**Turn Track**

|  |
| --- |
| **Game Turn 1 - June 1941****Soviet North Movement: 3/2****Soviet South Movement: 4/3****German North Movement: 4/2****German South Movement: 3/1****Soviet Mandatory Attacks** |
| **Game Turn 2 - July 1941****Soviet Movement: 6/4****German Movement: 6/4****Soviet Mandatory Attacks** |
| **Game Turn 3 – August 1941****Soviet Movement: 5/4****German Movement: 3/2****Soviet Replacements: 2** **Soviet Mandatory Attacks** |
| **Game Turn 4 - September 41****Soviet Movement: 6/4****German Movement: 6/4****Soviet Replacements: 3****Permanently withdraw all Luftwaffe air support at the end of this turn** |
| **Game Turn 5 – October/November 1941****Soviet Movement: 6/4****German Movement: 6/3****Soviet Replacements: 4** |
| **Game Turn 6 - December 1941****Soviet Movement: 2/1****German Movement: 2/1****Soviet Replacements: 5****Soviet May Fight/Move or Move/Fight** |

**Soviet Breakout Table (SBT)**

**# Soviet Units Breaking Out **

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Die Rolls** **** | **1**  | **2** | **3** | **4** | **5** |
| **1** | 0 | 0 | 1 | 1 | 1 |
| **2** | 0 | 1 | 1 | 1 | 2 |
| **3** | 1 | 1 | 1 | 2 | 2 |
| **4** | 1 | 1 | 2 | 2 | 2 |
| **5** | 1 | 2 | 2 | 2 | 3 |
| **6** | 2 | 2 | 2 | 3 | 3 |

**# Axis Steps Lost**

**Combat Results Table (CRT)**

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Die Roll ** | **1:5** | **1:4** | **1:3** | **1:2** | **1:1** | **2:1** | **3:1** | **4:1** | **5:1** | **6:1** | **Die Roll**  |
| **1** | AS | AS | DR | BB | BB | DE | DE | DE | DE | DE | **1** |
| **2** | AE | AS | AS | DR | BB | BB | DE | DE | DE | DE | **2** |
| **3** | AE | AE | AS | AS | DR | BB | BB | DE | DE | DE | **3** |
| **4** | AE | AE | AE | AS | DR | DR | BB | BB | DE | DE | **4** |
| **5** | AE | AE | AE | AE | DR | DR | DR | BB | BB | DE | **5** |
| **6** | AE | AE | AE | AE | AS | DR | DR | DR | BB | BB | **6** |

**NOTES**

Final odds greater than 6:1 have automatic DE results.

Final odds less than 1:5 have automatic AE results.

**Terrain Effects Chart (TEC)**

|  |  |  |
| --- | --- | --- |
| **Terrain Type**  | **Movement Costs****Non-Mech / Mech** | **Combat Effects** |
| Clear | 1 / 1 (+2 to MA into) | No Effect |
| Rough | 1 / 2 | 1L; No MA Into |
| Marsh\* | 1 / 3 | No MA Into; Mech Halved Attacking Into via PA |
| All-Lake/Reservoir or All-Sea Hexes | Generally Not Allowed, But See 10.14 | No Combat Across |
| River Hexside\*\* | +1 / +2No Extra Cost on Turn 6 | 1L if all attackers are coming through river hexsides. MA across OK.No effects on Turn 6. |
| Soviet Fortified Lines | +3 for German to MA into; otherwise OTiH | 1L |
| Axis-Soviet Border  | Generally OTiH, but see 4.4 | No Effect |
| Kerch Strait Hexside (3105/3106) | No mech crossing allowed;Non-mech see 10.14 | Mech Not Allowed to Attack across; 1L for non-mech attackers. See 11.17. |
| North-South Command Boundary  | See 1.4 & 4.5 | See 1.4 & 4.5 |
| City | 1 /1 (+3 to MA into) | 1L; MA OK. Axis defenders convert DR to AS on Turns 1-5.  |
| Hero City  | 1 / 1 | 4L; no MA or concentric attack bonus; convert all DR to AS; convert BB to AL1 (see 11.28) |

**Notes**

\*During Turn 1, German units treat marsh hexes 2013 and 2014 as clear terrain for all purposes.

\*\*During Turn 1, German units ignore river hexsides for their movement and attacks (MA & PA).

OTiH = Movement costs or combat effects are determined by the **O**ther **T**errain **i**n the **H**ex.

**German Northern Command**

**Sudden Death Victory Table**

|  |  |
| --- | --- |
| **Turn** | **VP to Win** |
| July – Turn 2 | 5 or More |
| August – Turn 3 | 6 or More |
| September – Turn 4 | 7 or More |

**German Southern Command**

**Sudden Death Victory Table**

|  |  |
| --- | --- |
| **Turn** | **VP to Win** |
| July – Turn 2 | 3 or More |
| August – Turn 3 | 4 or More |
| September – Turn 4 | 6 or More |

**German Northern Command Replacements Available**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **0** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** |

**Start with nine non-mechanized and four mechanized steps.**

**German Southern Command Replacements Available**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **0** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** |

**Start with five non-mechanized and two mechanized steps.**