

NO RETREAT!

THE RUSSIAN FRONT: 1941-1944

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[0.0] USING THESE RULES

New gaming terms, when they are **initially defined**, appear in **dark red** lettering for quick referencing.

The instructions for this game are organized into major “**Rules**” sections as shown in large **green CAPS font**, and represented by the number to the left of the decimal point (e.g., rule 4.0 is the fourth rule). These rules generally explain the game’s subject matter, its components, the procedures for play, the game’s core systems and mechanics, how to set it up, and how to win.

With each Rule, there can be “**Cases**” that further explain a rule’s general concept or basic procedure. Cases might also restrict the application of a rule by denoting exceptions to it. Cases (and **Subcases**) are an extension of a Rule shown in the way that they are numbered. For example, Rule 4.1 is the first Case of the fourth Rule; and Rule 4.1.2 is the second Subcase of the first Case of the fourth Rule.

Important information is in red text.

References to **examples of a Rule or Case** are in **blue text and this font**.

Text in **shaded boxes**, like this, provides the voice of the game’s designer, who is addressing you to explain an idea or concept that is not, itself, a Rule or a Case.

[1.0] INTRODUCTION

NO RETREAT! is a two-player grand strategic level wargame depicting the struggle between the Axis powers and the Soviet Union during World War 2 from the start of Operation Barbarossa on June 22, 1941 (the invasion of Russia) to the eviction of the Axis from Soviet soil in 1944.

[2.0] GAME EQUIPMENT

[2.1] The Game Map and Scale

The game map represents that portion of European Russia where the major campaigns took place. A hexagonal grid has been superimposed to regulate movement and the position of the playing pieces. A unit must always be located in a specific hex. Explanations of the terrain features are found on the **Terrain Effect Charts (TEC)**.

Each hex is equivalent to 100 kilometers from side to side. Each turn represents two months of real time, except the first turn.

[2.2] Game Charts & Tables

Various game aids are provided for the players in order to simplify and illustrate certain game functions. These include the two **Combat Results Tables**, the **Terrain Effects Chart**, the **Game Turn Track**, and the **Victory Point Track**.

[2.3] The Playing Pieces

The playing pieces represent actual military units that fought in this campaign. The numbers and symbols on them indicate their strength and type.

The “**Axis**” (a.k.a. “**German**”) player controls the German Army (gray / green) and Axis Allied Rumanian / Hungarian / Italian / Finnish (blue) units. The “**Soviet**” (a.k.a. “**Russian**”) player controls all Soviet (brown / red) units.

Square (Game Turn, High Tide, and Victory Point) and round (Blitz! / Shock!, Disorganized / Unsupplied, Target / Counterblow, and Control) **markers** have also been provided to help players remember certain information during play.

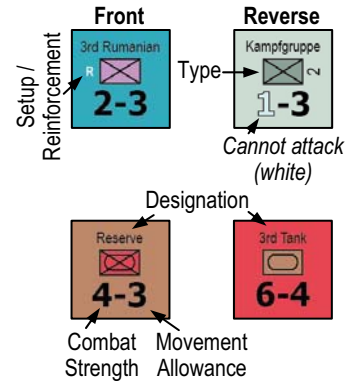
Sample Units

Units (as opposed to markers) have information printed on them as shown above, representing their capabilities.

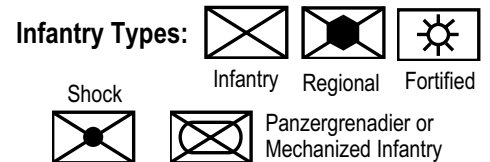
German units have two ‘**steps**’ each and are **full-strength** on their front side and **reduced-strength** on their reverse side.

Russian units all begin as **one-step** units with their red side being the ‘improved’ version of their brown sides. Later, most will upgrade to **two-step** units with their

red side as full-strength and brown side as reduced-strength.



Unit Type Symbols



Combat Strength measures a unit’s value in battle as expressed in Strength Points. Some units have outlined (white) Combat factors, indicating that they cannot attack.

Movement Allowance determines how far that unit can move as measured in **Move-ment Points** that it can spend each turn.

Fortified infantry (“Forts”) have **no** Movement Allowance (as a reminder that they are **immobile**) and their Combat Strength in parenthesis as a reminder that they also have **no** Zone of Control (as per Rule 8.5).



Unit Size & Designation

All German and Axis units generally represent **Armies** of 80,000 to 120,000 men and their equipment.

Soviet Units generally represent **Fronts** (Army Groups) of about 130,000 to 210,000 men and their equipment. Soviet Tank units represent Armies plus an amalgamation of supplies and support equipment from various Fronts.

Unit **Designation** is the historical name of that formation (e.g., Army or Front) and used to identify it.

The Map

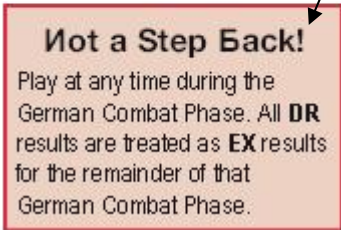
The map is divided into hexagons (we call them “hexes” for short) which define units’ positions just like the squares of a chessboard. The map also shows important terrain such as cities, marshes, forests, mountains, major rivers and so forth.

Sample Event Card

NO RETREAT!



Axis Event (green) Soviet Event (red)



This card can be played as an Event only when that side has the Initiative (see 12.7).

[3.0] SETTING UP THE GAME

Lay out the **map** between the players. The Axis player sits along the west edge and the Soviet player on the east edge. The **Player Aid Sheet** is placed between them along the north edge and each player takes a Combat Results Table sheet on their side.

Then refer to the separate Scenarios Booklet, choose a scenario, and follow its Setup and Special Instructions.

