entire coast shown on Map C is eligible, and the invasion is run under the same strictures as given in P11.4.

3.5 Turkey

Turkey is neutral and its territory may not be entered (or "flown over") by any unit of either side in the game.

Design Note. The victory conditions (see below) are configured so that if the preconditions for Turkey's entry into the war on Germany's side are fulfilled, that player has already won the game.

3.6 Map C Weather

All of Map C is considered to lie within the northern weather zone.

3.7 Map C Terrain

Three new types (two manmade, one natural) appear on Map C; in addition, Clear terrain there is treated differently than on the north and south maps.

3.8 Clear Terrain

The dry weather movement costs for clear hexes on Map C are 2 per hex for both mechanized and non-mechanized units. There are still no combat benefits for Map C clear terrain, but remember to take northern weather zone R, M, F and S effects into account.

3.9 Mountains

The dry weather movement costs are 3 MP per hex for non-mechanized other than Mountain Infantry. Mountain infantry pay 2 MP per hex. Mechanized units are not allowed in mountain hexes except when traveling along military roads. The defensive combat bonus of mountains is 2L. Mech may only attack from or into such terrain through road hexsides, and when they do so the defender receives all normally applicable terrain benefits. No Mobile Assaults are allowed into Mountain hexes, not even on roads.

3.10 Military Roads

Military roads may be used by ground units of both sides to improve their movement ability on Map C. That is, units moving from one road hex to a contiguous road hex via a road hexside may do so for the cost of 1 MP, no matter what kind(s) of natural terrain is being moved through and no matter what kind of weather is in effect. The two military roads on Map C are indestructible.

Design Note. Oil Centers are explained in rule 4.6.

3.11 Further Map C Restrictions

All mobile assaults conducted into Map C hexes suffer an automatic 3L column shift in addition to whatever other regular combat modifiers may apply. Further, no field works (see 14.9) may ever be constructed anywhere on Map C.

3.12 Volga River Interdiction

The Germans are considered to interdict the Volga (a critical part of the Soviets' transport and communications links between Map C and the Russian ethnic/industrial heartland to the north) whenever one or more of their overland supplied units occupies hex 5912S or 5913S. When the Volga is interdicted the following restrictions apply to Soviet activities on Map C: 1) all their attacks suffer a 1L column shift; 2) units may not move from Map C into the RVGK; and 3) units moving to Map C from the RVGK may not move during the player turn of their arrival there.

3.13 Map C Removal

In games in which the Soviet player survives an attempted German invasion of Map C, there will come a game turn when that map may again be detached and set aside (once it becomes obvious no more action will take place there). At that time the Soviet "Southern Ports Holding Box" again comes into use.

4.0 How To Win

4.1 In General

The game is still won or lost according to the German player's gaining and losing of Victory Points. But note the column headings on the Death & Destruction Victory Table (16.5). The first is labeled "Germans Lose if ≤;" the second is headed "Play On," and the third is "Germans Win if ≥."

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For example, the VPs listed for judging victory on Game Turn 124 (Dec. II, 1941) are: Germans Lose 27; Play On 28-35; Germans Win 36. That means when the victory check is made for that game turn play stops and the Soviet player is declared the winner if the German has 27 or fewer VP at that time; play continues until (at least) the next victory check if the German's VP total is between 28 and 35, inclusive; and play stops and the German player is declared the winner if he has 36 or more VP.

4.2 New Victory Point Debits

There are two new methods by which the German can be debited VP; they are: 1) each time that player fails to make his mandated anti-partisan warfare commitment (see 15.8), he is debited one VP; and 2) every ZOMO hex occupied by one or more supplied Soviet units during the last victory check of the game (turn 407) debits the German one VP. (That's one VP per hex, not one per Soviet unit.)

Design Note. The final VP spreads have been set so the historical outcome of the actual campaign yields a draw. On 15 April 1944, the Germans held: Sevastopol, Kishinev, Minsk, Vitebsk, Vilnyus, Kaunus, Riga and Tallin, for a total of 11 VP. But the Soviets controlled hexes 1503S-1518S in the Romanian ZOMO, thereby decreasing the German VP total by seven, for a final VP yield of four.

4.3 Forgiveness Points (FP)

It sometimes occurs that an otherwise interesting match of PM/DD is ended because the German VP total exceeds or just misses some VP check by a point or so. Players may agree to keep playing in such matches by incorporating "forgiveness points" into their VP scoring.

That is, say during the victory check for I August 1941, the German has 17 VP, thereby officially winning the game at that time by one point. But both players agree the game was really going along fine up until then and they'd like to keep at it to see what happens later. The German should record on a slip of paper he was awarded "1 FP" on I August 1941, and set it aside until the last victory check of the game (during Game Turn 407, I April 1944). At that time he's allowed to add one VP to his point total to account for the earlier earned FP.

Alternatively, say that during the victory check for II December 1941 (turn 124), the German was found to have fewer than 27 VP, thereby officially losing the game at that point. Again, by mutual agreement, play can continue with the German recording "-1 FP" (minus one FP). He'll later have to *debit* himself one VP during the game's final victory check in 1944.

Only award one positive or negative FP per failed or exceeded victory check, no matter how many VP were actually in the margin of German defeat or victory each time. But keep a running total of all such FP award/debit incidents in order to make one grand VP addition or subtraction at game's end. This method will allow players running an interesting game to try to "dig themselves out" of a VP loss in extended play. However, players who allow a large deficit or surplus of FP to pile up

should throw in the towel once it becomes obvious no overall reversal of fortune is any longer possible.

4.4 Fewer Victory Checks

The D&D Victory Table doesn't have a separate line entry for every game turn as in PM. That means on unlisted turns skip the Victory Check Phase — during the D&D portion of PM/DD play, only check for victory at the end of the game turns listed on the D&D Victory Table.

4.5 Von Paulus Pause

When playing PM/DD, if a German player invokes rule P9.19, the "Von Paulus Pause," play must stop and final victory be determined at the end of the PM portion of play (I December 1941, turn 123).

4.6 Von Manstein's Gambit

If the German player invokes rule 15.4, "Von Manstein's Gambit," play stops and the victor is determined when the first rain or mud weather occurs in either weather zone after II August 1943 (turn 316).

4.7 Caucasus Victory

There are no VP awards printed on Map C. If the German ventures onto that map it is to try to win a sudden and absolute victory by seizing some critical portion of the USSR's oil reserves and/or by inciting a massive ethnic revolt across the Caucasus and Moslem portions of the Red empire.

To check for that, during each victory check phase (before dealing with normal VP/FP) the German player should roll one die for every oil center he controls on Map C at that instant (supply state irrelevant). If any such role yields a "1," play stops and the German player is declared the winner (FP can have no bearing on this). One die is rolled for every German-controlled oil center in every victory check until a "1" is rolled or the German no longer controls any such centers. If a victory check phase is reached in which the German controls all five centers but still hasn't rolled a "1," stop play and declare the German the victor anyway.

4.8 Moscow Sudden Death Victory

The Moscow Sudden Death Victory (as given in P4.6) is no longer attainable after turn 204 is over. From that point, Moscow's capture by the Germans only yields VP, not a chance for automatic victory.

Design Note. When playing PM/DD, during the PM portion of play continue to use the victory conditions given in the PM rules.

