The Moscow Option

If this is your first XTR wargame, read this box first.

Don't try to memorize these rules! They are written to create a game simulating the realities of command as much as possible. You'll find the game moves along to a real-world kind of rhythm. After a few turns, that rhythm will become second-nature, and you won't need to refer to the rules as often.

Read the rules at least once before you punch out the playing pieces. During play, look up specific rules when you need to, and use a pen or highlighter to make notes at places giving you trouble.

The rules are numbered to help you find the ones you need. The first number indicates the major section. Those to the right of the decimal indicate specific rules within each section. For example, section 2.0 deals generally with the various game components, while rule 2.9 within that section explains specifically about "mechanized" and "non-mechanized" units.

The boxed "Notes" give examples of play or explain the rationales behind various rules. This is a wargame of low-to-intermediate complexity. You can learn to play it on your own, but the best way to learn it is to have an experienced gamer help you.

During your first few matches, skip the rules and sections marked Ω. You won't get the full competitive or historical experience, but you will become accustomed to the rhythm and flow, and that will make playing later with all the rules easier.

Most of all, remember — the main reason to play these games is to have fun. If you're not sure you understand a rule, just play according to your best understanding at the time. As you gain experience, you can look back on those earlier matches and have entertaining and manly exchanges like this: "Hey! Remember that last game where you beat me?! Well, that wouldn't've happened if we'd been doing those attacks the right way!" And, "Oh, yeah?! Well, sit down here and I'll clean yer clock again!

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1.0 Introduction

1.1 In General

The Moscow Option: Guderian's Gambit is a simulation of the fighting that could have taken place between Smolensk and Moscow during the first half of August 1941 if Hitler had decided to concentrate his eastern armies' supply in order to allow the mechanized forces of *Army Group Center* to make the 150 mile dash to the Soviet capital city. Historically, of course, the German dictator chose instead to halt AGC, temporarily de-emphasizing Moscow as a target while diverting his forces' strength to efforts on the front's northern and southern sectors. Here we assume he chose instead to reorganize the mobile divisions of *Panzer Groups* 2 and 3 into an *ad hoc Panzer Army Guderian,* putting that general in charge of a daring effort to take Moscow, thereby winning the war by plunging the entire Soviet Union into strategic paralysis.

This is a two-player, operational-level, alternative history wargame of low complexity. In it, the German player controls all *Panzer Army Guderian* units and is opposed by the Soviet player who controls all the Red Army units.

The situation is inescapably such that the German player controls the strategic initiative and sets the overall tempo of play. We therefore recommend opponents who share a particularly competitive relationship should play a series of matches, switching sides each time, before deciding who between them owns bragging rights to the game.

1.2 Game Scale

Each hex on the map equals 9 miles from side to opposite side. Each game turn equals one day. Units are mostly divisions and brigades (about 3,000 to 12,000 men, and/or about 50 to 180 armored fighting vehicles).

2.0 Game Components

2.1 Components

The components to a complete game of The Moscow Option include these rules, the 34x22" game map, one player aid card, and 176 die-cut counters, also referred to as "units," or "unit counters." Players must provide one standard (six-sided) die to resolve combat.

2.2 The Game Map

The game map represents the militarily significant terrain found between Smolensk and Moscow during

August 1941. The hexagonal ("hex") grid regulates the placement and movement of units. A unit is considered to be in only one hex at any one time. Each hex contains natural and/or manmade terrain features that can affect the movement of units and combat between units.

The natural terrain and manmade structures shown on the map have had their boundaries altered slightly to fit within the hex grid, but the relationships between the terrain types from hex to hex are accurate to the degree necessary for presenting players with the same space/time dilemmas that would have been faced by their historic counterparts had this campaign actually been waged.

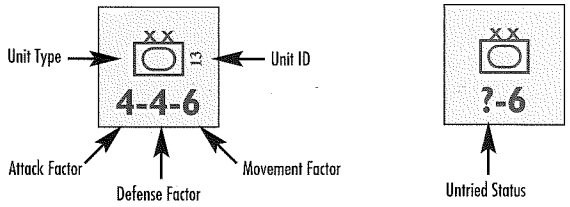
Each hex on the map has a four-digit ID number. They're provided to help you find places more quickly (for example, Smolensk is in hex 1009), and to allow you to record unit positions if a match has to be interrupted and taken down before it can be completed (and they're also handy for play-by-mail and play-by-e-mail).

2.3 Counters

There are 176 counters included in the game, most of which represent combat units; others are provided as informational markers and memory aids. After reading through these rules at least once, carefully punch out the counters. Trimming the "dog ears" from their corners with a fingernail clipper will greatly facilitate handling during play and also enhances their appearance.

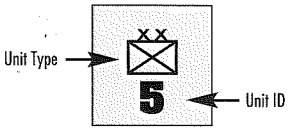
Each combat unit counter displays several pieces of information: nationality, category, specific unit type and historic ID.

2.4 Sample Soviet Unit



2.5 Sample German Unit

German units are represented differently than Soviet units. Those differences are explained in the appropriate rules sections below.



2.6 Nationality & Category

A unit's nationality and category are indicated by its color scheme.

The German Side

German Mechanized Units - white on black
German Non-Mechanized Units - black on field gray

The Soviet Side

Soviet Tank & Motorized Rifle Divisions (mechanized) - red on gold
Soviet Tank Brigades (mechanized) - black on red
Soviet Rifle Divisions (non-mech) - white on green
Soviet Cavalry Divisions (non-mech) - red on white

2.7 Historic Identification

Soviet units are identified by their historic number designations. German units are identified by numbers and/or letter abbreviation. The abbreviations are:

GD - Gross Deutschland Motorized Infantry Regiment
L900 - Lehr 900 Motorized Infantry Brigade
SSR - SS "Das Reich" Motorized Infantry Division

2.8 Size

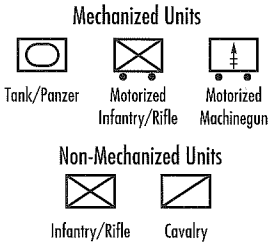
All Soviet units are divisions or brigades, as indicated by the color schemes given in 2.6 and the symbols atop their type-boxes on the units themselves. All but three of the German units in the game are divisions. Two of the exceptions are defined above in 2.7; the third exception is the 5th Machinegun Battalion (Motorized).

XX - Division	X - Brigade
III - Regiment	II - Battalion

Design Note. The Soviets have both a *107th Tank Division* and a *107th Motorized Rifle Division*. The motorized rifle division functions like a tank division and is shown as a tank outfit on its untried side.