[4.0] SEQUENCE OF PLAY

How the Turns Work: Each Game Turn consists primarily of an Axis Player Turn followed by a Soviet Player Turn. During each player's turn, several Phases (e.g., movement and combat) are conducted in a strict sequence. All actions in one Phase must be completed before the next Phase begins. After both players have conducted their respective Player Turns, a mutual Housekeeping Phase is conducted to organize things for the next Game Turn.

My Turn; Your Turn: The player who is currently conducting his Player Turn is called the "**Phasing Player**." His opponent is known as the "**Non-Phasing Player**."

Procedure

New Game Turn Housekeeping

- Advance the Game Turn Marker:** Advance the Game Turn Marker on the Turn Track or, if the 22nd turn was just completed, the game ends and the winner is determined.
- New Game Turn Events Phase:** Any Event listed on the Game Turn Track for the new Game Turn (i.e., the box the Game Turn marker was just moved into) is noted and, if applicable (e.g., a unit removal or VP Event),

is also applied at this time (see 13.5 for a complete listing and explanations).

- New Game Turn Victory Phase:** If a **RED-LETTERED** Turn Event is listed, the Soviets immediately score 1 Victory Point (VP).

Objective Victory is checked every turn and **Sudden Death** Victory is checked on turns denoted by a ☠ symbol. During this Phase of Game Turn 12, the Initiative shifts (12.7).

Axis Player Turn

- Card Phase:** The Phasing player must discard down to two (2) cards and then draws four more (4) cards.
- Supply Check Phase:** Unsupplied markers are placed on both sides' units that cannot trace a valid Supply Line at this time.
- Organization Phase:** The Phasing player brings on Reinforcements, takes Replacements, upgrades his units, and returns his Shattered units to the map.
- Movement Phase:** The Phasing player may move his units on the map, including moving them off the map to the Rail Movement Box.
- Combat Phase:** All Voluntary, and then all *Involuntary*, Battles are Declared and Resolved as per the Battle Sequence in any order the Phasing Player desires.
- Marker / Unit Removal Phase:** All units still Unsupplied, various markers, and Surrendered Axis Allied Army units are removed from the map.
- Detraining Phase:** The Phasing player may put his units in the Rail Movement box back on the map.

Soviet Player Turn

The Soviet player becomes the "Phasing Player" and repeats the above seven Phases, in order, that the Axis player just completed.

[5.0] THE CARDS

Cards are drawn during a player's Card Phase from a Draw Pile that is reshuffled when there is only one card left in it (that card is *not* drawn!) or when instructed to by the play of certain Events.

The cards are a resource that can be used for many purposes including generating Random Events, or discarded to pay for replacements, rail moves, or launching counterblows. After their use, played cards are placed face-up in a Discard Pile next to the Draw Pile.

Appropriate Timing

Event Cards must be played when their corresponding actions are performed according to the Sequence of Play (4.0).

For Example: You must play a card that gives you a free unit upgrade during your own Organization Phase, *not* during your opponent's Combat Phase (you weasel).

Card play itself is *sequential*; that is, cards are resolved in the order that they were played unless they conflict, in which case the card played *last* takes precedence.

For Example: The Axis Player wins a crucial battle and plays his "General Staff" card to add one additional (+1) hex to all of his Attacking unit's Advance After Combat. The Soviet Player then plays his "Raspuitsa" card. Now the Axis Advance After Combat is limited to only 1 hex.

Had these cards been played in the *opposite* order, the Axis would be reduced to a 1 hex Advance from the Soviet card, *plus* + 1 hex for the Axis card for a total of 2 hexes. *Thus, both cards are applied in the order played.*

If both players play a card at the same time, the player whose side has the Initiative (12.6) decides their play order; either his card first, or his opponent's.

Once is Enough

Because cards can be retrieved from the Discard Pile and reused, this Rule applies: The exact same named Event cannot occur twice during a single *Player Turn*.

[5.1] Discard Step: The Card Phase begins by *discarding*. A player can only retain **two (2)** cards in his hand before drawing, so he must discard any excess cards in his hand at this time.

[5.2] Draw Step: After discarding (if required) during the Discard Step, a player draws **four (4)** cards from the Draw Pile and adds them to his hand. The following conditions can affect a player's per turn

Draw Rate (DR):

- 1 Soviet DR *each* if the Axis controls Moscow **OR** the oil well (along the southeast map edge).
- 1 German DR if there is one or more Soviet units in any Rumanian hex(es) (at the southwest map edge). **This can trigger a Rumanian Surrender (11.3).**
- 2 (**total**) German DR if there are, instead, three or more Soviet units in any Rumanian hexes.

This simulates the Soviet's disruptive drive through the Axis Balkans.

[5.3] Events: The cards have text in boxes. The Green boxes are Events playable **only** by the Axis player, while the Red boxes are Events playable **only** by the Soviet Player. *Thus, the effect of each card is different depending upon who has it in his hand.* Once played, cards are discarded.

[5.3.1] Event Effects: Events describe their exact timing and use on the cards themselves. When not specified, that Event may be performed at any time.

[5.3.2] Event Precedence: When there is a conflict between Event text and the Rules, the Event text takes precedence.

[5.3.3] Initiative Events: Events with an Iron Cross symbol (✠) can only be played while the Victory Point marker is on its “*Drang Nach Osten!*” side.

Events with a Red Star symbol (★) can only be played while the Victory Point marker is on its “*Na Berlin!*” side.

All other Events (i.e., those without either of these symbols) may be played throughout the entire game.

[5.4] Other Card Uses: Besides their use triggering Events, cards may be spent (discarded) to pay for Replacements, additional Rail Moves, recover from Disorganization, and to launch counterblows during the Enemy Player’s Combat Phase.

[6.0] SUPPLY

During this Phase, **both** players check the supply status of each of their on-map units, **first all of the Phasing Player’s units** and then the Non-phasing Player’s, marking those that are unsupplied. *The timing can be important as unsupplied units lose their ZOCs immediately when marked; see 6.4.*

[6.1] Receiving Supply: A unit is in supply if it is able to trace a valid **Supply Path**. A Supply Path is traced **from** the unit requiring supply no more than four (4) hexes in length (i.e., no more than three intervening hexes) **to a supplied friendly City hex**. A hex is “**friendly**” if a friendly unit was the last to enter or pass through it, or it began that scenario as a friendly supplied City hex (as defined next).

