

## NO RETREAT!

- 2.3) German units are 2-step. Russians are 1-step until Improved (allowed starting on Turn 17).
- 5.0) Do not draw the last card in the Draw Pile; reshuffle when that occurs.
- 5.3.3) Certain events can only occur when that side has the Initiative; cards are marked with symbol.
- 6.0) During Supply Phase, both players check. Path is Overland 4 hexes to friendly City, then City unlimited to friendly map edge. Units can also trace directly 4 hexes to friendly map edge, or if adjacent to a friendly unit itself in Overland (4 hexes) supply. A unit on a Baltic, Black, or Caspian (Russian only) Sea Coastal hex is in supply, too.
- 6.3) Friendly units negate EZOC for supply. Prohibited terrain does not block supply paths (i.e., can trace through).
- 6.5) Unsupplied units have only 3 MP (max), no ZOC, cannot receive Armor Bonus, cannot conduct multi-hex Advance After Combat, provides a 2 column shift to opposing Attackers, cannot be Flipped to their full-strength side, and if eliminated they go to the Surrender Box.
- 6.5.6) Units, of both sides, that remain marked unsupplied at the end of the turn are eliminated (to Surrender Box).
- 7.2) Soviet gets 1 free Improve upgrade for a supplied unit starting on Turn 6; increases to 2 free starting Turn 13. *Important:* even after upgrading to their stronger side, Soviet units are still 'brittle' (one step) until Turn 17 (2 steps).
- 7.4) Axis allied armies and all Cadres always have 1 step only and can't be improved.
- 7.5) Soviet may freely Flip Fortress units back to their mobile side (gets a ZOC), regardless of supply status.
- 7.6) Units (Reinforcement, Replacements, Recovering) entering/returning to the map enter at no MP cost, and may place in an enemy ZOC (*exception:* Soviet units coming on map edge). Axis units are placed in Greater Germany or Rumanian hex that can trace Overland Supply, though Recovering Shattered Axis units may arrive in any supplied Axis controlled City in Russia that can trace a supply path. Soviet units place in a friendly supplied City, or map edge.
- 7.7) All Recovered Shattered units return to the map for free, but are marked as Disorganized to indicate they can't attack this turn. *Important:* Recovering units return at the same strength side that they left the game (e.g., a 2 step unit returns at 2 steps, Soviet Brittle units return on the side that they exited, etc.).
- 7.9) Returning Replacement Destroyed and Surrendered units are also marked Disorganized (cannot attack this turn). Replacements always return on their 1<sup>st</sup> step. *Important:* no Axis replacements allowed until Turn 5, unless via event.
- 8.3) Units with a movement allowance may always move one hex, regardless of terrain.
- 8.4) Stacking: Axis 2 units, Soviets 1 unit. Applies at the end of each and every phase (*note:* so Soviets cannot overstack when bringing units into play on the map).
- 8.5) Unsupplied units and Fortress units do not have a ZOC.
- 8.5.2) It costs +1 MP to exit an EZOC. Units cannot move directly from one EZOC to another, unless the hex is occupied by a friendly unit (still must stop).
- 8.6) The entirety of Finland is considered 1 hex (stacking limits and ZOC rules do apply). To control Finland (12.4.2), Axis or Soviet must be the only side to have unit inside (*Important:* the Finnish unit does not grant control to the Axis).
- 9.1) Each side may Entrain 1 supplied non-Fort unit (free) per turn; lift from map and place in Rail Box (max: 3 units).
- 9.2) Units (any/all) Detrain in: Friendly City that can trace Overland Supply, or any other Friendly hex that can trace Overland Supply and is not in EZOC. *Exception:* units can also Detrain in a friendly Coastal City hex, even in EZOC.
- 10.0) Combat begins with phasing player marking all voluntary target hexes, then non-phasing player marking mandatory Counterblow target hexes. *Important:* defending units in a Counterblow hex receive no terrain benefits when attacked by the phasing player. *Note:* Disorganized and White strength defending units may not participate in a Counterblow, but such phasing player's units may respond to a Counterblow. Phasing player decides order of combats.
- 10.5) Attacker (only) may commit 1 *Blitz!* or *Shock!* marker to the combat, then Attacker (first) and Defender (second) may each utilize 1 card in the combat. *Exception:* unsupplied attacks cannot receive *Blitz!* or *Shock!* support.
- 10.6.3) Armor Bonus: applies versus Infantry type units in Clear terrain during non-Mud turns. Only for Attacker, but the Bonus does apply during a Counterattack.
- 10.6.4) Initial odds less than 1-3 are auto CA result, as are shifted odds less than 1-3.
- 10.7.2) Counterattacks (CA) are not mandatory; may treat as 'no effect' instead. CA is a brand new combat, with the

exact same units but recalculated odds, with the original Defender now being the Attacker. No Terrain shifts in a CA.