5.0 The Turn Sequence

5.1 In General

In playing PM/DD, the PM Turn Sequence is changed in that the Soviet now has a Replacement/Withdrawal Phase, and the Ground Support Aircraft Commitment Phase now becomes a mutual one at the start of both couplets.

I. Mutual Reinforcement Phase

II. First Player Turn Couplet

- A. First Couplet Weather Determination Phase
- B. First Couplet Mutual Ground Support Aircraft Commitment Phase
- C. German Player Turn
 - 1. Replacement, Withdrawal & Mechanized Refit Phase
 - 2. Movement & Mobile Assault Phase
 - 3. Prepared Assault Phase
- D. Soviet Player Turn
 - 1. Replacement, Withdrawal & RVGK Phase
 - 2. Movement & Mobile Assault Phase
 - 3. Prepared Assault Phase

III. Second Player Turn Couplet

- A. Second Couplet Weather Determination Phase
- B. Second Couplet Mutual Ground Support Aircraft Commitment Phase
- C. German Player Turn
 - 1. Replacement, Withdrawal & Mechanized Refit Phase
 - 2. Movement & Mobile Assault Phase
 - 3. Prepared Assault Phase
- D. Soviet Player Turn
 - 1. Replacement, Withdrawal & RVGK Phase
 - 2. Movement & Mobile Assault Phase
 - 3. Prepared Assault Phase

IV. Victory Check Phase (See 4.4)

5.2 Soviet Replacement & Withdrawal Phases

Soviet Replacement & Withdrawal Phases are only used to: 1) replenish eligible Soviet units in the field, see 8.24ff; 2) make mandated Soviet withdrawals, see 8.34; and 3) enter Soviet units into play from the RVGK. The Reinforcements and from-the-deadpile replacement reclamations of both sides are still entered during the Mutual Reinforcement Phase.

5.3 Ground Support Commitment

A new Mutual Ground Support Aircraft Commitment Phase has been added at the start of both couplets. This is necessary because there are times now when both players will have air units available at the same time. When that occurs, the Soviet player always places all available ground support first, followed by the German. During turns in which only one player has ground support, use this new turn sequence — it's just that placement won't be "mutual" during those times.

6.0 Stacking

6.1 Soviet Artillery

Soviet Artillery unit stacking limits are figured separately from the non-artillery units in the same hex. That is, there may be up to five artillery units in any hex along with up to five non-artillery units. Unlike non-artillery units, though, artillery stacking limits *don't* double in city hexes.

Design Note. For purposes other than bombardment into clear hexes (see 14.5ff), both types of Soviet artillery ("Break-through" and "Guards Rocket Barrage") are the same.

6.2 Soviet Armies and Corps

These each count as "one unit" for stacking (see P6.1).

7.0 Axis-Allied Restrictions

7.1 Revised Hungarian Stacking Limits

Hungarian units may only stack with each other (up to the normal five units per hex as given in P6.5), and no more than one German unit may also stack in any hex containing one or more Hungarians (but again, only within the overall five unit per hex limit). No Hungarian unit may ever move or attack onto the northern mapsheet. No Hungarian unit may ever take part in an attack with any nationalities of Axis unit other than German.

7.2 Revised Italian Stacking

Italian units may only stack with each other (up to the normal five units per hex as given in P6.5), and no more than one German unit may also stack in any hex containing one or more Italians (but again, only within the overall five unit per hex limit). No Italian unit may ever move or attack onto the northern mapsheet. No Italian unit may ever take part in an attack with any nationalities of Axis unit other than German.

7.3 Map C

All Axis-Allies are eligible to enter and operate on Map C.

7.4 Italian Withdrawal

Withdraw all Italian units permanently from play (no matter what their location and supply state) at the start of Game Turn 305 (1 March 1943).

8.0 Reinforcements, Replacements, Conversions & Withdrawals

8.1 German Unit Piles

As the game develops, the German should sort his out-of-play units into six areas:

- 1) not-yet-arrived reinforcements (put them on the Turn Record Card);
- 2) the Replacement Army pile (consisting of all replacement eligible units that have been eliminated from play one or more times while in overland supply, see 8.18);
- 3) the Stalingrad Divisions pile (a special subset of the Replacement Army pile, see 8.6);
- 4) the Dead pile (those units that have been eliminated while unsupplied, returned to play via the replacement process, and then eliminated again, see 8.18);
- 5) the General Withdrawn Pile (see 8.3); and
- 6) the Specified Withdrawal Pile (see 8.5).

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8.2 German Withdrawals

German withdrawals are now of two types: general and specified. General withdrawals are given on the "German Withdrawal & OB Notes" table by type, such as "Withdraw one ID" (infantry division). Specified withdrawals are those requiring specific units, such as "Withdraw 2SS MID" (meaning "Withdraw the 2nd SS Motorized Infantry Division").

Design Note. All withdrawals made during the PM-only portion of play are now classified as "general" withdrawals.

8.3 General Withdrawals

Use the same withdrawal procedures given in P8.16 and P8.17 for general withdrawals, and place all such units into their own General Withdrawn Pile (GWP). All units returned to play from the GWP (according to instructions on the OB Notes table) reappear using reinforcement procedures at their full step strength (and their rebuilding, described in 8.7 below, is *not* debited from the German's replacement factors). If a general unit return is authorized by the OB Notes table (example: "Return one PD") and no unit of that type is available in the GWP there (due to an earlier decline or inability to withdraw), then no return is made.

8.4 Security, Flak & Aircraft Withdrawals

The withdrawal of the German aircraft and Flak units called for on turn 123 (1 December 1941) — along with the withdrawal of all eight security divisions on turn 207 (1 April 1942) — are special status general withdrawals in that they may never be declined in whole or part. Debit the German one VP for each of the Flak and Security units unavailable for withdrawal (because of being in the dead pile or surrounded on the map), then simply move all available called for units into the dead pile. (If a unit is unavailable due to being surrounded, debit one VP, then remove the unit to the deadpile once it's eliminated in combat or reunited with the main front - but don't return the debited VP.)

Design Note. It's in the nature of German aircraft unit mechanics that they'll always be available for withdrawal when called for.

8.5 Specified Withdrawals

If a Specified Withdrawal is missed because the called for unit is in the dead pile, no substitution is made; simply debit the German one VP and play on. (Of course, any later reincarnations, conversions, etc., of that same unit are also given up — but no further VP penalty is ever assessed for that unit.)

If a specified unit is in the Replacement Army or Stalingrad Divisions piles when called to be withdrawn, again no substitution takes place, but neither is there a VP debit. The called for unit simply remains in the Replacement Army or Stalingrad Divisions piles (undergoing any scheduled conversions there), but can never re-enter play until such time as a note on the OB table calls for their return from the Withdrawn or Stalingrad piles.

Units withdrawn under specified withdrawal instructions are also only returned by specific instruction (example: "Return 2SS PGD"), they may never be taken to satisfy a general return instruction (example: "Return one PGD").

8.6 German Stalingrad Divisions

The first six non-mechanized divisions and the first six mechanized divisions eliminated after turn 210 (II May 1942), go into a special subset of the Replacement Army Pile, the Stalingrad Pile. This rule simulates the fact a number of the units lost at Stalingrad were selected by the German high command for rebuilding and recommitment to duty on fronts other than the Russian. Such units are not available through the normal replacement process (see below, 8.14ff), but some are returned (automatically at full strength without replacement step cost to the German) according to instructions given on the OB Notes table. That's their only method of returning to play.