A City hex is **supplied** if it is able to trace a valid Supply Path of unlimited length **from** itself **to a friendly map edge**. A “friendly map edge” is the west (dark gray) edge for the Axis, the north edge for the Finns (light blue), and the east and south (red) edges for Russians.

Direct Supply: A unit can also trace a Supply Path no more than four (4) hexes directly **from** itself **to a friendly map edge**.

These are all “**Overland**” Supply Paths.

[6.2] Alternate Supply Sources: A unit on a Baltic, Black or (Russians only) Caspian Sea Coastal hex **OR adjacent** to a friendly unit that can, itself, trace an Overland Supply Path (6.1), is also in supply.

Tracing to any of these sources does **not** constitute an Overland Supply Path.

[6.3] Blocking Supply Paths: A Supply Path is always blocked by enemy units.

Enemy Zones of Control (see 8.5) also block Supply Paths unless there is a friendly unit in that hex. *That is, friendly units negate enemy Zones of Control for the purposes of tracing a Supply Path.*

Note that Prohibited terrain (Lake hexes and hexsides) do not block Supply Paths.

[6.4] Unsupplied Markers:

When a unit is found to be Unsupplied during the Supply Phase, place an Unsupplied marker on it to denote its precarious status.



[6.5] Unsupplied Effects: A unit with an Unsupplied marker is thus affected:

[6.5.1] Organization: See 7.1.

[6.5.2] Movement: Its Movement Allowance is reduced to a maximum of 3 Movement Points.

[6.5.3] No Zone of Control: It loses its Zone of Control for all purposes.

[6.5.4] Combat: It never receives an Armor Bonus when attacking (10.6.3), cannot conduct Multi-Hex Advance (10.8.1), awards units attacking its hex two shifts to the right (2➡) on the CRT and, if eliminated is placed in the Surrendered Units Box (10.7.1).

[6.5.5] Events: Certain Events apply only to supplied forces. This means that *particular* unit or, if more than one unit is involved, at least one unit on the receiving side, must be in supply.

[6.5.6] Removal: Units that remain Unsupplied are eliminated during the Removal Phase (as per 11.1).

[7.0] ORGANIZATION

In this Phase, the following Steps must be performed in order:

A. Flip Step: Educate and Improve units

B. Placement Step: Reinforce, Replace and Recover units

C. Reorganization Step: Pay to remove Disorganization markers

A. The Flip Step

Only units that can trace an Overland Supply Path (6.1) may flip up to their full-strength side.

[7.1] Improving Reduced-Strength Units to Full-Strength: Only *two-step* units currently on the map on their one-strength side can be Improved (i.e., flipped over) to their full-strength side.

The following cost is incurred for each unit so Improved:

- The Axis player must discard **two** (2) cards for each Improvement.

Note that it is ‘cheaper’ to Replace (7.9) a KIA German army than to Improve one.

- The Soviet player must discard only **one** (1) card for each Improvement.

Important: this Rule applies to non-Fortress units only after Game Turn 17 (see 7.3); prior to that, all other Soviet units have only one step.

[7.2] Free Soviet Unit “Education:”

Starting on Game Turn 6, the Soviet player can **Upgrade one** (1) supplied unit for free (i.e., no card cost) per Soviet Organization Phase. An Improved Soviet unit is flipped to its stronger, red-colored side.



[7.2.1] Free Soviet Unit “Experience:” Starting on Game Turn 13, the Soviet player can Upgrade **two** units for free per Soviet Organization Phase.

[7.2.2] Upgraded, but Brittle: Even after Upgrading, **those stronger (red) Russian units still have only one step until Game Turn 17** (see 7.3, below).

Thus, as Upgraded one-step units, when they are eliminated, these brittle (one-step) units are placed in the Destroyed or Unsupplied Boxes on their **red** (one-step) side **and will return, when replaced, on that same side.**

[7.3] Strong and Robust: Starting on Game Turn 17, Soviet units cease to be “**brittle**” (one-step units as per 7.2.2) and become “**robust**” (two-step) units with a (red) full-strength side and a (brown) reduced-strength side.

At this juncture, Rules 7.1 and 7.2.1 are both applied to Soviet units for the remainder of the game. That is, the Soviet player still receives two free Upgrades per turn, and can pay one (1) card per unit if more than that is required in a single turn.

Thus, on Turn 17, Russians begin to function much like Axis multi-step units.

As per Rule 7.9.2, however, this means a brittle (red) one-step red unit that is eliminated on Turn 16 would be replaced on its one-step **brown** side on Turn 17. With two free Upgrades per turn at that time (7.2.1), raising it back to full-strength can be done on the following turn’s Flip Step for free.



[7.4] One-Step Units: Axis Allied armies and all Cadre units (see Optional Rule 15.3) have only one step and can’t be

Improved.

[7.5] Fortress Conversion: It is also during his friendly Flip Step that the Soviet player may convert (i.e., flip) his (two-step) Fortified infantry units into mobile (one-step) Regional infantry units regardless of their supply status. *There is no reward or penalty for this reversion.*

B. The Placement Step

[7.6] Unit Placement: Reinforcement, Replacement, and Recovering units are brought onto the map and placed at no MP cost. **They can be placed in Enemy Zones of Control** (see 8.5) as follows:

- **Axis units** are placed in hexes in Greater Germany or Rumania that can trace an overland Supply Path (see 6.1).

In addition, **Recovering** (shattered) units (only) may also be placed in any Axis controlled city inside Russia that can trace a Supply Path (see 6.1).