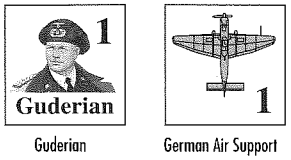
2.9 General Unit Categories

All ground combat units belong to one of two categories: Mechanized ("Mech") or Non-Mechanized ("Non-Mech"). Mechanized units are those whose primary means of moving around the battlefield is provided by wheeled or tracked motor vehicles. Non-Mechanized units are those whose primary means of locomotion is provided by legs, human and/or animal. This distinction is important for movement and combat (see sections 10.0 and 11.0).



2.10 Other Counters

The use of these counters is explained at appropriate points throughout the rest of the rules.



Beginners Note. Set aside all of the above counters except the Game Turn marker; you won't use any of the others in your play.

3.0 Set Up & Hex Control

3.1 Set Up

The initial set up of both sides' units is governed by the unit abbreviations — red for the Soviet, black for the German — printed across the western third of the map.

3.2 Soviet Set Up

The Soviet player should first take all his units, sort them by type into four areas close to the mapsheet, and turn them all so their untested sides are showing. He should also mix them so he's not aware of the exact combat factors on each.

The set up codes for the Soviets are: CD - Cavalry Division; RD - Rifle Division; TD - Tank Division. Thus, for example, the Soviet player will start the game with two rifle and one tank division in hex 1504. All starting Soviet units are selected by that player from the four piles created according to the above instructions and are placed according to the abbreviations printed on the map. Neither player may look at their untried sides at any time during the set up process.

After placing all his at start units, the Soviet player will still have a large number of counters left over. Those are his reinforcements and are placed on the Turn Record Track according to the instructions given in section 12.0. Note there are no tank brigades in the Soviet initial set up; all those units enter play as reinforcements.

3.3 German Set Up

The German set up is also governed by abbreviations printed on the map, but those numbers refer to specific German units' historic identifications. For example, in hex 1307 the German player will place his 5th Infantry Division, not five infantry divisions. The German set up codes (along with those from 2.7) are: Inf - Infantry (non-mechanized) Division; MI - Motorized Infantry Division; and Pz - Panzer Division. All German units are placed face down, with their blank reverse sides showing. The German player, however, is always free to examine both sides of his units. There are no German reinforcements.

3.4 Hex Control

"Hex control" is the term used to describe which side is "in control" of a particular hex at particular times during play. In this game hex control is only important when considering Smolensk (1009) and Moscow (3309, 3409, 3410). The control status of those places changes the instant a unit of the non-controlling side enters it, and such control switching may take place any number of times throughout a match. At the start of play, the German side controls Smolensk, and the Soviet side controls all of Moscow.

Beginners Note. Don't confuse "Hex Control," discussed above, with "Zones of Control," which are explained in section 7.0.

3.5 Game Turn 1

During Game Turn 1, play begins with the German player placing his support units (see section 9.0), after which play immediately proceeds to the German Combat Phase. The German Mechanized Movement Phase is skipped on Game Turn 1.

Historical Note. The Smolensk and Roslavl "pockets" (actually salients) were only completely squeezed out late on 3 August, so the German begins this new campaign still out of position.

4.0 How to Win

4.1 In General

There is a victory check phase at the end of every game turn. Always check first for a Soviet victory, then for a German. Victory is based on control of Smolensk and Moscow, according to the details given below.

4.2 Soviet Smolensk Victory

The game stops instantly and the Soviet player is declared the winner if one or more of his units are in Smolensk (1009).

Design Note. In capturing Smolensk the Soviet destroys the main German logistical base for this entire operation, thereby immediately foreclosing on any chance of Nazi success.

4.3 German Moscow Victory

The German player has a chance to win every time one of his Victory Check Phases begins with him in control of one or more Moscow hexes (3309, 3409, 3410). If such a situation is in effect, consult the Germany Victory Table (13.4) printed on the mapsheet, cross index between the game turn number and the number of Moscow hexes he controls at that point, and roll two dice (or one die twice). If the result of the roll is equal to or greater than the number shown at the cross-index point, the German is declared the winner and play stops immediately.

For example, say it's the German Victory Check Phase of Game Turn 7, and the German controls one hex of Moscow. He wins the game if he rolls a 10, 11 or 12 on the dice. Any other result means play continues for at least another game turn; at which time, if he stilled controlled one or more Moscow hexes, he'd again consult the chart, this time cross-indexing on the Game Turn 8 line.

Old Hands Note. Supply is never a consideration when determining victory according to rules 4.2 and 4.3.

Ω 4.4 Guderian Killed

If Guderian has been killed, subtract one from every German victory check dice roll thereafter. For example, a dice roll of "2" would become a "1."

4.5 The Gambit's Failure

If the end of Game Turn 14 (17 August) is reached and the German has not passed any of the die roll checks described in 4.3, the game is over and the Soviet player is declared the victor.

Design Note. In shutting down the rest of the front to concentrate all available supplies for this dash to Moscow, the Germans are forsaking the chance for a more conventional victory won through the destruction of a critically large portion of the Red Army and/or the seizure of crucial realestate and industrial areas to the south and north.

They are instead staking everything on this chance for a total victory, gained when (if) the shock of Moscow's loss ripples through the Soviet government and populace, bringing on a rapid and total psychological and morale collapse, resulting in immediate capitulation.

If Moscow is taken but the collapse fails to occur, that means the Germans go into late August with a front running from the Luga River in the north to west of Kiev and Odessa in the south, along with a roughly 300 mile long, 150 mile wide, salient jutting from just east of Minsk to Moscow. That's not the worst possible position they could be in, but minus the collapse it certainly can't be judged the big win they were looking for, hence the stringent victory conditions.

4.6 Soviets Abandon the Field

If any game turn begins with no Soviet units anywhere on the map, except possibly in the Gold Row, play stops immediately and the German is declared the winner.

5.0 Turn Sequence

5.1 In General

Every "Game Turn" of the of The Moscow Option is divided into two "Player Turns." Each player turn is divided into a series of steps (or "phases").

Every action taken by a player must be carried out in the appropriate phase of his own side's player turn (exception: see 11.13 and 11.14, retreat after combat). Once a player has finished a particular action or phase, he may not go back to perform some forgotten action or redo a poorly executed one unless his opponent graciously permits it.

Beginners Note. This is war; don't automatically feel compelled to be gracious.

5.2 The Sequence

The complete turn sequence is presented below in outline form and then again in expanded, sentence-outline. The rest of the rules are organized, as much as possible, to explain things in the order they're encountered as you go through each turn's sequence.

I. Mutual Supply Determination Phase (Ω)

II. German Player Turn
- A. Support Unit Commitment Phase (Ω)
- B. Mechanized Movement Phase
- C. Combat Phase
- D. General Movement Phase

III. Soviet Player Turn
- A. General Movement Phase
- B. Combat Phase
- C. Soviet Reinforcement & Replacement Entry Phase

IV. Victory Check Phase
- A. Soviet Smolensk Victory Check
- B. German Moscow Victory Check

Old Hands Note. Yes, units can both attack and move during the same player turn.