Design Note. Of course, in your play these divisions may not be eliminated in Stalingrad or anywhere near that city - but the validity of the administrative event being simulated remains. The Germans would've needed to make use elsewhere of some rebuilt east front divisions no matter what the exact circumstances of their entry into off map status.

8.7 Withdrawals and Step Strength

The instant a unit is placed into General or Specified Withdrawal Piles, or into the Stalingrad Divisions Pile, immediately increase it to its full step strength without debiting the German any replacement points. (But this is not done when units go into the Replacement Army Pile.)

8.8 German Conversions

During play several German mechanized-class units are converted from one configuration or type to another. These conversions can take place in the field, the Withdrawn Piles, the Replacement Army Pile, and the Stalingrad Divisions Pile.

8.9 Conversions in Piles

When a conversion takes place in either of the Withdrawal Piles, simply remove the specified unit's old counter and substitute the indicated replacement. For example, the *2nd SS Motorized Infantry Division (MID)* makes a specified withdrawal on turn 211 (1 June 1942). On turn 302 (II January 1943) it is converted to its panzer division configuration in the Specified Withdrawal Pile and then immediately returned to play using normal reinforcement arrival procedures. At that point set aside the *2nd's* old configuration counters; they may no longer reenter play in any way.

When a unit specified for conversion is found to be in the Dead Pile, nothing is done, that unit and all its later potential incarnations are simply no longer available. When a unit specified for conversion is found to be in the Replacement Army Pile, make the unit substitution there, but leave the newly configured unit there, too, until such time as the German player rebuilds the unit and returns it to play via the normal replacement process.

8.10 Field Conversions

When a conversion takes place in the field, the called for unit must start a German RWR Phase in overland supply. Make the counter substitution in place at whatever step strength the unit was at in its old configuration. (Of course, the German might immediately choose to expend a number of whatever mechanized replacement steps are available to increase the converted unit's step strength.) Units converted in the field may not move or attack during the first player turn couplet after the conversion. Field conversions may be delayed, at the German player's choice (assuming the called for unit is engaged in some hot and heavy offensive, etc.), and then made later when the unit can be pulled from the line.

Historical Note. Historically, the burned out *18th Panzer Division* was used as the basis to form the *18th Artillery Division*, and the *60th Panzergrenadier* was used as the basis to form the *FHH Division*. Neither of those restrictions has been included in the game because it is our feeling both the *18th Arty* and the *FHH* were destined for creation and deployment even if those exact parent formations hadn't been available at the proper time.

8.11 Assault Gun Conversions

At several times over the course of the game the German is called on to convert assault gun battalions (one step units) to assault gun brigades (two step units). The brigades always enter as two-steppers without debiting the German any replacement steps. Strictly speaking, each brigade should be converted from the same-numbered battalion. But if you have trouble finding the exact battalion along the front, or it's in the deadpile, use any available AG battalion for the conversion. (This leeway does not apply to divisional conversions.)

Design Note. All German reinforcements that have their entry tied to an earlier withdrawal, a conversion, or some requirement given on the OB Notes table have a dot following their entry code as a reminder. (Excluding though, the German infantry divisions involved in the downgrade — see 8.22 below — they are simply differentiated by color.)

8.12 Abbreviations Used on the German OB Notes Table

AG - Assault Gun
B - Brigade
C - Cavalry
D - Division
GD - Gross Deutschland
I - Infantry (*not* Light, Mountain, Static, etc. - regular infantry)
MI - Motorized Infantry
P - Panzer
P - Panzer
S - Security
WP - Withdrawal Pile

8.13 German Korps Abteilung (KA) Units

The German receives six KA units on turn 323 (1 December 1943). Those units, however, don't enter as normal reinforcements. They must be formed from units in the German's Dead Pile. For each KA unit roll one die and consult the "KA Formation Table" (16.3). The required number of *divisions* (of any types) are selected from the Dead Pile (only!) and are then immediately placed back into the bags or containers the owner uses to store the game components between matches. This is the only method by which units in the German deadpile can make even an indirect reentry into play.

Once formed, KA units are entered into play via reinforcement methods. When KA units are eliminated the first time, they are placed directly into the storage containers; they have no replacement army status. The German need not attempt to enter all his KA immediately or at any one time (either because of simple choice or an unavailability of required divisions in the Dead Pile). He may form and enter them during any RWR Phases after the initial receipt - but only one formation and entry per KA unit per game is allowed.

Historical Note. KA's were formed by the German to utilize the last survivors of even the most severely mauled divisions.

8.14 German Replacements

Starting on game turn 201, the German receives replacements in two categories, mechanized and non-mechanized, at the start of every game turn according to his Replacement Schedule Table (16.2). Each replacement step is able to rebuild one step of eligible unit step strength. Only German heavy tank battalions with factors of 1-2-9, and divisions (excluding, though, the artillery division and all *Luftwaffe* Field Divisions), are eligible for replacement from the Replacement Army Pile. All German units with more than one step are eligible for replenishment in the field. Replacement steps may not be saved from game turn to game turn; those not used during either couplet of the game turn of their receipt are forfeit. There are no Axis-Allied replacements.

Mechanized steps may be used — though it's not efficient to do so — to replenish/recreate non-mechanized units. Non-mechanized steps may only be used to replenish/recreate non-mechanized units.

8.15 Non-Mechanized Replacements in the Field

To be able to receive a replacement step, a reduced German non-mechanized unit must be in overland or port supply. If that stricture is met, simply flip over the unit to its full strength side during either German RWR Phase of the game turn. Non-mechanized units suffer no movement or combat penalties for having been replenished in the field. Eligible non-mechanized units may be replenished in the field any number of times during a game.

8.16 Mechanized Replacements in the Field

To be able to receive one or more replacement steps, a reduced German mechanized unit must be in overland supply.

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If that stricture is met, increase the unit to its new step strength during either German RWR Phase that turn. Mechanized units may not move or attack during the couplet of replenishment (defense, OK). Mechanized replenishment may take place in conjunction with conversions, and more than one step may be absorbed during one replenishment. Eligible non-mechanized units may be replenished any number of times during a game.

Design Note. The German mechanized refits described in P8.18ff are not available after the weather turns in 1941.

8.17 Rear Area Comb Outs

Starting any time after turn 206, the German player may make one die roll once per calendar year in an effort to comb out excess personnel from his rear echelon administrative and support organizations. The German has his choice exactly when to attempt comb outs after the 206 turn, but there must always be at least four game turns between rolls and never more than one roll per calendar year. The die roll indicates the number of bonus non-mechanized steps immediately received.

8.18 German Dead Pile Use

Whenever German units eligible for replacement after being completely eliminated (see 8.14) suffer such a fate, place them in the Replacement Army Holding Box on the cardstock sheet (but see also 8.6). From there they may be recreated, either to full or partial step strength, and brought back into play as reinforcements. (Such units both mechanized and non-mechanized, suffer no movement or combat penalties during the turn of their reentry.) However, when an otherwise replacement-eligible division is eliminated while out of overland supply, is rebuilt once and is again eliminated (no matter what its supply state this time), don't put it back into the Replacement Army Pile; put it into the deadpile — from where it may never be reclaimed.

Important. German divisions that undergo conversion(s) from one type of unit to another *don't* get a free trip through the Replacement Army for each of their incarnations: one division, one unsupplied replacement.