- **Soviet units** are placed in any Soviet controlled city that can trace a Supply Path (see 6.1), or on any east or south map edge hex in Russia *not* in an Enemy Zone of Control (see 8.5).

[7.7] Recovery of Shattered Units: All friendly units in the Shattered Units Box are returned to the map for free. **Place**



Disorganized markers on them to denote that they cannot attack (as per 10.1.1).

Note that a Recovering unit returns to the map on the *same* strength-side that it was removed on. *Thus, a full-strength two-step unit Recovers as a two-step unit.*

[7.8] Receiving Reinforcements: Players receive units as reinforcements on their indicated Game Turn (i.e., their Reinforcement Number, as placed on the Game Turn Track during setup). Place Reinforcements as per Rule 7.6, above.

[7.9] Replacement of Destroyed and Surrendered Units: To take a unit from the Destroyed Unit Box and return it to the map (as per 7.6), the owning player must pay (discard) **one** (1) card from his hand for each Replacement so taken.

From the Surrendered Units Box, the owning player must pay (discard) **two** (2) cards from his hand for each Replacement.

When placing a unit on the map from either of these boxes, **place a Disorganized marker** on the unit to denote that it cannot voluntarily attack in that player's ensuing Combat Phase.

Note that Unsupplied unit losses cost twice as much to replace **and** also count as Victory Points for the other player (12.4).

[7.9.1] Axis Replacement Restriction: Except for the play of certain Event cards, the Axis player cannot Replace destroyed or surrendered units prior to Game Turn 5 (as per the Turn Track).

Prepared for a quick, overwhelming *Blitzkrieg* victory in Russia, the Axis had to retool their efforts for a longer fight.

[7.9.2] Reduced-Strength: *Two-step* units always return to the map on their reduced-strength (one-step) side when brought back as Replacements.

C. The Reorganization Step

[7.10] Reorganization: Disorganized markers will be removed from newly placed units for free later in the turn during the Marker Removal Phase (11.2). If the player wishes to make Disorganized units combat-ready immediately, he discards one (1) card at this time for each Disorganized marker so removed.

[8.0] MOVEMENT

A player may move none, some or all of his non-fort (i.e., "mobile") units through any combination of hexes up to the limit of their printed **Movement Allowance**, paying the appropriate **Movement Point (MP)** cost to enter each hex.

Unlike *Chess*, in **NO RETREAT!** a player has the opportunity to move all his pieces during his turn. This gives the player the chance to set up his attacks by concentrating units, or to carefully enhance his defensive positions.

A player does not move any of the opposing player's units. No enemy movement is allowed during your turn except as a result of combat or through the play of certain Event cards.

Procedure

Units move one at a time, hex by hex, in any direction or combination of directions that the player desires. A unit may continue moving until it has either expended all of its MPs, can move no further as entering another hex would exceed its Movement Allowance, moves adjacent to an enemy unit, or the player simply desires to stop moving it.

[8.1] A Unit's Movement Allowance: A unit cannot exceed its Movement Allowance during its Movement Phase except as permitted by an Event card.

Units may not transfer MPs between units or carry them over between Game Turns.

[8.2] Weather Effects on Movement: On **Mud** Game Turns (see the Game Turn Record Track) all units with a Movement

Allowance greater than 3 have their Movement Allowance reduced to 3.

On **Snow** Game Turns, all units with a Movement Allowance greater than 4 have their Movement Allowance reduced to 4.

[8.3] Terrain Effects on Movement: The basic cost to enter a Clear hex is one (1) MP. The cost to enter other hexes can be higher, as listed on the Terrain Effects Chart. Unlike in many other wargames, **it costs no additional MPs to cross river hexsides.**

When a unit does not have sufficient MPs left to pay the cost to enter a given hex, it cannot do so. **Exception:** A unit that has a Movement Allowance greater than zero (0) can always move **one** hex regardless of terrain or other costs. Rules regarding Enemy Zones of Control (8.5.3) and Prohibited hexes and hexsides still apply.

[8.4] Stacking Effects on Movement: Friendly units can never enter hexes containing enemy units.

Within the confines of other movement rules (e.g., terrain costs, ZOCs), friendly units may freely enter and pass through hexes containing other friendly units.

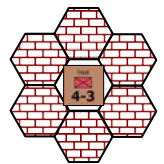
When more than one friendly unit *remains* in a hex at the **end** of any Phase, Step or Battle, it is called "**stacking**."

[8.4.1] Stacking Limits: **The Axis may stack up to two (2) units per hex; the Soviets can have only one (1) unit per hex** (i.e., the Soviets cannot "stack").

[8.4.2] Units Only: Only units count for stacking, *not* information markers.

[8.4.3] Overstacking Penalty: If there are any overstacking situations at the end of any Phase, Step or Battle, the owning player must eliminate any excess units of his choice in that hex until it conforms to the stacking limit (8.4.1).

[8.5] Zones of Control (ZOCs): The six hexes on the map adjacent to a unit are called that unit's **Zone of Control** (abbreviated "**ZOC**") [as shown here].



This Zone of Control represents that area outside the hex a unit physically occupies that it can control by virtue of its size, mobility, and projection of firepower.

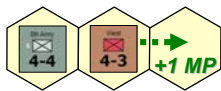
The adjacent "controlled hexes" of *friendly* units in no way hinder other friendly units, but they do restrict enemy units. A hex adjacent to an *enemy* unit is called an "**enemy controlled hex**" or a hex in an "**Enemy Zone of Control**" (or "**EZOC**").

Markers, **unsupplied units** and **fortified infantry units** **never** possess a ZOC.

[8.5.1] Stop!: A unit must cease its movement for that turn the moment it enters an EZOC, regardless of how many MPs it might have remaining.

[8.5.2] +1 MP to Exit an EZOC: If a unit begins the Movement Phase of its turn adjacent to an enemy unit (i.e., in an EZOC), it may *exit* that hex at a cost of 1 additional (+1)

MP and continue moving, or it may remain in place.