I. Mutual Supply Determination Phase (Ω)

Check the supply status of all units of both sides, German first. The status of each unit at this time remains unchanged until the next game turn's supply determination phase (exception: see 8.8).

II. German Player Turn.
- A. Support Unit Commitment Phase (Ω). The German player assigns his Guderian and ground support markers to support specific units/stacks. Once made, this commitment may not be changed until this same phase of the next game turn.
- B. Mechanized Movement Phase. All German mechanized units may move by expending up to four MPs. (Old Hands: They must be supplied in order to move now.)
- C. Combat Phase. Combat is always voluntary.
- D. General Movement Phase. All German units may move, including those that just attacked. German mechanized may again expend up to four movement points; their non-motorized infantry goes only one hex.

III. Soviet Player Turn.
- A. General Movement Phase. All Soviet units may move.
- B. Combat Phase. Combat is always voluntary
- C. Soviet Reinforcement & Replacement Placement Phase. Any available Soviet reinforcements and replacements may enter; they may not move. Those units may also be accumulated off map.

IV. Victory Check Phase.
- A. Soviet Smolensk Victory Check. If there are one or more Soviet units in Smolensk 1009) at this instant, play stops and the Soviet is declared the winner.
- B. German Moscow Victory Check. If one or more German units occupy any Moscow hexes, consult the German Victory Table (13.4, printed on the mapsheet) and roll two dice to see if that player is declared the victor (see section 4.0).

Design Note. There are no German reinforcements or replacements.

5.3 Completing a Game Turn

At the end of each game turn, the Soviet player should advance the Game Turn Marker one space on the Turn Record Track printed on the mapsheet. Keep the same order of player turns in every game turn (but see 3.5 for an important, one-time, variation).

6.0 Stacking

6.1 In General

"Stacking" is the piling of more than one unit into a single hex at the same time. The general rule is that both players may stack up to three units per hex; however, the stacking limit in each Moscow hex is five units.

6.2 Stacking & Movement

The stacking rule is in effect at all times (exception, see 11.14). Players must pay attention to the sequence in which they move their units or they risk having carelessly-made early moves block units moved near the end of their movement phases. But as long as the three-units-per-hex-at-one-time (and the five-units-per-hex in Moscow) general rule is observed, there is no limit to the number of units that may enter and pass through a given hex over the course of any given movement phase.

Units that begin a movement phase stacked together need not remain together. In such situations units could be moved off individually or in pairs.

Make a check of each of your own stacks at the end of each of your player turn's phases. If any of your units are found to be over stacked at those times, eliminate the excess unit(s).

Ω 6.3 Free Stacking Units

The German Guderian and Air Support markers, along with the AS/OOS markers, do not count for stacking and may be freely added to stacks according to the rules governing them.

6.4 Fog o' War

All German units are always deployed face down, being turned over only during the combat resolution process. All Soviet units are deployed or enter the game with their untried sides showing. The German player is always free to examine the undersides of his units, but neither player may turn over any Soviet unit until that unit first enters combat. Once turned over to their tried sides, Soviet units remain that way until they are eliminated in combat or the game ends. Neither player is ever free to examine the units that lie underneath the top unit of any of his opponent's stacks until the combat resolution process begins for a force involved in combat. Once such a stack examination is made, that battle may no longer be called off.

Both players may, of course, freely examine their own stacks at all times (except, of course, the Soviet can't examine the tried sides of any stacked untried units until they enter combat the first time).

7.0 Zones of Control

Beginners Note. Zones of Control are an abstraction used to show how German units are able to project their superior combat power, through the skillful use of fire and small-scale, in-hex maneuver, into the area immediately around their main location. Don't confuse Zones of Control (ZOC) with hex control (see 3.4).

7.1 In General

All German mechanized-class combat units exert "Zones of Control" into the six hexes surrounding their location hex at all times. It is possible for more than one unit to simultaneously project ZOCs into the same hex, but there is no difference in effect between a hex containing a ZOC exerted by one unit and a hex containing ZOCs exerted there by more than one unit.

7.2 Limits

Zones of control do not extend across reservoir hexsides, nor do they extend into or out of Moscow hexes, nor do they extend into the Gold Row. Soviet units never project ZOC, and neither do German non-mechanized units.

7.3 ZOC Effects

All Soviet units must stop their movement for that movement phase in the first hex they enter containing a ZOC, and they may not move any farther that same phase. Soviet units beginning their movement phase already in a ZOC may move out of that ZOC provided the first hex they enter contains no ZOC (no matter if projected by the same or different German mechanized units). No Soviet movement is ever allowed from one ZOC hex directly to another ZOC hex.

7.4 ZOC Negation

The presence of a Soviet unit in a hex containing a ZOC negates that ZOC for purposes of tracing supply lines, but ZOC can never be negated for purposes of movement (section 10.0), retreats after combat (see 11.13 and 11.14), or reinforcement/replacement entry (section 12.0).

Beginners Note. Don't worry about the reference above to supply lines; you won't use those section 8.0 rules in your play.

Ω 7.5 ZOC Loss

OOS German mechanized units lose their ZOC until such time as their supply state improves; AS German mechanized units still do project ZOC.

Beginners Note. German units are themselves unaffected by their own ZOC. That is, German units are able to move directly past adjacent Soviet units during German movement phases. German ZOCs stop Soviet movement; they do not in anyway inhibit German movement. When German mechanized and non-mechanized units stack together, the presence of the non-mechanized units does not block the mechanized units from projecting their ZOC.

Ω 8.0 Supply

8.1 In General

Units require supply to operate with their full movement and combat factors. Units are always in one of three supply states: "Supplied," "Attenuated Supply" (AS),

and "Out of Supply" (OOS). No German or Soviet unit is ever eliminated for having attenuated supply or being out of supply.

8.2 When to Check Supply

The supply state of all units of both sides is determined once per game turn during the Mutual Supply Check Phase. Each unit's supply status determined during that check lasts until the next game turn's Mutual Supply Check Phase (but see 8.9 below for an exception). In each supply check phase, always check the status of all German units before checking that of the first Soviet unit. At the start of Game Turn 1 all units of both sides are in supply.

8.3 How Units Are Supplied

Units are supplied when they are able to "trace a supply line" (a hex path) to a "supply source" of their side. This is all done just in the mind's eye. There are no units in the game representing consumable supplies; all supply comes from source hexes.

8.4 Soviet Supply Sources

Soviet supply sources are the hexes of the "Gold Row" stretching around three sides of the map, plus the Moscow hexes. A Moscow hex temporarily loses its supply capacity when occupied by an enemy unit. That supply capacity is regained as soon as the Soviet side regains control of the hex, a process that can occur any number of times throughout play. (See 8.8 below for another critical limit on the supply capacity of Moscow hexes.) German ZOC never project into the Gold Row or Moscow.