Important. The German 1-2-9 heavy tank battalions represent an exception to the procedures above in that they never go into the Dead Pile. Those units always go into the Replacement Army Pile when eliminated and are available for replacement any number of times throughout a game.

8.19 Mechanized Upgrades

Both sides receive mechanized upgrade counters ("stuffers") as scheduled reinforcements. Those counters may (players' choices on a case by case basis) be used as bonus mechanized-class replacement steps, or they can be used to provide extra step strength to full strength mechanized-class units. Like regular replacement steps, stuffers can't be saved; they're used in one way or the other during their game turn of arrival or are forfeit.

8.20 Stuffing Procedure

Any German panzer, panzer grenadier and motorized infantry *divisions*, and any Soviet tank and mechanized *corps* (both

Guards and non-Guards) that are in overland supply are eligible to receive regular replacement steps are eligible for stuffing using the same procedure as given in 8.16. Simply place the upgrade counter underneath the unit to be step-supplemented. The upgrade counter is immediately and for all purposes an organic part of the stuffed unit (stacking value is not increased). The only effect is the stuffed unit's step strength is increased by the amount shown on the upgrade counter.

Upgrade steps must always be the first steps given up to satisfy combat losses, and in multi-unit battles that means all upgrade counters are reduced/eliminated from all involved stuffed units before any normal step reduction takes place. Once committed to a unit, an upgrade counter may never be detached and committed to any other unit. Mechanized units may receive combinations of regular and upgrade steps during the same RWR Phase, but no more than one upgrade counter may ever be assigned to any one mechanized unit at any given time.

8.21 19th SS & 20SS

The German 19th SS (*Latvian*) and 20th SS (*Estonian*) Divisions, received as reinforcements on 318 and 406, respectively, may enter only via Riga (2705N) and Tallin (3200N), respectively. If those locations are not German controlled (supply state irrelevant) at those entry times, the affected division is permanently lost. After entry, however, the divisions are subject to the normal Replacement Army Pile, followed by Dead Pile procedures as other German units (and would reenter play normally, not from Riga/Tallin).

8.22 The German Infantry Downgrade

All German infantry divisions with black-on-gray (not the gray-green "feldgrau") substitute downgrade counters undergo that downgrading at the start of game turn 313. The downgrades take place at whatever locations and step strength those divisions are found at that time. (It goes quickest if both players look on it like a "seventh inning stretch" and work at accomplishing it together.) **Exception:** OOS German units would not be downgraded until relinked to overland supply or their appearance in an off map holding pile.

The German immediately receives bonus non-mechanized replacement steps from the downgrade according to the following scheme: 1) for every two full strength infantry divisions downgraded he gets one step; and 2) for every five reduced infantry divisions downgraded he receives one step. The bonus steps must be immediately recommitted that same turn.

8.23 Soviet Rifle Division Removal

Starting on turn 124, whenever a Soviet rifle division is eliminated that has one or more letters in its historical identification (for example, KRM, 1GM, 1M, etc.), remove that unit from play for the rest of the game. No substitutions or conversions are made. *Don't* root through the Soviet deadpile on turn 124; just check each RD eliminated from that point on.

8.24 Soviet Replacement Eligibility

Starting on turn 124, all Soviet corps, rifle divisions, cavalry divisions, artillery divisions and Guards units of all kinds and

sizes are eligible to receive replacements, both in field replenishment and deadpile recreation. The first Soviet corps don't become available until 207, and only tank and mechanized corps — both Guard and non-Guard — can receive upgrades. For replacement purposes (only!) cavalry divisions are considered mechanized-class units.

8.25 Soviet Guards Brigades & Cavalry Steps

Soviet Guards brigades and cavalry steps are, unlike their non-Guards counterparts, each worth one full step for combat losses, and require a full replacement step per step.

8.26 Soviet Artillery Divisions

Soviet artillery divisions are one-sided units, but cost two replacement steps, each, to be brought back from the deadpile.

8.27 Soviet Replacement Procedures

The Soviet player needn't segregate out of play units like the German player, but should separate them according to eligibility per 8.24. Otherwise, his replacement procedures are the same as the German (for supply requirements, reentry, mechanized combat and movement penalties during the first couplet following replenishment, etc.). The Soviet may recreate and replenish units in the RVGK, and all eligible Soviet units may use replacements to enter and reenter play any number of times during a game.

8.28 Soviet Conversions

These procedures are much the same as in PM, but pay heed to the notes at the bottom of the Soviet Conversion Chart.

8.29 Soviet Reinforcement Entry

Retroactive to Game Turn 1 of PM, Soviet units (reinforcements, RVGK, replacements, etc.) may enter play via the east board edge of the north and south maps and the south map edge of the Caucasus map (C), as well as the locales described in P8.7.

8.30 Soviet Specified Reinforcements

In DD Soviet reinforcements extend beyond those from the untried units piles. They have turns of entry indicated on them in their upper-left corners in the same way as German units.

8.31 Soviet Tank/Mech Corps Step Maximums

Soviet tank and mechanized corps begin entering play on turn 207. At that time such units may not contain more than two steps each. On turn 213 the limit is raised to three per corps; on turn 221 it's four. Tank and mechanized corps entering play prior to turn 221 do so at the authorized maximum step strength for their turn of entry (the entry code is printed on the appropriate step-side.) The Soviet may not use replacements to increase a corps' step strength beyond the given maximum for the turn.

8.32 Recaptured Replacement Centers

Whenever a Soviet Military District Headquarters City or Military District Headquarters Large Town is recaptured from the Germans, that replacement center begins generating steps for the Red Army at the start of the first game turn after recapture. It does so, though, at a rate of only half the normal allotment for that period (round remainders down). That reduc-

tion remains in place for the rest of the game, but no further halvings take place if a given replacement center is captured and recaptured more than once.

8.33 Soviet Mechanized Replacement Restrictions

Prior to turn 401, no more than half the total replacement steps used by the Soviet player during a given game turn may be mechanized. Starting with turn 401, the Soviet no longer suffers under that restriction. Like the German, Soviet replacements may never be accumulated from game turn to game turn.

8.34 Soviet RVGK Increases

Starting turn 203, the 10-unit limit — actually a 10-step limit — for the RVGK is lifted. From that turn on, any number of Soviet units may remain in the RVGK, though there are still limits on the total number of steps that may go into and/or come out of the RVGK per turn. That is, starting with turn 203, up to 28 steps, total, may go into and/or come out of the RVGK per game turn. Beginning with turn 217 that limit is raised to 36 steps. On turn 221 it goes to 48 steps. (You can keep a running total to RVGK activity each turn on the PM Victory Point track by using the RVGK x1 and x10 counters we've provided.)

Beginning with turn 124, Soviet units may be withdrawn from the map to go into (or back into) the RVGK. To be eligible to go from the map into the RVGK, a Soviet Unit must start the Mutual Reinforcement Phase in overland supply to the east edge and in a hex not adjacent to any German unit. Pick it up and place it aside. It may reenter play during either Soviet Replacement, Withdrawal & RVGK phase of the next game turn (not the game turn of movement into the RVGK!) or later turns.

Place units withdrawn from the map into the RVGK on the Soviet Reinforcement/Turn Record card one turn ahead of their game turn of withdrawal. Then when the next game turn starts, they're available to put into play from the RVGK, or keep there, just like newly arriving reinforcements.