[8.5.3] No Infiltration: Units cannot move directly from one hex in an EZOC to another, **unless the hex being entered to is also occupied by a friendly unit.** Otherwise, a unit must first leave an EZOC by way of an uncontrolled hex and then continue moving.

[8.5.4] Negating EZOCs: In addition to allowing some limited infiltration movement (8.5.3), the presence of a friendly unit negates an enemy-controlled hex for the purposes of tracing a Supply Path (6.3) or when Retreating (10.7.5).

[8.6] Finland: German, Finnish and Soviet units can enter Finland. There are no hexes in Finland, so consider the entire country as one *huge* Open terrain hex that's adjacent to many hexes in Russia. Normal stacking and rules apply inside Finland, and normal Zone of Control rules apply to and from Finland.

Thus, Russian units in the 4 hexes adjacent to Finland can all join together to attack it.

See the movement examples in the Reference Booklet illustrating much of Rule 8.

[9.0] RAIL MOVEMENT

During his regular Movement Phase, the player can “**Entrain**” his mobile (i.e., non-fort) units and place them in the Rail Movement box. He can “**Detrain**” them (i.e., relocate back to the map) during a friendly Rail Movement Phase.

[9.1] Entraining: One friendly supplied unit per Movement Phase may be simply picked up for free and placed in the Rail Movement box (“Entrained”) in lieu of any other movement that turn.

[9.1.1] Additional Rail Movement: A player can also Entrain additional friendly supplied units during his Movement Phase at a cost of one (1) discard card for each.

[9.1.2] Rail Capacity: Each player can have a maximum of three (3) units in the Rail Movement box.

[9.1.3] Rail Disruption: During Game Turns 1 and 2, no **additional** Rail Movement capacity may be purchased by either player (9.1.1). The one free Rail Move per turn, plus any awarded by Event cards, is still permitted.

For the Axis, this reflects the trouble they had in converting Russian rail lines to European standard gauge and advancing over Russia's poor roads.

For the Soviets, this represents the huge amount of transport capacity siphoned off evacuating workers and factories to Siberia, in addition to the initial chaos caused by the enemy's surprise attack.

[9.2] Detraining: During the Player's **Detraining Phase** (at the end of his turn), he may bring none, any or all of his units in the Rail Movement box back onto the map. (Units in the Rail Movement box can remain there indefinitely.)

When “Detrained,” each unit is placed in: 1) a friendly City hex that can trace an Overland Supply Path, or 2) *any* other controlled friendly hex that can trace an Overland Supply Path **and** is *not* in an Enemy ZOC.

There is no “Sea Movement.”

[10.0] COMBAT

During a friendly Combat Phase, each unit might participate in an attack against an adjacent hex that is occupied by enemy forces. Each unit has a Combat Strength that represents its basic power to attack and defend. When a player initiates an attack between adjacent units, it results in a **battle** (i.e., completing all of the Steps in the Battle Procedure). Battles are resolved by throwing the die and consulting the appropriate Player's Combat Results Table.

The player who is initiating an attack is called the “**Attacker**” and his opponent is called the “**Defender**” in that battle (regardless of the overall situation).

Combat Phase Preparation

A Combat Phase begins with the Phasing, and then the Non-Phasing Player declaring all of the hexes that will be attacked, followed by each battle's resolution.

[10.1] Declaring All Battles: Before any battles are resolved, all targeted hexes must be declared by both players as described below. A “**Target Hex**” is one that contains forces of the Non-Phasing Player that is adjacent to one or more hexes containing forces of the Phasing Player across non-Prohibited hexsides.



Target Hex marker

[10.1.1] Voluntary Attacks Step: The Phasing player declares first, noting for his opponent all the Target Hexes that he will *voluntarily* attack that Combat Phase.

The Phasing Player need not initiate *any* voluntary attacks. The Defender has no such option; his units in Target Hexes **must** always defend if attacked.

- A unit with a Disorganized marker cannot **voluntarily** participate in an attack.
- A unit with a white Combat Strength (e.g., Fortified infantry or Cadre unit; 15.3) cannot **voluntarily** participate in an attack.



[10.1.2] Counterblows Step: After the Phasing Player has declared all his voluntary attacks, the Non-Phasing Player may declare **additional target hexes** that must *also* be attacked during the Phasing Player's Combat Phase.

- The Non-Phasing player **must discard one (1) card** from his hand for each target hex he so designates.
- White-strength units in the target hex **cannot** participate in the counterblow. Any black-strength units stacked with them participate separately.
- Designate counterblow target hexes with a Counterblow marker.
- Any of the Phasing Player's adjacent units can **respond** to a counterblow, including Disorganized units and those with white-print Combat Strengths.
- Units in counterblow target hexes receive **no beneficial terrain combat modifiers** (i.e., combat shifts) when attacked by the Phasing Player.



Counterblow marker

Why pay to have your units attacked and forego terrain advantages? Opportunity or desperation. You may have unsupplied units trying to break out; want to draw off units from a nearby attack; or seek to punish a weak unit that ventured too close in hopes of seeing a CA combat result.

[10.2] Order of Combat: All declared battles are resolved in any order the Phasing Player desires. Each must be completely resolved before the next begins.

Battle Preparation

[10.3] Combat Conditions: Which units are eligible for combat.

[10.3.1] Attacker's Prerogative: The Phasing Player decides which attacking units will attack which Target Hexes, in any combination he desires, as long as **all** declared Target Hexes are attacked.

[10.3.2] Combining Units in a Battle: Attacking units in two or more hexes may combine their Combat Strengths and conduct a single battle together. Battles may involve any number of attacking units and Target Hexes.

[10.3.3] Adjacency: For an attack to be resolved as a single battle, **all** of the attacking units must be adjacent to **all** of the Target Hexes.