8.5 German Supply Source Hexes

The only German supply source is Smolensk (1009).

8.6 Tracing a Supply Line

Tracing is done from the unit to the supply source via any passable hexes and hexsides not blocked by unnegated ZOC or occupied by an enemy unit. Full-reservoir hexsides also block supply lines. Supply lines may go into and through all other kinds of natural and manmade terrain on the map.

In general, supply lines may enter and pass through hexes controlled by the other side (defined according to 3.4) but that are empty of that side's ZOC and/or units. The exceptions are that German supply lines may not be traced into or through empty-but-Soviet-controlled Moscow hexes; and Soviet supply lines may not be traced into or through an empty-but-German-controlled Smolensk hex.

Design Note. To restate the point about ZOCs made in the first paragraph of rule 8.6: a Soviet unit in a hex containing a German ZOC does negate that ZOC for purposes of tracing Soviet supply lines into and through that occupied hex.

8.7 Supply Line Length

There is no restriction on overall Soviet supply line length; however, German units tracing a supply line longer than eight hexes to Smolensk may only do so by using the highway. (When counting German supply line length, count from the unit to Smolensk; don't count the hex occupied by the tracing unit; do count the Smolensk hex.) That is, German units more than eight hexes away from Smolensk may not trace supply directly to Smolensk; instead, they must trace a supply line to a Minsk-Moscow Highway hex, which path is itself no longer than eight hexes, and from that highway hex back to Smolensk along the course the highway.

There is no limit to the length of highway each tracing German unit may use to complete its supply line back to Smolensk, but such paths may not use any highway hexes occupied by Soviet units. Once on the highway, a German unit's supply line may not again diverge from it before reaching Smolensk. All three Moscow hexes are considered to be interconnected parts of the Minsk-Moscow highway.

8.8 Supply Source Capacity

There are no limits to the number of units that may trace supply to a given supply source hex of their own side as described in the rules above. It is always impossible, however, for units from one side to utilize supply sources of the other side.

8.9 Soviet Moscow Supply

All Soviet units in Moscow hexes are always in supply; no tracing of any kind is necessary. If an AS or OOS Soviet unit enters a Moscow hex during any portion of the game turn, it instantly becomes supplied. Units outside Moscow may not trace their supply lines to that city; Moscow supply only works for units in the city. (Yes, Soviet supply lines to the Gold Row may be traced through Moscow hexes.)

8.10 Judging Supply States

A unit not located directly in a supply source hex and that is found to be without a complete supply line during the Mutual Supply Check Phase should be marked with an "AS" counter (Attenuated Supply).

A unit found to be without a complete supply line during the Mutual Supply Check Phase that already has an "AS" counter on it should have that marker replaced with an "OOS" counter (Out Of Supply).

A unit found to have a complete supply line during the Mutual Supply Check Phase that has either of the above counters on it should have that counter removed — that unit is back in supply.

Design Note. Going out of supply in this game is a sequential, escalating process: AS to OOS. Also remember that, with the exception of Soviet AS or OOS units entering Moscow, supply is only adjusted once per game turn.

8.11 Attenuated Supply Effects

Most units in the AS state suffer no penalties; AS is only an intermediate supply state on the way to OOS status. (While AS, units are drawing down the supplies carried in their own vehicles.) German mechanized units in the AS state lose their ability to move during their

Mechanized Movement Phase. (They still do have four MP available to move during their General Movement Phase — see section 5.0.)

8.12 OOS Effects

All OOS Soviet units have their movement factors halved (round down). All OOS German mechanized units lose their ability to move during their Mechanized Movement Phase (but still do have four MP available during the General Movement Phase). All OOS units of both sides have their combat strength halved for both attack and defense (round remainders down), and OOS Germans lose their ability to project ZOCs.

In the case of OOS Germans, don't X-out half the blocks on their Step Strength Roster entry line; just halve their factors mathematically when they go into battle.

Design Note. German non-mechanized units already have their movement severely restricted because of the overall logistical situation in this campaign, and so are not further affected in that way by being OOS. See 10.3.

When halving combat strengths for stacked units, add up all the combat strengths to be halved, then make just one, grand halving. No single unit or stack ever has its combat strength reduced below "1" for any reason or combination of reasons.

8.13 Deliberate AS/OOS

It is permitted for both players to move their units into positions where they will become AS/OOS.

8.14 Reinforcement & Replacement Supply

Soviet reinforcements and replacements are considered to enter play in supply.

8.15 Guderian & Air Support

The abilities of the Guderian and Air Support units are not affected in any way by supply considerations (see section 9.0).

Design Note. There is no German "aerial supply" rule in the game because virtually all available planes are already being used to move supplies to Smolensk and other forward logistical sites. To take sorties from that central supply mission to air drop supplies to particular units would cause such strain as to collapse the entire logistical effort.

Ω 9.0 Guderian & Air Support

9.1 In General

The German's Guderian and Air Support counters are considered "combat support" units. The first represents the effects of the lead-from-the-front panzer commander giving his personal attention to some unit or stack, while the second shows the effects of the *Luftwaffe's* formation of a ground support group to aid this campaign's *Schwerpunkt* (virtually all other aircraft in the theater are involved in moving forward supplies).

9.2 Characteristics

Neither support unit ever exists alone (or stacked only with each other) in a hex, nor do they require supply or have their own combat and step strengths. They do not themselves exert ZOC, but supplied or AS German mechanized units stacked with them still do exert ZOCs (unless OOS). Neither support unit counts for stacking, and either or both may be assigned to the same unit or stack as described below.

9.3 Procedure

During each German Player Turn's Support Unit Commitment Phase, starting on Game Turn 1, the German player assigns both support units to any one or two of his units/stacks anywhere on the map. The supply state of the receiving units is not a consideration. (Guderian would fly into an isolated force he wanted to personally oversee.)

Once assigned, support units may not be recommited to other units until the next German Player Turn's Support Commitment Phase. When assigned to stacked units, place the specific unit to receive the support directly beneath the support counter(s). If the stack splits up during movement or combat, the support unit goes with the single unit directly beneath it. (Both support units may be assigned to the same individual ground unit.) It is not necessary to assign either or both support units every turn, though there is no advantage for withholding the air support. (See 9.5 below for an important consideration about Guderian.)

9.4 Effect

The effect of each support unit's presence in a battle is to give the German side a favorable die roll modifier of one (+1 on the attack, -1 on the defense). If both are present, the combined die roll modifier is two. Each support unit supports all the combats in which its assigned unit/stack becomes involved throughout the game turn.