8.35 Soviet Withdrawals

Note the Soviet player is required to make some withdrawals during DD (see 16.8). These are all general withdrawals and are made under the same strictures as given for the German withdrawals of that type - but withdrawn Soviet units never return to play in any way.

8.36 Soviet Replacement Rate Decline

The Soviet replacement rate remains at the level attained at the end of PM (6 per replacement center) until the start of turn 323 (I December 1943), at which time it drops permanently to 4 factors per center (see also 8.32).

9.0 Supply

9.1 The GAS Line

The GAS Line permanently disappears (along with all its effects, restrictions, etc.) at the start of turn 205.

9.2 Supply Line Restrictions

Starting turn 205, the supply lines of both sides are restricted in length in that units on the north map may only trace their

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supply lines into and through north map hexes to north map sources, while units on the south map may only trace their supply lines into and through south map hexes to south map supply sources. German-side units on Map C trace to south map sources (or they can likewise be supplied sitting in Map C Black Sea ports); Soviet units there trace to south or Map C sources.

9.3 German Coastal Supply

Retroactive to Game Turn 1 of PM, all German-side units that can trace a supply line no more than two hexes in length to any Black or Baltic Sea coastal hex are considered in supply for defensive purposes only.

9.4 German Port Supply

Retroactive to Game Turn 1 of PM, all German units located in Black and Baltic Sea ports are in supply defensive purposes only. (The Baltic Sea ports are Riga, Tallin and Leningrad.)

9.5 New German Aerial Supply Parameters

Remove from play one of the German aerial supply markers at the start of turn 211. The remaining marker can henceforth provide aerial supply to all German-side units in its hex of placement and in the six surrounding hexes. However, units receiving aerial supply on turn 211 and after are in supply only for defensive purposes; not attack, movement, or MAs. The aerial supply marker may only be committed to hexes within 15 hexes of a German controlled and overland supplied population town, large town, or city, and starting on turn 211 may not move with the units beneath it as in PM. The 15 hex range restriction is retroactive to Game Turn 1 of PM.

Historical Note. The Soviet army got through the Barbarossa phase of the war mostly by using up the immense stocks of supplies that had been laid by in the years before the start of hostilities. Those stocks were exhausted by early 1942, however, and after that more careful planning was required before any large offensives were undertaken. The following rule reflects that change.

9.6 Soviet Offensive Supply

Starting with turn 203, a new supply state exists for Soviet units: Offensive (or "attack") supply. Units with offensive supply are all those normally in supply but that are also launching attacks from hexes located five or fewer hexes away from the primary Offensive Supply Marker. The secondary offensive supply marker, received on 217, functions the same as the first except its range is only four hexes; the tertiary marker, received on 221, is again the same, but has a range of only three hexes.

Units with just normal supply still have their full movement and defense factors available, but their attack factors are halved. Understand, though, that no supply lines are ever actually traced to the markers - they are just that: markers indicating a sector of the front along which the Soviet is directing a main logistical effort. The markers may be placed in any hexes (even all water), no matter if German controlled or occupied. They are to indicate a supply radius, not a supply line.

Even units drawing only Leningrad Lake Supply (P9.16) could still receive offensive supply provided a marker were set down within five hexes of them. It follows, however, that Soviet units that are out of supply do not have their fortunes increased by being within five hexes of an offensive supply marker - units without some kind of supply line receive no benefit because of proximity to a marker.

9.7 Offensive Supply & MAs

Soviet mechanized-class units may not launch MAs unless they were in offensive supply at the start of their move.

9.8 Offensive Supply Markers

One offensive supply marker is received by the Soviet player on turns 203, 217, and 221, along with one correspondingly dated dummy supply marker for each real supply maker. Once in play they (real and dummy) are immortal and cannot be destroyed by the German in any way. They are just markers, with no stacking, step or combat values of their own, and likewise do not give control of their placement hex to the Soviet if that hex is German controlled. The markers are always placed inverted (with their printed range down), but are kept as the top unit in any hex they're in, and there is no benefit to putting more than one per hex. The markers may only be placed, withdrawn and replaced by the Soviet player at the start of each game turn, as the very first activity of that game turn's Mutual Reinforcement Phase. Flip each supply marker to verify its dummy or non-dummy status and range when it begins providing offensive supply during a Soviet player turn. (Dummies, of course, can't actually provide supply; they're included simply to create some "fog" in the German's mind as to the Soviet player's actual offensive plans.)

Historical Note. The supply units serve as a kind of telegraphed message, giving the German some advance notice of Soviet offensive activity to come. It's meant to do that. Historically, Soviet logistical buildups constantly gave away their intentions, but the German high command was often unwilling to heed and react to such warnings.

Design Note. Why no rule restricting the size of post-Barbarossa German offensives? You'll find in practice none is necessary; the Germans' limited replacements and reinforcements work as a historically proportional break on any 1942-44 offensive schemes. Any German player that ignores those practical limits will find he quickly burns out his army and loses the game.

10.0 Aircraft

10.1 Luftwaffe Aircraft

These units, four of them anyway, are returned to play at the start of turn 209. In subsequent turns, no aircraft withdrawals are ever mandated by weather changes (and that's true for both sides). Note, however, the German OB Notes Table does call for aircraft withdrawals. When the planes return, leave the *VIII Flieger Korps* out; its column shift properties are gone for good.

The other units have a permanent strength of six ground support factors.

Henceforth no German unit can be assigned air support unless it starts the turn within 15 hexes of a German controlled, overland supplied population center (reference town, large town, city). The supported units need not be in overland supply. This rule is retroactive to Game Turn 1 of PM.

10.2 Soviet 6th Interceptor Corps

This Soviet ground support unit from PM is permanently withdrawn from play at the start of turn 203.

10.3 Soviet Air Armies

Soviet Air Armies begin entering as specified reinforcements on turn 210. They function similarly to German air units, but with the following specifics: 1) only Soviet units with offensive supply may be assigned an air unit (one per stack); 2) the air armies have differentiated offensive and defensive support factors printed along the bottom of their counters.

Design Note. It is now possible for both sides to have air units on board at the same time and even committed to the same battle (see 5.3).

10.4 Rivers

Rivers never affect aircraft combat strength (and this is also true during the PM portion of play).

11.0 Sea Movement

Design Note. The following rule supplants P11.1 from the start of Game Turn 1 in PM.

11.1 In General

Only some of the Soviet player's units may use sea movement, and only in the Black and Caspian Seas. Tank, artillery, and Motorized Rifle Divisions, along with all corps and army size units and all units containing two or more steps (even if in a reduced one-step state at the moment you'd like to sea move them), are prohibited from using sea movement. All other Soviet unit types may use it. The Soviet player may have up to five *steps* of eligible units involved in Black Sea movement during each of the player turn couplets. Further, all rifle divisions count as two units for sea movement purposes.

Design Note. These changes in Soviet Sea movement procedures apply starting with the first turn of PM.

Design Note. Soviet Caspian Sea Movement is described in rule 3.4.