[10.3.4] One Battle Per Unit: No unit may attack more than once per *friendly* Combat Phase, and no Target Hex can be the object of more than one battle per *enemy* Combat Phase (not including counter-attack results; see 10.7.2)

[10.3.5] Multi-Unit Attacks: Attacking units in a single hex may attack one or more Target Hexes in a single battle. Note that if one or more such units attack, this does not obligate any of the other Phasing Player's units stacked with or adjacent to it to participate.

[10.4] Combat Strength Unity: A given unit's Combat Strength is unitary; it may not be divided among different battles during a single Phase.

Units that are stacked together need not participate in the same battle when one attacks (or counterattacks; 10.7.2), but **all** units in a Target Hex must *defend* together.

[10.5] The Steps in a Battle: Battles are conducted via the **Battle Procedure**. These Steps must be completed for each attack in the exact order listed below:

Battle Procedure

- 1. Strength Step:** Total the combat strengths of (respectively) the attacking units and the defending units.
- 2. Commitment Step:** First, the Attacker (only) may announce his commitment of **one** Combat Support (i.e., *Blitz!* or *Shock!*) marker to the battle (if he has one available). Then the Attacker, followed by the Defender, may each play **one** Event card that is used during a battle, before the die is rolled. Note that the Defender makes his decision after the Attacker, with full knowledge of the Attacker's commitment decisions.

3. Initial Ratio Step: Divide the attacker's strength by the defender's strength and express this as an **initial Odds Ratio** (see the Combat Results Tables). *Always* drop fractions so that the math is "rounded off" in the Defender's favor.

For Example: 12 Strength Points attack 9; the ratio is 1.33 to 1, which rounds down for the Combat Results Tables to a simple 1:1 Odds Ratio battle. If the Attacker could have mustered 14 vs. 9, the Odds Ratio would have been 3:2. This simple Odds Ratio determines the *initial* Odds Column used on the Attacker's Combat Results Table.

4. Final Odds Step: "Shift" the initial Odds Column determined above as called for by the Terrain Effects Chart, weather, Support markers, armor, or Event card(s) in play for that battle to determine the **final** odds column used. All effects are cumulative and only the *net* Odds Column shift is applied.

5. Attacker Rolls Step. The attacking player rolls a six-sided die and cross indexes its result with the final Battle Odds Column as determined in Step 4 to obtain the Combat Result.

6. Apply Result Step. With the Combat Result known, it is now applied. This might result in repeating the above Steps due to a **Counterattack**, a unit step loss or removal by either side, or Retreat followed by Advance After Combat.

[10.6] Combat Odds Shifts: When adjusting the Final Odds Column (per Step 4, above), the following Subcases apply:

[10.6.1] Terrain Effects: The shifts caused due to terrain effects are based upon the defender's hex or if *all* units attack across the hexsides listed on the Terrain Effects Chart (TEC).

See the Reference Booklet for an example.

[10.6.2] Support Markers: When available to a player, a maximum of **one** (1) Axis *Blitz!* or Russian *Shock!* marker may be committed to a battle when that player is the Attacker (even in a counterattack situation). It provides **one shift to the right** (1➡).



- Support markers cannot be used to assist an attack made exclusively by Unsupplied units.
- Support markers do not remain on the map. They are returned to the **Unused Markers** Holding Box after their use.
- Support markers cannot be carried over from one Game Turn to another. If not

used on the turn they're received, they are lost.



Panzer or Tank

[10.6.3] Armor Bonus: When an attacking force includes an **armor** type unit and it is attacking most **infantry-type** units in a **Clear** hex during a **non-mud** Game Turn, the Attacker receives **one shift to the right** (1➡).

- **Armor attacks against other armor or mechanized infantry-type units do not receive this bonus.**
- This bonus can only be applied once per battle regardless of how many armor type units participate in it.
- This bonus only applies when an armor-type unit is the Attacker in a battle, never when it is the Defender (but it *does* apply when an armor-type unit is in a counterattack situation).
- This bonus applies during Clear and Snow Game Turns **only**.

[10.6.4] Odds Limits: Only the *net* shift is applied to the final column used on the Combat Results Table.

Whenever an **initial** (before shifting) or **final** (after shifting) Odds Ratio exceeds 6:1, it is treated as 6:1. When less than 1:3, an **initial** Odds Ratio is **not** shifted and becomes an **automatic CA result**, as do **final** Odds Ratios of less than 1:3.

For Example: 24 Russian Strength Points attack an Axis Allied unit worth only 2 Strength Points that is in a City hex. The initial Ratio would be 24:2, or 12:1, which becomes a 6:1 (the maximum column before shifting). That is shifted one to the left (◀1) for the defender's terrain and the attack would be resolved on the 5:1 Column.

[10.7] What the Combat Results Mean: Combat results are listed under each player's respective Combat Results Table on the Player Aid Sheets. Applying those results is explained in more detail below:

[10.7.1] Step Losses: Certain results cause a step loss to be suffered by the defender (**DD**) or both sides (**EX**). When these occur, a full-strength two-step unit is reduced (flipped over) to its reduced-strength one-step side, or a unit with only one step is **eliminated**.

- When there is a choice, the owning player determines which of his units in that battle suffers a step loss.
- **An Eliminated unit** is placed in the **Destroyed Units** box or, if it had an Unsupplied marker on it at the time of its elimination, it is placed in the **Surrendered Units** box instead.

[10.7.2] Counterattacks: A CA result means that the defender may treat the battle outcome as “No Effect” and end it there OR conduct a counterattack.

If the Defender counterattacks, remove any Support marker and discard played cards for that battle and go back to Step 1 in the Battle Procedure; i.e., start a *brand new* battle repeating *all* of the Steps. This new battle must include the exact same units as in the initial battle, only this time, **the counterattacking player becomes the Attacker** (the other player is the Defender) and **no terrain shift modifiers are used** (although *other* terrain effects that negate armor shifts and multi-hex advance still apply).