9.5 Guderian KIA

There's a chance Guderian may go too far forward and be killed in action. To check for that, at the end of each combat supported by Guderian, the German rolls two dice (or one die twice). Guderian is killed, meaning the counter is permanently removed from play, on a roll of 12. Guderian cannot be present at a battle and not participate: if he's on the board, he is considering to be leading from the front. The air support unit is immortal.

Design Note. Other than the loss of the counter, there is no immediate effect of the death of Guderian, but see 4.4.

10.0 Movement

10.1 In General

Every ground unit in the game has a movement factor assigned to it according to its type. That movement factor

is the number of movement points (referred to as "MPs" or "MFs") available to the unit to use in moving across the map during its side's movement phase(s) each game turn. Units move from hex to adjacent hex (no "skipping" of hexes is allowed), paying varied costs to do so depending on the terrain in and around the hex being entered. The movement of each player's units takes place only during his own player turns' movement phases; no enemy movement takes place during your own player turn (exception, see 11.13 and 11.14, retreat after combat).

10.2 Soviet Movement Factors

The movement factors of all Soviet units are printed in their lower-right corners. The MF of all Soviet infantry is "4;" cavalry "5," and tank (both brigades and divisions) and motorized rifle units "6" in every Soviet General Movement Phase. (There is no Soviet Mechanized Movement Phase.)

10.3 German Movement Factors

German MFs are not printed on the counters. The movement factor of all German mechanized units is four in the Mechanized Movement Phase, and four again in the German General Movement Phase. The movement factor of all German non-mechanized infantry is one hex during that side's General Movement Phase.

Design Note. The German non-mechanized infantry units are so severely restricted because not only are those divisions' relatively few motor vehicles being starved of fuel to feed the mechanized units (or have been sent away to serve as part of the mobile units during this campaign), but many of their horses are also being impressed into service elsewhere.

10.4 Movement Limits

MPs may not be accumulated from turn to turn, nor may they be loaned or given from one unit to another. Within the limits described in this section, section 8.0, and in the turn sequence, a player may move all, some or none of his units in each of his movement phases throughout the game. Units that move are not required to expend all their MPs before stopping. The movement of each unit or stack must be completed before that of another is begun. A player may only adjust the position of an already moved unit or stack if his opponent allows it.

10.5 Minimum Movement Ability

All units are generally guaranteed the ability to move at least one hex during their side's movement phase (that's one per General and one per Mechanized Movement Phase for German mechanized units) by expending all their available MPs at the very start of their move. This guarantee does not allow units to enter hexes or cross hexsides that are otherwise impassable to them, nor does it give any German non-mechanized unit the ability to move during that side's Mechanized Movement Phase; nor does it allow a German AS or OOS mechanized unit the ability to move during that side's Mechanized Movement Phase; nor does it allow Soviet units to move from ZOC to ZOC.

10.6 Enemy Units

It is not allowed for any unit to enter a hex occupied by any enemy unit.

10.7 Stack Movement

To move together as a stack, units must begin the movement phase already stacked together. But units are not required to move together simply because they started in the same hex; such units might be moved together, individually, or in pairs.

10.8 Splitting Stacks

When moving a stack you may halt it temporarily to allow a unit or sub-stack to split off and move away on a separate course. The units left behind in the original ("parent") stack may then resume their own movement, even splitting off other units again, if desired. But once you begin moving a different parent stack or individual unit that began in a different hex, you may no longer resume the movement of the earlier stack without your opponent's permission.

10.9 Slower Units in Stacks

If units with differing movement factors are traveling together in a stack, the stack must use the movement factor of the slowest unit within it. Of course, as the slower units exhaust their MFs, you may leave them behind and continue moving with the faster ones.

10.10 No Off Map Moves

Moving off the map by any unit once in play is prohibited.

10.11 Terrain

There are two broad categories of terrain on the map: Natural and Manmade. Each category is divided into several different types (see below). There is never more than one type of natural terrain in any one hex, but more than one type of manmade terrain may exist in a hex along with the natural.

10.12 Natural Terrain

There are three kinds of natural terrain on the map: Clear, Forest, and Rivers. The effects of these features on movement are described below and are summarized on the Terrain Effects Chart (see 13.1) for quick reference during play.

10.13 Clear Terrain

Clear terrain is the "base" terrain of the game, and it's just that — clear. Hexes with only clear terrain in them represent areas devoid of any natural features that would slow movement. Each clear hex costs all units one MP to enter. The two shades of clear terrain on the map are completely the same for all game purposes.

10.14 Forest

Forest hexes represent areas sufficiently wooded to channel and slow mechanized movement. Such hexes cost mechanized units two MP to enter, but non-mechanized units treat them as clear terrain for movement pur-

poses. A hex that contains any amount of forest is considered a full forest hex for all rules purposes.

10.15 Rivers

Rivers are drawn on the map so they lie between hexes, running along hexsides, rather than lying in-hex like the terrain types described above. All units can cross rivers by paying one extra MP to do so. "Extra" here means in addition to the cost of the terrain in the hex being crossed into. Rivers do not block retreats-after-combat (see 11.13 and 11.14).

10.16 Manmade Terrain

Manmade terrain exists in four types: towns, Moscow, the highway and reservoirs. More than one kind of manmade terrain can exist in one hex.

Ω 10.17 The Minsk-Moscow Highway

The highway may be used to negate the slowing effects of rivers and forests. This "road movement") can only be used when units travel from road hex to road hex across hexsides traversed by the road. Units moving in this way move across rivers without paying the extra MP to do so. Mechanized units may use the highway to move through forest hexes at the rate of one MP per hex. (Within the parameters of 7.3, Soviet mechanized units may move into and out of German ZOC in forests using the road movement rate.) Units are allowed to combine on- and off-road movement during the same phase.

10.18 Reservoirs

Reservoirs, like rivers, lie between hexes along hexsides. Hexsides entirely covered by reservoirs may not be crossed in any way by any unit of either side, and German ZOC do not extend across them.

10.19 Towns

Towns do not affect movement in anyway. The movement cost to enter a town hex is determined by the other terrain in that hex and along its hexsides.

10.20 Moscow

Each Moscow hex costs all units one MP to enter. River crossing costs are not paid from one Moscow hex to another Moscow hex. German ZOC never extend in or out of Moscow hexes.

10.21 Move & Attack

Within the limits described in the turn sequence and sections 8.0 and 11.0, any given unit may both attack and move during the same player turn.

10.22 German Mechanized Movement Phase

Note the German has two movement phases in each of his player turns; the first is called the "Mechanized Movement Phase," because only supplied German units of that category may move during it. During the second ("General") movement phase, all German units are eligible for movement.

Beginners Note. Ignore all references to the Gold Row in these rules. For purposes of your play, those hexes are off the edge of the map and do not exist.