11.2 German-side Black Sea Movement

German-side Black Sea Movement begins the game turn both Odessa and Sevastopol are controlled by that side. Such sea movement is limited to a grand total of no more than 10 steps per player turn couplet and is from port to port, or from a port to the Southern OKH Reserve Area (see P8.2), or from the Southern

OKH Reserve area to a port. There are no German-side invasions. (Once German-side sea movement is begun, it is not lost simply because Sevastopol or Odessa are lost to the Soviets again later. Of course, once all ports are lost to the Soviets, German-side sea movement is effectively halted.) German-side units that sea move may not move in any other way or attack during the play turn couplet of the sea move (defense O.K.).

11.3 German Baltic Sea Movement

German Baltic Sea movement can be used similarly between (among) the ports of Riga, Tallin and Leningrad and the Northern OKH Reserve Area (see P8.2). The grand total limit per player turn couplet in the Baltic Sea is five steps, and again there are no invasions. There is not, of course, any direct connection between German Baltic and Black Sea movement capabilities beyond an indirect link provided by units moving from one OKH Reserve Area to the other and then on to the adjoining sea.

12.0 Ground Movement

12.1 The Lower Dniepr River

The Lower Dniepr is defined as all Dniepr River hexsides located generally south of the convergence point of hexes 2900S, 3000S and 3001S, excluding hexsides belonging to the Dniepr's tributaries in that area. Beginning turn 311, during D, R and M weather, German-side units may only move and/or attack through Lower Dniepr hexsides at the following eight designated hexside (all S): 2900/3001, 3105/3205, 3305/3306, 3408/3507, 3710/3810, 3412/3512, 3113/3214, and 2913/3014.

Design Note. Draw crossing symbols across those hexsides. We originally included crossing markers in the counter mix, but given the congestion that tends to occur around those hexes they created more problems than they solved.

Historical Note. These restrictions are to take into account the *Wehrmacht's* concentration of its ferry, engineering and bridging assets at those points along this mighty river.

12.2 German-side Strategic Movement

German-side strategic movement begins on turn 205. German strategic movement capacity is eight steps per player turn couplet. To be eligible for strategic movement, a German-side unit must begin either in one of the OKH Reserve Areas or in an overland-supplied population center anywhere on the maps that began that game turn already German controlled.

Strategic movement may be of any length, but it must always begin and end in a reserve area or population center, and a hex-by-hex path across hexsides containing some land must still be traced. Strategic movement may begin and end in hexes adjacent to enemy units, but units may not move into or through such hexes during the course of the move itself.

A given turn's strategic moving units need not all begin or end their moves in the same starting or destination hexes. Units moving strategically may not move in any other way or attack during that same player turn couplet (defense OK).

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Design Note. Don't get confused here - supply lines may be traced into and through hexes next to enemy units, strategically moving units may not.

13.0 Weather

13.1 The Spring Weather Table

This table comes into effect every year at the start of each one's I March game turn. It is used just like the PM Weather Effects Chart (now called the Autumn Weather Table), except in spring the Southern Weather Zone's result is determined by adding two to the die roll rather than subtracting two as in autumn. Also note that in spring there is no effect corresponding to "Deep Winter" (P13.8). That is, the weather can swing back and forth, totally dependant on the die roll, during all couplets between the beginning of March and the end of May. Weather Indicator Markers have been provided in the counter mix as memory aids.

13.2 Weather Zone Shifts

At the start of turn 218 (II September '42), use the Weather Zone Boundary Markers included in the mix to delineate a new boundary between the Northern and Southern Weather Zones. Place one marker in hex 5123S and the other in 1807S. (The diagonal hex row in which the markers are placed is considered part of the Southern Zone.)

Shift the markers again at the start of turn 318 (II September '43). This time place one in 6023S and the other in 1400S. Again, the diagonal hexrow in which the markers are placed is considered part of the Southern Zone.

There are no other weather zone shifts during play. Note that Map C is considered to lie in the *Northern* Weather Zone.

Design Note. The Soviet snow bonus in P13.7 is not available once the PM portion of play is over; also see 14.12 below.

14.0 Combat, PA & MA

14.1 Rivers

Beginning with the first non-F, non-S weather in the spring of 1942, and extending for the rest of the game during D, R and M weathers, the combat effect of rivers is changed as follows. All units attacking through river hexsides during D, R and M weathers lose 50 percent of their attack factors (round down all remainders). Rule P14.19 still applies during the PM portion of play, but this rule completely supersedes it once it kicks in during '42 (no more 1L shifts).

Design Note. PM's river combat rule was written to reflect the chaotic conditions of the 1941 campaign, when even the broadest rivers were seemingly easily turned.

14.2 Panzer Grenadiers

Panzer grenadiers (as opposed to motorized infantry) function in all ways in combat just like panzers - they have their own

tanks organic to their organizations, and therefore can conduct MAs on their own.

14.3 German Heavy Mechanized-Class Units

German heavy mechanized-class units are treated in all ways as normal units of the mechanized class with an added bonus in that their participation in combat (offensive and defensive, MA or PA) always yields the German a one column shift in his favor. Two restrictions are, however, that the heavies must be in overland supply and be stacked and attacking with at least one panzer grenadier or motorized infantry or panzer division in order to generate the shift. No more than one shift is generated per battle no matter how many heavies are participating.

14.4 Assault Engineers

Assault engineers are treated as normal non-mechanized units with an added bonus in that their participation in combat (offensive and defensive, PA only) always yields the owning player a one column shift in his favor. Two restrictions are, however, that the engineers must be in overland supply and be stacked and attacking with at least one division to generate the shift, and the first step lost in that battle must be the engineer. No more than one shift is generated per battle no matter how many engineers are participating. Engineers on both sides will cancel each other out on a unit to unit basis. Supplied engineers in combat cannot decline to provide their bonus. (If you don't want to use them up, keep them off the front line.)

Design Note. Yes, it is permitted to have both a heavy shift and an engineer shift accrue for the same PA.

14.5 Soviet Artillery

Soviet artillery, though considered mechanized units, may never participate in MAs. They may also never PA alone, but can support Soviet non-artillery units launching a PA from their hex provided the PA is being made with offensive supply. However, there may never be more artillery factors contributed to a PA than there are non-artillery ground attack factors participating in that PA; any excess is simply ignored.

Soviet artillery units have no defense factor, and if caught alone in a hex by moving or attacking German units are completely and automatically destroyed (even German non-mech can destroy artillery alone by moving into the hex — it is not considered an MA). In mixed-stack situations, artillery units share the fate of the last non-artillery step in the hex. Artillery units do not have any step value to contribute to satisfying combat losses. (See 8.26 for artillery replacement rules.)

14.6 Guards Rocket Barrage Divisions

These units are treated exactly as Breakthrough artillery divisions except when supporting a PA into a hex containing only clear terrain — with no manmade terrain of any kind present — the support factor of such units is doubled.

14.7 Counter-Preparatory Barrages

Soviet artillery units can make their effects felt when on the defensive by firing a counter-preparatory barrage at attacking

German units (PAs only). Each Soviet artillery unit in a hex being PAed, provided it has offensive supply, makes a counter preparatory die roll immediately after the final German attack odds have been determined but before the combat resolution die is rolled. Each artillery roll scores a hit on a "1," and each hit means the German attack odds are shifted one column left (1L). After all artillery die rolls have been made and their odds shifting effect totaled, the German *may* call off the attack.

Historical Note. Historically the Soviet *4th* and *6th Guards Artillery Divisions* were given special training in, and equipment for, counter battery operations. Whenever either (marked "CB") is available per 14.7 the column shift effect is automatic; no die roll is needed.