- **Unengaged Units:** It could happen in such battles that only *some* units in a hex are being (counter)attacked, but not others. That is allowed and only the participating units are affected by combat results. Stacked, “**unengaged**” units are simply ignored.
- A counterattack *can* lead to *another* counterattack, and so on until some other outcome takes place. They, too, are conducted as per this Rule.

[10.7.3] Counterblows (Involuntary Counterattacks): A Non-Phasing Player’s counterblow (10.1.2) requires a Phasing Player’s involuntary counterattack in response and is similar to a regular Counterattack in that the Defender (i.e., the Non-Phasing Player) receives **no** terrain shift modifiers, but:

- The Phasing Player is the Attacker and the Target Hex is the one denoted by a counterblow marker (see 10.1.2).
- Disorganized and white strength units **can** participate in these Counterblows, but can **never** Advance After Combat (10.8) if victorious.



Fortified

[10.7.4] Forts: When the Target Hex contains a Fortified infantry (Fort) unit, these outcomes are changed:

- A **DR** becomes a **No Effect** (‘-’),
- A **DS** becomes an **EX**, and
- Ignore the *Retreat* part of a **DD** result for all units in the Target Hex.

[10.7.5] Retreats: When required to retreat, the Defender must move his units two hexes further away from the battle (i.e., they cannot zig-zag and end up retreating only one hex further away), toward a friendly supply source if possible, within these restrictions:

- Units cannot retreat into hexes containing an enemy unit, across Prohibited hexsides, or off the map.
- Units cannot retreat into hexes in an Enemy ZOC *unless* there is a friendly unit in that hex. (Friendly units negate EZOCs for retreat purposes.)
- Units can pass through and end their retreat stacked with friendly units, but if an overstacking situation occurs, it must be resolved (see 8.4.3).
- Retreating expends no Movement Points; you just count hexes.

Remember, Forts and units stacked with them *never* retreat; they ignore the Retreat part of **DR** and **DD** results.

If a unit is prohibited from retreating, it is eliminated instead (see 10.7.1).

[10.7.6] Shattered: Note that units suffering a DS result must *retreat* before being removed to the Shattered Units box. If they are unable to do so, they are **eliminated** instead of being placed in the Shattered Units box!

[10.8] Advance After Combat: Following the retreat / removal from the map of Defending units after the application of a DR, DS, or DD combat result, if the target hex was completely vacated, the attacking (non-Fortified) units may Advance After Combat. This means that the attacking units may move into the Defender’s newly-vacated hex *and possibly beyond*.

- Advance After Combat expends no Movement Points, **nor do Enemy Zones of Control affect it in any way**; you just count the number of hexes.
- A number of surviving attacking units up to the stacking limit (8.4.1) can always advance into and remain in a Defending unit’s just-vacated hex.

[10.8.1] Multi-Hex Advance: Although the *first* hex advanced into **must** be a Defending unit’s just-vacated hex, units may further advance a *second* hex within the following restrictions:

- Units cannot make a multi-hex advance into hexes containing an enemy unit, across Prohibited hexsides, off the map, or during **Mud**.
- Units can pass through and end their multi-hex advance stacked with friendly units, but if overstacking occurs, it must be resolved (see 8.4.3).
- Multi-hex advancing units need *not* follow the Defending units’ retreat path. After occupying the just-vacated defender’s hex, multi-hex advancing

units are free to go to any adjacent hex that is not otherwise prohibited.

- **Important:** Units *must* cease their Advance After Combat immediately upon entering a Mountain, Forest or Marsh hex. Crossing a River hexside does **not** stop Advance After Combat (see the *Terrain Effects Chart*).

This means that if the Defender’s just-vacated hex is, for example, a Forest hex, then **no** multi-hex Advance After Combat can take place. Advancing units would have to stop their advance in that hex.



Panzer or Tank

[10.8.2] Armor Advance Bonus:

Armor-type units whose Advance After Combat has not been stopped in its *second* hex due to terrain considerations may, during **Clear weather** turns only, continue on and advance a *third* hex within the above restrictions.

[11.0] MARKER / UNIT REMOVAL PHASE

This Housekeeping Phase is when Unsupplied units re-check their supply status, and markers and surrendered units are removed from the map.

[11.1] Resupply / Surrender:

All units with Unsupplied markers trace supply again, **first all of the Phasing Player’s**



units and then the Non-phasing Player’s. Those that still cannot trace a valid Supply Path are eliminated (i.e., removed from the map) and placed in the Surrendered Units Box. Those that can now trace a Supply Path remain on the map.

[11.2] Marker Removal: Remove all Unsupplied, Disorganized (for free, unlike 7.10), *Blitz!* and *Shock!* markers from their current locations and return them to the Unused Markers Holding Box.

[11.3] Surrendered Axis Allies: During the New Game Turn Events Phase of Game Turn 15, the Italian 8th Army is removed from play (Italy Surrenders).

If a **red** Russian unit occupies any of the three hexes in Rumania, both Rumanian Armies are removed from play at this time.

[12.0] HOW TO WIN

A Campaign Game of **NO RETREAT!** is won through any of three different ways: 1) capturing and holding Objective hexes, 2) by obtaining **Victory Points (VPs)** for a Sudden Death victory, or 3) by obtaining VPs for an End Game Victory. **Scenarios have their own (listed) Victory Conditions.**

[12.1] Objectives: The first way to win is called an **Objectives Victory**. During any Victory Phase, the Axis win if they control (i.e., was the last to have friendly units pass through or occupy) and can trace supply (6.0) to **three (3)** of the five (5) German Objective hexes (e.g., Moscow). The Russians win if they control and can trace supply (6.0) to **Königsberg**, in Greater Germany, the sole Soviet Objective hex. If both occur on the *same* turn, the side with the Initiative wins.

- An Objectives Victory has *nothing* to do with Victory Points (VPs).