Ω 10.23 The Gold Row

The "Gold Row" is the term used to describe the gold-hexes along the map's north, east and south edges. All the hexes in it are considered clear terrain, empty of all other kinds of terrain and water barriers. Only Soviet units may enter the Gold Row, but no Soviet unit may ever move into and out of it during the same phase. That is, one or some Soviet units might move into the Gold Row during a given phase, while other Soviet units moved out of it during that same phase, but a single Soviet unit may never do both during the same phase. Soviet units may remain in the Gold Row from turn to turn, even moving back and forth within it.

German units and their ZOCs never enter the Gold Row. Soviet, but not German, supply lines may be traced into and through Gold Row hexes and across Gold Row hexsides. Neither side's unit may ever attack into or out of Gold Row hexes or across Gold Row hexsides.

Design Note. The Gold Row is a simple device to illustrate the fact the Soviets remain in control of all the territory around the north, east and south sides of this campaign's area of active operations.

11.0 Combat

11.1 In General

During your side's combat phase you can attack all enemy units adjacent to your units across playable hexsides. The player whose player turn it is, is considered "the attacker," and the other is "the defender," no matter what the overall situation across the map. Attacking is always voluntary.

11.2 German Non-Motorized Infantry

German non-motorized infantry (all the black-on-field-gray units) never attack, nor may they "ride along" with mechanized class units that are attacking to provide strength steps to satisfy combat loss requirements. They may be located in hexes from which eligible German units are attacking, they simply make no contribution to that battle's resolution process. They defend normally.

11.3 Multi-Hex Attacks

An enemy occupied hex may be attacked in one battle by as many of your units as you can bring to bear from the surrounding hexes; however, no single attack may have as its objective more than one hex.

11.4 Indivisibility of Units

No Single attacking unit may have its combat factor divided and applied to more than one battle. Likewise, no defending unit or stack may have part of its defense strength attacked by one or a few attackers while another part is attacked by others. Defending units stacked together may only be attacked as if they constituted one combined unit. No attacking unit may attack more than once per combat phase and no defending unit may be attacked more than once per combat phase.

11.5 Attack Sequencing

Aside from the restrictions described above, there is no artificial limit on the number of attacks each player may set up during his combat phase. The attacker need not declare all his attacks beforehand, and he may resolve them in any order he wishes, as long as the resolution of one is completed before that of the next is begun.

11.6 German Combat Strengths

German combat strengths are indicated on that player's Step Strength Roster sheet. For example, look at the first number printed after the "3" (standing for "3rd Panzer Division") at the top of the German player's roster. There is a "13" printed there, followed by "12," "11," etc. That means the unit begins the game with a combat factor of 13 points (which also equates to 13 strength steps), which it can use on attack and defense.

Note that motorized machinegun and motorized infantry units have two numbers printed in each block. In those cases the first number is the unit's attack factor — the combat strength it has available when attacking — and the second is the defense factor — the combat strength it has available when defending. For example, look at the chart entry for the SS Das Reich Motorized Infantry Division (SSR); it begins play with an attack factor of 9 and a defense factor of 11.

Design Note. During play, as losses mount among the various units engaged, the German player should keep his strength roster out of sight of his opponent, only revealing each unit's strength at the time of combat commitment. Of course, this allows for cheating, which a punishable "war crime," and if you're caught at it you must forfeit the game.

11.7 Soviet Combat Strengths

Soviet combat strengths (attack and defense factors) are printed on those units' "tried" sides and are revealed (by flipping over the units) to both players the first time each untried Soviet unit enters combat. Once revealed, Soviet units are never turned back to their untried sides while they remain on the map.

11.8 Combat Procedure

The attacking player should strive to have more attack factors involved in a given battle than the defender has defense factors. Such attacks are called "high odds attacks." To resolve them, the attacking player must first calculate his "odds." Do that by adding up the attack factors of all the attacking units involved in a battle; then determine the defense factor of the enemy unit(s) defending in the battle. Divide the attacker total by the defender total, and round off (down) any remainder.

Example: 26 attack factors versus 7 defense factors yields an odds ratio of 3:1. That is: 26÷7=3.71, which rounds down to 3. To turn that "3" into a ratio, you must set a "1" next to it on the right. Thus "3" becomes "3:1" (which is read "3-to-1"), which corresponds with a column on the Combat Results Table (CRT, see 13.2).

11.9 Poor Odds Attacks

Battles in which the attacking force has fewer combat factors than the defender are called "poor odds attacks." Procedures are modified in that now you divide the defender's total by the attacker's; round remainders up, and set the "1" on the left side.

Poor Odds Example: A force with 5 attack factors is attacking a force with 11 defense factors. Divide 11 by 5 (11÷5=2.2), and round up (2.2 becomes 3), then set the "1" on the left of that "3," yielding odds of 1:3.

Beginners Note. "High Odds" and "Low Odds" attacks are simply terms of convenience, good for nothing more than indicating which of the two odds calculating procedures you'll use for a given battle. It's possible to have successes with low odds attacks, and fiascoes at high odds. In general, though, the higher your combat odds, the better the chances for success in any attack. That is, you want to be attacking on the right side of the CRT. And, of course, in situations where the two sides have precisely the same amount of combat factors involved, no mathematics are necessary; odds will be 1:1.

Old Hands Note. Don't forget to take both sides' supply state into account when figuring combat odds. See section 8.0.

11.10 Odds Limits

Note that the column headings on the CRT range from 1:3 to 4:1. If the combat ratio obtained for a given battle is 1:3 or lower, that battle is resolved as 1:3. If the combat ratio obtained for a given battle is 4:1 or more, that battle is resolved at 4:1.

11.11 The Combat Die Roll

To resolve a battle, find the odds column of the CRT corresponding to its odds ratio and roll a die. Look down the proper odds column on the CRT until you cross-index with the number you just rolled. That is your "combat result" for that battle. For example, if you're attacking at 2:1 and roll a "2," your result is "2/1."

11.12 Combat Results

Results to the left of the slash apply to the attacker; those to the right apply to the defender. All results are given in terms of step losses to the forces involved. That is, each whole-number increment of the combat result means one step from one unit of the affected side must be eliminated. Each time a German unit suffers one or more step losses simply cross off the appropriate number of blocks on its entry line on that side's strength chart. The next uncrossed block represents its new step and combat strength. When a unit runs out of blocks to cross off, it is completely eliminated and its counter is permanently removed from play.

Every Soviet unit in the game contains only one strength step. Any time one of them suffers a step loss it is immediately removed from play ("eliminated").

Combat results are applied by the players among their own involved units as each sees fit. Apply all step losses before any retreats are made.

Design Note. In multi-unit battles, the German need-not reveal to the Soviet exactly which of his involved units is/are absorbing what amount of combat losses.

Beginners Note. If more step losses are called for by the combat result than are actually present for that side in the battle, simply ignore the surplus. There are no "carry overs" to other battles or turns.