14.8 The German Artillery Division

This is a one-step mechanized unit. It may not MA. It may PA and defend alone, but must use its defense factor for attack and defense. When it PAs with at least one other German division participating from its hex it generates a favorable one column odds shift. If eliminated, it may never be replaced.

14.9 Destroyed Soviet Fortifications & Heavy Fortifications

Destroyed Soviet fortifications and heavy fortifications printed on the map are considered repaired to their full capacities at the start of the game turn following their hex's recapture by the Soviets, provided at least general supply is also open to the recaptured hex. This process can go on any number of times during a game - it doesn't, however, apply to aborted fortification lines: once aborted, they're out of play for good.

14.10 Fieldworks

Both sides receive fieldworks counters during the game. When received they must be immediately placed in any overland supplied (not necessarily offensive supplied for the Soviet) hex; they may not be saved. They may be placed in any land hexes except those containing cities (also, the Soviet may not place them in hexes containing fortifications already printed on the map). If placed in a hex adjacent to one or more enemy units, at least one friendly unit must also be present there during that player turn. Once placed they are immobile until destroyed by enemy entry of their hex. They give their side's defenders a 1L combat odds shift (in both PAs and MAs); they have no stacking, combat or step values on their own.

14.11 The Soviet Fortified Area

This counter, received on turn 309 (I May '43), must immediately be placed in *any* Soviet controlled and overland supplied (not necessarily offensive supplied) hex on the north or south map. During May its combat effects are that all Soviet controlled and overland supplied hexes within two hexes of it (including the placement hex itself, but excluding city hexes), gain a 1L odds shift against enemy PAs and MAs. During June that effect is increased to 2L; during July and all later turns it's increased to 3L. If any hexes within that radius are captured by the German and then retaken by the Soviets, the prevailing combat effect

immediately returns to those hexes. The counter has not stacking, combat or step values on its own and is only removed from play if its hex and all hexes within its two hex radius come under simultaneous German control.

14.12 MAs in Snow

Starting with the first snow weather that occurs after turn 218, and continuing during all other snow turns throughout the game thereafter, MAs may be conducted by both sides' mechanized units in snow weather. All other MA rules remain the same except that movement costs for snow MAs are figured using snow weather costs.

15.0 Special Rules & Units

15.1 Soviet 4th Airborne Corps & Partisan Concentration

The *4th* contains four steps and the partisan concentration unit contains two steps; both are received during turn 201 and must immediately be placed in any forest or hill hex(es) within eight hexes of Moscow or Leningrad empty of enemy units at the instant of placement. They may be placed together or separately. Neither attacks or moves once placed, both are considered to always be in full defensive supply, and they do give the Soviet player control of their hex until eliminated.

If the *4th* and/or the partisans are so placed that if they could participate in some planned Soviet PA it would be a concentric assault, then for purposes of generating the concentric assault column shift they are considered to be participating in that attack, but they can't be used to satisfy any step loss.

When the Soviet player first moves a mobile unit into the hex(es) containing the partisans and/or the *4th*, he immediately and permanently removes it. At the start of the next game turn, he is credited with the number of non-mechanized replacement steps that were in the two units at the time of their removal.

15.2 The German 1942 Summer Offensive

The German 1942 summer offensive may be declared to have begun by that player at the start of any of his player turns during game turns 211, 212 or 213. But in order to declare its start, the offensive must be immediately preceded by one (or more) German player turns during which those forces make no attacks, MA or PA. (The German needn't declare the lull, but the Soviet player will probably notice.) The effect of declaring the offensive is that for that one German player turn MAs cost only 6 MPs, as in Game Turn 1 of PM.

If the German can't or won't engineer a lull, or simply doesn't want to bother with this rule, he is not required to declare his summer offensive. That doesn't prevent him, of course, from running what amounts to one, he just doesn't earn this benefit.

15.3 The German 1943 Summer Offensive

This offensive may be declared at the start of any of his player turns during game turns 311, 312 or 313. There is no benefit to this declaration, only a penalty for its non-declaration. If no summer '43 offensive is declared by the German by the end of

1942-44 on the Eastern Front

Game Turn 313, he deducts three VPs from his total and permanently withdraws all Romanian and Hungarian units from play. To qualify as having run a summer offensive, the German must launch a total of 15 or more mechanized divisions into attacks (MA and/or PA) during both player turn couplets of the selected game turn of the offensive.

Historical Note. Many are aware that Field Marshal von Manstein did not wholeheartedly support the German '43 summer offensive (Operation Citadel). But few know he argued if the thing were launched it should be a maximum effort - all available replacements and reinforcements should be stripped from other fronts and sent to the east to obtain a final settlement there before the Western Allies got onto the continent in strength. Manstein's all or nothing scheme was rejected by Hitler, but this rule allows players to investigate what might have happened had that strategy been adopted.

15.4 Manstein's Gambit

To use Manstein's Gambit, the German player must declare it and his '43 summer offensive at the start of turn 311, 312 or 313. At that time he receives the following units as special reinforcements: all aircraft units, all mechanized class units in the General and Specified Withdrawal Piles, any two mechanized-class units in the Replacement Army pile (without paying for them with replacement steps), eight non-mechanized replacement steps, all the combat units and mechanized upgrade counters marked "MG" in their upper-left corners, and the *25th Panzer Division* and *2nd Parachute Division* should be retrieved from the reinforcement schedule units (turn 323 and 321, respectively).

Play then continues normally; however, if the German has not yet won the game on points by the time the first R or M weather is rolled for the Northern Weather Zone that autumn play stops and the Soviet is declared the winner.

15.5 Blaupunkt East

If (only if!) Manstein's Gambit is put in motion, the German may launch "Operation Blaupunkt East." He may use his *1st* and/or *2nd Parachute Divisions* in a combat air drop. If two divisions are to be used they must both be dropped into the same hex at the same time. The German may select any hex on the map that doesn't contain a city, fieldwork, fortified area, intact fortification or heavy fortification, and that lies within 15 hexes of a German controlled and overland supplied population center. The hex may or may not contain Soviet units.

15.6 Air Drop Procedures

The drop is made at the start of any German movement phase in June, July or August. The units to be dropped must start the turn in either German OKH Reserve Areas or in an overland supplied population center not adjacent to any Soviet units.

If the drop hex contains any Soviet units, the parachutists immediately run an unassisted one-round MA in that hex. If their attack fails to clear the hex, the paratroopers are immediately eliminated. If they do get down safely they may not move or attack during the player turn couplet of their landing.

If the units are dropped into a hex empty of Soviet units, they still may not move farther that couplet, but they may then PA into an adjacent hex (but may not advance after combat).

They are considered fully supplied during their drop game turn, but must trace supply normally after that. Also note the German aerial supply counter is not available during the game turn of the drop (those planes are involved in the drop).

There may never be more than one drop per game, and the German is not required to make one; he may use the paratroopers as regular infantry.

15.7 The 1943 Soviet Airdrop

The Five Soviet Airborne/Air Landing Brigades received on turn 313 are airdroppable. (They aren't part of Blaupunkt; the Soviet gets them even if the German doesn't run the gambit.) Soviet airdrops are made under the same general strictures as the Germans in Blaupunkt, but at the start of any Soviet movement phase during game turns 313 to 318, inclusive. The brigades must be dropped together in the same hex, within 15 hexes of a Soviet controlled and overland supplied population center, etc., but not into a German occupied hex.