[12.2] Sudden Death: The second way to win is by a **Sudden Death Victory**. During the New Game Turn Victory Phase of Sudden Death turns (indicated by a ☠ symbol on the Game Turn Track), one player might immediately win.

Players check the Victory Point Track and the side with the **Initiative** (12.6) immediately wins if it has **more** VPs than the number shown by his side's symbol for the indicated Game Turn.

For Example: It is the Victory Phase to start the new Game Turn 6 and the Axis player has the Initiative. Finding the "T6" (Turn 6) notation in the "12" box on the VP Track, the Axis Player would win an immediate Sudden Death Victory if he currently had 13 or more Victory Points.

- During the Victory Phase that begins Game Turn 12, the Initiative Event is performed and the Initiative marker is flipped from its Axis ("*Drang Nach Osten!*") side to its Soviet ("*Na Berlin!*") side. On this turn, **both** players check for a Sudden Death Victory; the Axis *before* the marker is flipped and the Soviets *after* it is flipped and the VPs have been recalculated (see 12.4).

[12.3] End Game: If neither of the above two ways to win has been achieved by the end of Game Turn 22, the final way to win is the **End Game Victory**. The winner is the player with the most VPs earned on the last turn that they had the Initiative.

That is, compare the box on the VP Track of the Axis High Tide marker (see 12.7) against the current box containing the "*Na Berlin!*" VP marker (after subtracting for German units still inside Russia; see the VP Schedule on the Player Aid Sheet). The winner is the player whose marker is in the higher value box. If they are in the same box, the game is a draw.

[12.4] VP Scoring Schedule: Players earn VPs for control of certain hexes and by causing enemy units to surrender. Additionally, VPs can be awarded by

Events. See the Player Aid Sheet for VP specifics. **Note:** there are **no "Per Turn" cumulative Victory Points awarded in this game.**

[12.4.1] Controlling Hexes: A hex is "**controlled**" by a side if its units were the last to pass through or occupy it.

[12.4.2] Controlling Finland: Finland is controlled if you **move a unit inside that country and keep it there.**

For the Axis, **the Finnish unit does not count for controlling Finland**, as it starts there. The Axis player must move a **German** unit into that country and only earns this VP while it is there.

For the Soviets, of course, controlling Finland means: 1) eliminating Axis forces in it, 2) occupying that country, and 3) maintaining that occupation.

[12.4.3] Objective Hexes: Except for the 1 VP from the City or Oil Wells in them, Objective hexes are worth no additional VPs, *but see 12.1.*

[12.4.4] VP Markers: The round "Event VP" marker is used to track the net VPs earned by causing surrenders and VPs awarded by events. The **square** (two-sided) VP marker: A) shows which side has the Initiative (see 12.5), and B) shows the **Overall VPs** for the Initiative player (determined by adding the VPs for controlling hexes to the VPs shown by the Event VP marker).

[12.4.5] Keep the VP Count Current: It is important to maintain a current VP count. A full audit of the Initiative Player's current VP score should be made each Victory Phase.

[12.5] Working the VP Markers: The **square** VP marker always reflects the current score **of the side with the Initiative. This is an important concept.** When it's on the Axis side, it reflects only the Axis' score; when it's on the Soviet side it reflects only the Soviets' score **including the value of the round VP marker!**

For Example: On Turn 5 the Axis have the Initiative. The Soviets retake one of their lost cities (placing a Control Marker on it as a reminder until the VPs are next recalculated, at which time that Control Marker would be removed) and thus *gain* 1 VP. Since the VP marker currently reflects the Axis' score, the *Drang Nach Osten!* marker is *reduced by one box to reflect the Soviets' city recapture.*

The **round** VP marker is used to reflect the current **net score** of VP-affecting Events and the loss of Surrendered units (12.4). The value of the round VP marker added to

(or subtracted from) the VPs earned for controlling hexes should always equal the total shown on the **square** VP marker.

For Example: The Axis has the Initiative on Game Turn 10. Previous Event VPs included three (**RED**) Game Turn Events (-1 Axis VP each) and two past Soviet Event Card plays (-1 Axis VP each). The Soviets had one previously played Axis Event Card that cost them 1 VP (which, because the Axis has the Initiative, is computed as +1 Axis VP). Three Russian units have surrendered (+3 Axis VPs, even though two of the units have since been replaced).

Thus, the round Event VP Marker would have recorded -5 VPs awarded for Soviet Events, +1 VP awarded by Axis events, and +3 VPs earned for Soviet surrenders: a -1 total against the Axis Initiative which would place the marker on its Soviet side in the "1" box of the VP Track.

If the Axis had 14 VPs for controlling hexes (as determined by checking the map), then, during the determination of overall VPs, you would subtract the one (-1) VP shown by the round Event marker from the VPs awarded for hex control (14 - 1), bumping the *Drang Nach Osten* marker down from the 14 box to 13 box.

Victory Points & the VP Marker

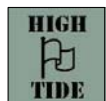
[12.6] The Initiative: The **square** VP marker has two sides, an Axis side ("*Drang Nach Osten!*") and a Soviet Side ("*Na Berlin!*"). **The Initiative** belongs to the player whose side of the square VP marker is currently face-up.

[12.7] Shifting the Initiative: The Initiative belongs to the Axis through **Game Turn 11**. During the Victory Phase of Game Turn 12 (i.e., after the Turn marker is moved at the start of Game Turn 12), the following things happen:

- Check to see if the Axis Player has won a Sudden Death Victory (12.2). If not, then –
- Place the Axis **High Tide** marker in the box currently occupied by the Axis VP marker, then –
- Remove the round Events VP marker from the VP Track as **its value is reset to zero (0) at this time**, then –
- Flip the VP marker over to its Soviet side (where the Initiative stays for the rest of the game). Adjust it to reflect the Soviet Player's current score (12.4) and then check to see if the Soviet Player has won a Sudden Death Victory (12.2).



Turns 1-11



Turn 12



Turns 12-22