11.13 Retreat After Combat

Unless the defending force was located in a Moscow hex, the defending player must retreat one hex if the combat result is followed by the letter "R." Retreating doesn't change the numeric combat result; it is an add-on to it. Note that units defending in Moscow boxes must ignore the retreat portion of a combat result — it does not become an option because they're in the city.

These retreats-after-combat don't cost any movement points and have nothing to do with movement phase movement; however, retreating units must still observe normal terrain prohibitions. For example, units may not retreat across reservoir hexsides.

11.14 Retreat Strictures & Direction

The direction of a retreat is up to the owning player, subject to the following . For Soviet units the hex selected to retreat into must be empty of German ZOC; if no hex empty of ZOC is available, the retreating Soviet force is entirely eliminated in place. The presence of other Soviet units in a German ZOC does not negate that ZOC for purposes of adjudicating retreats-after-combat.

Whenever possible, retreating units of both sides must be retreated into hexes empty of friendly units. A retreating force may temporarily violate stacking limits (this is the exception to 6.2), provided no empty hex is available, by retreating into a hex already stacked full by friendly units. In that case the retreating force continues to retreat the minimum number of hexes necessary to bring it into an empty hex or a hex that leaves it within normal stacking limits, whichever is reached first. Within those limits, stacked units may be retreated together as a stack or broken up and retreated individually (or as a pair and an individual), at the owning player's choice.

No unit may retreat across a reservoir hexside. Soviet units may retreat into the Gold Row; German units may not.

Old Hands Note. There is no requirement units retreat closer to a friendly supply source. And, yes, we realize this can create situations in which a defender can turn a "defeat" into a victory by retreating into a good position. We left this feature in to simulate the "X factor" of tactical combat (meaning s**t happens when you least want it too). If you don't want some defender to be able to retreat into a certain hex, maneuver to battle in such a way you ensure he won't be able to.

11.15 No Retreat Path

Any Soviet unit or stack called on to retreat-after-combat that has no useable path open to it is eliminated in place. Any German unit or stack that is called on to retreat-after-combat that has no path open to it stays in place and the German player rolls two dice for it (one die if Guderian is present). The unable-to-retreat unit/stack stays in place and absorbs the number of step losses shown on the die/dice roll just made for it. (Don't add the total to that originally received on the CRT result; substitute it for the original result.) This rule does not create a German option to retreat; it only applies when there is no retreat route open.

11.16 Zero Results

A zero (0) combat result means the involved forces of the side receiving that result are entirely unaffected; there is no step loss or retreat for that side.

11.17 Terrain Effects on Combat

Both natural and manmade terrain have effects on combat that are shown by subtracting from the combat die roll, which works to the benefit of the defender. For example, (look at the Terrain Effects Chart printed on the mapsheet, 13.1), the notation under "Combat Effects" for "Forest" terrain is "-1." That means if the defending unit in a battle is in a forest hex, after the die is rolled subtract one from that result before consulting the CRT. So if, say, the die roll for a battle came up a "3," forest in the defender's hex would reduce that roll to a "2."

It is always the terrain in the defender's hex and long its hexsides that determines die roll modifiers; the terrain in the attacker's hex(es) has no bearing. Only one die roll modifier due to in-hex natural terrain will ever be applied to any given battle; however, modifiers due to rivers and/or manmade causes are additive and cumulative to the in-hex natural one.

11.18 The Highway

The highway doesn't work to negate any of the combat effects of manmade or natural terrain, nor does it generate any of its own.

Ω 11.19 Halving

No unit ever has its combat factors reduced to less than one for any reason(s). When more than one unit is to be halved in a given battle, add up all the factors to be halved and make just one grand division.

11.20 Clear Terrain

Clear terrain has no combat effect.

11.21 Forest

Forest terrain in the defender's hex affects combat by generating a -1 die roll modifier. If a hex contains any amount of forest, it is considered to be "forest" for all purposes.

11.22 Reservoirs

No units are allowed to attack across reservoir hexsides.

11.23 Rivers

If all the attacking units in a given battle are attacking through river hexsides, the defender in that battle receives a -1 die roll modifier.

11.24 Towns

Units defending in a town hex receive a -1 die roll modifier.

11.25 Moscow

Units defending in Moscow never retreat after combat. Further, units defending in Moscow never suffer the concentric assault penalty described below. That is, you are not prohibited from attacking units in Moscow from positions that would otherwise be considered concentric, you just don't get the combat bonus described below. Additionally, the attacker's final combat result — not the die roll, the numeric result obtained after consulting the CRT — is increased by one when attacking into a Moscow hex. (Yes, zeroes become ones.)

Ω 11.26 Concentric Assaults

Whenever a single hex is attacked by units in opposite hexes, or by units in three hexes with one hex between each one and the next, or by units in more than three hexes, a concentric assault has been created, which works to generate a +1 die roll modifier. The presence of other units of the same side as those being concentrically assaulted in hexes next to the assaulted hex in no way serves to negate this modifier. In the diagrams below, the defending unit is being concentrically assaulted.

11.27 Cumulative Die Roll Modifiers

In any given battle all applicable die roll modifiers (see 11.17) are always cumulative in their effect. Add up all the applicable negative and positive modifiers, then make just one grand adjustment to a battle's die roll before consulting the CRT.

Ω 11.28 Gold Row

No unit of either side may attack into or out of a Gold Row hex. Soviet, but not German, units may retreat-after-combat into the Gold Row. German ZOC never extend into the Gold Row.

11.29 Soviet Advance After Combat

Whenever the German defender(s) in a battle is destroyed or retreated away, the Soviet player may use some or all of the units he had involved in that fight to occupy the newly vacated hex — and this is true even if such an advance is from ZOC to ZOC. The normal stacking limit applies, of course, but this special kind of movement doesn't require the expenditure of MPs: it is a free bonus given to winning Soviet attackers. (Victorious defenders never get to advance after combat; they simply hold their positions.) Advances are not mandatory, but the decision to do so must be made immediately after a battle is resolved, and before that of any other is begun.

Design Note. There is no German advance after combat; that aspect of their operations is handled by the turn sequence of their player turn.