As soon as they land the Soviet must roll a die for each brigade to check for its survival. If no German unit is in any adjacent hex, the units survive on a roll of 1, 2 or 3; if one or more German units are in adjacent hexes, they survive on a roll of 1 or 2. Once down they are in general supply for the rest of that player turn couplet, but may not move or attack that turn. Afterward, they trace supply normally. If destroyed, the brigades are eligible for recreation via replacements, but they may never be airdropped again.

15.8 German Anti-Partisan Warfare

The German must conduct anti-partisan warfare operations beginning on turn 311. To do so, he rolls one die once at the start of every new game turn and consults the Anti-Partisan Warfare Table (16.4). He must immediately withdraw *full-strength* divisions of the numbers and types indicated by the die roll or debit himself one VP. The selected units are withdrawn from the map (per general withdrawal rules) and kept in a separate pile. If a subsequent anti-partisan warfare roll requires a smaller force for that game turn, the excess is immediately returned as reinforcements via any friendly town or city that is in overland supply. If a greater force is required, the German must again make the needed withdrawals or debit himself a VP.

15.9 Soviet Tank & Mech Corps MAs

Soviet Tank and Mech Corps making Mobile Assaults always pay seven MP to do so.

15.10 Leningrad Counter Fire Corps

The LCFC makes its appearance in that city as a reinforcement during turn 221. If Leningrad is not Soviet-controlled at that time, the LCFC never enters the game. The LCFC has no stacking, combat or step values of its own; it's only effect is that once it is placed all German/Axis attacks into Leningrad or hexes adjacent to that city suffer a one column leftward odds shift. The LCFC shares the fate of the last regular Soviet step in Leningrad; once eliminated it may never be replaced. ★

D-Elim

Death & Destruction

by Rowdy Scarlett

Well, here it is — big, balanced, fun and long. If you haven't completed a whole game of *Proud Monster*, I suggest you do so before trying *D&D*. There are rules changes you'll have to get used to. The "Forgiveness Point" rule is almost guaranteed to get you through the end of *PM*. Another is the increasing value of rivers as defensive barriers — that works for the Soviet at first, then becomes of increasing value to the German. Otherwise, what was true for *PM* is still true for *D&D*. But the biggest difference in *D&D* is in strategy rather than mechanics: *PM/DD* is a *loong* game; you need to deal with both immediate crises and long-range plans.

The Soviet

Soviet set up is critical. Proper set up will deny the German significant FP in 1941. Be careful how and when you retreat. Don't defend the entire map. Use the RVGK to respond to deep penetrations. Hold cities as long as possible. Never rely on the GAS line. With average luck, he'll have plenty of power east of it, and you may need to strip the south (at least to a degree) to reinforce the area in front of Leningrad and Moscow.

Once winter slows the German, Soviet options begin to increase. A 1941/42 winter counteroffensive is possible and should be executed, but don't overextend yourself. Don't forget, the GAS line disappears on turn 205. Make maximum use of the RVGK: that more than anything will frustrate the German and keep you in the game.

No matter what happens during your winter '41/'42 counteroffensive, make sure the line in front of Leningrad and Moscow remains secure. Don't expect to maintain a solid line of units across the entire map during this period — it isn't necessary, historical, or advisable. Deploy in depth in front of and around your key replacement centers.

Starting turn 203 the Soviet begins receiving offensive supply counters. They tip off the German, to an extent, as to where you intend to attack — but that means they can also be used to make him reinforce an area you actually have no intention of hitting.

Use your sea movement and invasion ability to make the German garrison the Crimea. In general, always look for ways to make him spend time and units to react to

you. Once that's become the pattern of play, the tide has truly turned in the Soviet's favor.

You need to carefully plan your first large scale offensive. Build your offensive punch with as many Guard and artillery units as possible. Retaking replacement cities is the obvious and ultimate goal, but never pass up a chance to surround and destroy large numbers of enemy units. Run units through and behind the German main line whenever possible. That will force him to divert front line strength to garrison his rear areas.

The German will eventually field an army consisting mostly of units less numerous and weaker than yours, but his mechanized stuff will remain potent and must be respected. Always become suspicious when you see them begin to concentrate some place.

In most games the German will declare a 1943 summer offensive. If you have the slightest indication that's going to happen, get ready by garrisoning your rear area cities and keeping the RVGK brim full of units.

The German

As in *PM*, the key to German success remains having a plan and working that plan. When you open an offensive and succeed in breaking the Soviet's forward line, don't get distracted and try to go for everything at once: you'll never have enough units to take that kind of approach successfully.

Concentrate your mechanized units into overrun-capable stacks. They should drive as fast and far as possible, tearing up the Soviet rear area. Remember, supply is checked at the beginning of each stack's movement. If a stack becomes surrounded and you can open a supply route to them, they will regain full movement.

At times you'll be tempted to refuse the withdrawal of a unit and lose points instead. Unless you are doing extremely well, I advise against this: meet all your withdrawal requirements as they're called for. Any FP you have will come in handy during the latter stage of the game, and should only be used up with the long term view in mind.

Unless you are fortunate enough to cripple the Soviet during 1941 by taking either Leningrad, Moscow or Stalingrad, 1942 will present a difficult choice for you. Typically, you won't be strong enough to resume an across-the-board Barbarossa style offensive, and will have to decide between calling for the Caucasus map and an oil offensive or

staying on the main map and going after one of the aforementioned cities.

If you go for the oil, concentrate every mechanized unit for that drive — and I mean every one. You also want to cut the Soviet's RVGK movement by interdicting the Volga: accomplishing that will be crucial to success. If things don't go as planned, though, keep an eye on the VP requirements and then get off the Caucasus map as quickly as possible. Don't throw units away down there that you're going to need desperately later on.

If you don't to go south, realize it's possible to capture Leningrad, Moscow or Stalingrad in '42, but it's going to take all your mechanized units (with "stuffers").

Once you are forced onto the defensive, use terrain to the maximum advantage. The river defense modifier improves in 1942, and it should be used whenever possible to improve a defensive position. Make rear area comb outs as soon as they become available.

Once the infantry downgrade takes place, mechanized units become even more important. Never allow them to be surrounded.

Deciding to call the 1943 summer offensive can be tricky. Not calling it generates a substantial penalty in both units and victory points you may not be able to pay. If you've made it through the winter of '43 in good shape, by all means call the offensive, and maybe even Manstein's Gambit. Remember, though, there's no turning back from a Gambit strategy, so do it full blooded or not at all.

Conclusion

The play of *PM/DD* will force players to develop offensive and defensive skills — neither alone can bring victory to either side. I've played many monster and east front games and I thoroughly enjoyed working on this addition to an already fine design. *PM/DD* is a huge, long game that will require multiple playings for even the most skilled among you to master and fully enjoy.

Rommel at Gazala

by Ty Bomba & Chris Perello

The Axis

The Axis player has three tasks: 1) destroy some significant portion of *8th Army*; 2) capture Bir Hacheim or the Gazala box; and 3) take Tobruk. The rules don't require you accomplish 1 and 2 in that order, but experience shows that against a good British opponent you'll probably have to engage in one or two large mobile battles, each of about a week's duration, before you can unhinge the Gazala line and move on to the fortress.

One of the playtesters made the point it seemed to him all Rommel's pre-Alamein offensive battles had three parts: 1) go around