10.7.3) Defender does not get Terrain shifts in a Counterblow, and while attacking Disorganized and White strength phasing units may participate in the Counterblow (or a Counterattack), they can't advance.

10.7.4) Fortified Infantry (and units with them) ignore DR results, DS becomes an EX, and units ignore any DD retreats.

10.7.5) Retreats are 2 hexes, towards a friendly supply source if possible. If it can't retreat, then unit is Eliminated (unless unsupplied, then it Surrenders).

10.7.6) Units that are Shattered still must check to see if they can Retreat first, before being removed from the map. If unable to do so, they are Eliminated (Destroyed Box, unless unsupplied then Surrender) instead of Shattered.

10.8.1) Ignore EZOC when Advancing After Combat. Multi-hex Advance (not allowed during Mud) does not have to follow Defender's retreat path, after the first (target) hex. Advancing units must Stop! upon entering Mountain, Forest, or Marsh, even if they just advance only 1 hex.

10.8.2) Armor who is not Stopped! may Advance a 3<sup>rd</sup> hex (into any terrain) if the weather is Clear (not Mud/Snow).

11.3) If Russians occupy any of the three Rumanian hexes, both Romanian armies are removed from play.

12.0) Three types of Victory: *Objective* (any Victory Phase, if German controls 3 of 5 Objectives in USSR, or Russian controls his lone Objective, Konigsburg) – *Sudden Death* (Initiative player has enough VPs as shown on VP Track on applicable turns) – *End Game* (Player who earned the most VPs on the last turn they had the Initiative; Note: use marker to record Axis 'High Tide when Initiative shifts on Turn 12, and compare to current Soviet 'Na Berlin' total at endgame).

12.4.3) Aside from the 1 VP for City or Oil Wells, Objective hexes are not worth any additional VPs.

12.5) The Square VP marker always reflects the current score (map Objectives + current Round VP marker value) of the side with the Initiative. The Round VP marker tracks current VP affecting Events and the loss of Surrendered units.

12.7) When Initiative shifts, follow-steps in 12.7.

13.4) Pay close attention to the turn-based events, as described in the Reference Booklet.

*Scenario Clarification:* though the Rumanians cannot move on Turn 1, they may advance after combat.

#### *Optional Rules*

15.1) The German SS Panzer always gets the Armor Attack Bonus regardless, but must take 1<sup>st</sup> step loss in an EX.

15.2) The Russian Shock unit (8-2) always gets a 1 shift Bonus when attacking (or counterattacking), 1<sup>st</sup> loss in EX.

15.3) Cadre Units have only 1 step and cannot Voluntary attack, but may participate in CA or Counterblows.

15.3.1) On Turn 3, the Russian *Ostatky* unit arrives in the Cadre Units Available Box. Starting on Turn 11, Axis Allied armies not on the map or in the Rail Box are removed, becoming *Kampfgruppe* for the remainder of the game.

15.3.2) Cadres in the Available Box are put on the map when an army was just eliminated to fulfill a DD or EX result. Armies removed via other means (e.g., out of supply or unable to retreat) does not allow Cadres to place.

15.3.3) When a Cadre is removed from the map for any reason (except to Rail move), always place on Turn Track for next turn to arrive as Reinforcement to the Cadre Units Available Box. *Important:* only 1 Cadre can arrive per turn; space them out on the Turn Track, if necessary. Unsupplied removed Cadres do not go to Surrender box, nor grant a VP.

15.3.5) Eliminated and Surrendered units (only – not Reinforcements or Recovered Shattered Units) may instead reappear into a Cadre's hex if it can trace Overland Supply (4 hexes) remove the Cadre unit.

15.4) Faster Disorganization removal (2 units, not 1) if discard shows your symbol for side with current Initiative.

#### Card Costs:

**Improve a Unit:** Axis (2 cards), Soviet (1 card, not starting till Turn 17 – until then, they may only Free Upgrade per 7.2).

**Return Destroyed Unit as a Replacement:** (1 card) (note: units always return on its 1 step side)

**Return Surrendered Unit as a Replacement:** (2 cards) (note: unit always returns on its 1 step side)

**Remove Disorganized Marker before (free) Removal Phase:** (1 card)

**Entrain Friendly Supplied Unit beyond the (free) first one:** (1 card) (note: not during Turn 1 or 2)

**Place Counterblow Marker:** (1 card)