12.0 Reinforcements & Replacements

12.1 In General

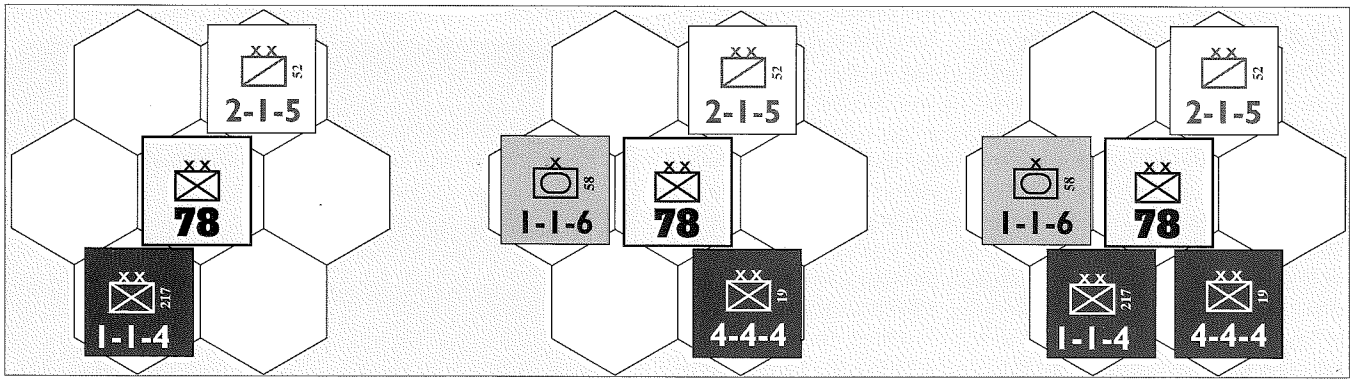
Reinforcements are Soviet units that aren't set up on the map at the start of the game (see 12.2 below), but enter play after it has begun. Replacements are drawn from previously eliminated Soviet Rifle Divisions (only!) reintroduced to play from dead pile. There are no German reinforcements or replacements.

12.2 Reinforcement Schedule

After the Soviet player has finished setting up his forces according to §3.0, he will have one tank, 28 rifle and seven cavalry divisions, along with 14 tank brigades, left over. Without looking at their tried sides, he should place those units on the Turn Record Track according to the following schedule. Put two rifle divisions and one tank brigade in each day's box on the Turn Record Track. Put one cavalry division in every even-numbered game turn's box (Game Turns 2, 4, 6, etc.). Put the tank division in the box for Game Turn 13 (16 August).

12.3 Entry Procedures

Soviet reinforcements enter play during the Soviet Reinforcement Entry Phase of every game turn, starting with that of Game Turn 1. They enter in their untried state, just as the units that started the game already on the map, and aren't flipped over until the first time they enter combat as described in 11.7. Their entry comes at the end of every game turn, so they won't move or enter combat until the turn following their entry. Stacking limits must be observed during reinforcement entry.



12.4 Entry Locales

Each turn's reinforcements may enter via any Gold Row hexes, and/or via any Soviet controlled Moscow hex, and/or via any Soviet controlled and supplied town hex. They may not enter into hexes containing German ZOC even if there are Soviet units already in those ZOC hexes. The presence of Soviet units in German ZOC does not negate those ZOC for purposes of reinforcement placement.

Ω 12.5 Moscow Placement

According to rule 8.8 Moscow is always in supply, but in order to be able to receive reinforcements during any given turn, the Soviet player must check the desired Moscow hex(es) to see if it has a "line of communications" to any Gold Row hex. A line of communications is functionally the same as a supply line. That is, it consists of a path of contiguous hexes from a Moscow hex, free of German ZOC (again, no negating allowed), to a Gold Row hex. Also keep in mind that ZOC never do extend into or out of Moscow hexes; so German adjacency is not going to be an issue in reinforcement placement in this instance.

Ω 12.6 Delaying Entry

It is permissible for the Soviet player to delay the entry of some or all of each turn's reinforcements to some later date(s). Once on the map proper or in the Gold Row, though, no unit ever leaves the map sheet again.

Ω 12.7 Reinforcement Supply

Because of the effect of all these entry strictures, Soviet reinforcements will always enter play in hexes in which they will start in a supplied situation. Starting with that very next turn's Mutual Supply Check Phase, however, reinforcements become liable to the same supply rules as all other units already in play.

12.8 Entry Locale Capture & Recapture

It is permitted for Soviet reinforcements to enter via towns and Moscow hexes that were, earlier that same game turn, under German control, as long as the other strictures given above are met. This does not mean the German must garrison such locales in order to prevent Soviet reinforcement entry from being used as a method of regaining control of those hexes. It means if the Soviet recaptures a locale hex using conventional (maneuver and combat) methods, he may then utilize them as entry points that same turn.

12.9 Soviet Replacements

Eliminated Soviet non-motorized rifle divisions (only!) may re-enter play by being reclaimed from the deadpile as "replacements." During each game turn's Reinforcement & Replacement Phase, the Soviet player rolls one die and halves that result (round up). That's the number of previously eliminated rifle divisions that may be reclaimed from the deadpile and re-entered into play just as if they were reinforcements entering for the first time (all normal rules above apply). Replacement capacity may not be saved from turn to turn; if there aren't enough rifle divisions available in the deadpile to satisfy a given turn's replacement roll, the excess is simply lost. Such units should be picked by the Soviet player from the deadpile with their tried sides unseen; they re-enter play in their untried state.

14.0 Designer's Notes

Here's another game I carried around in my head for years, ever since I got my copy of old-SPI's *Panzergruppe Guderian,* opened the map, and said: "They should've extended this thing farther east to get Moscow on here. They really missed a chance for a great 'what if' scenario."

The two events that finally moved me to bring this design from the realm of thought into the material world were the publication of *Proud Monster* (several of the playtesters said they thought an operational treatment of that game's German "supply concentration" rule would be great to have), and the publication of the following book: Glantz, David M., ed. *The Initial Period of War on the Eastern Front, 22 June-August 1941.* London: Frank Cass & Co., Ltd., 1993. (It contains excellent daily situation maps for both sides.)

And, yes, there are lots of Soviet units here. My assumption was, once the German deployment made it clear what they were trying to do, Stalin would've reacted by pumping in everything he could. So you get virtually every new unit the Red Army put in the field anywhere in European Russia during this period. There's no provision for previously deployed Soviet armies moving in from the flanks of the map because I believe the Red Army of July/August 1941 simply lacked the finesse necessary to do that within the time frame of the game. That's why play ends when it does; if the German hasn't gotten a decision by that point, he's in big trouble all across the front.

The playtesters were initially surprised — because of their familiarity with the other games in this series, *Rommel at Gazala* and *Budapest '45* — that I allowed the Soviets a move/fight (rather than the other games' fight/move) turn sequence. Call it the "Zhukov Effect." That is, just as the Germans are concentrating all they've got for this operation, so too are the communists. With Zhukov personally commanding, I believe the Red Army could've achieved the level of operational efficiency within this one sector that the turn sequence allows them. (Figure everywhere else across the front they're stuck with fight/move.) ✪

XTR is now on the Internet

with an independently maintained WWW page dedicated to XTR/Command games. Official errata, reviews, articles, sneak previews of upcoming games etc. can be found at:

<http://www.peg.apc.org/~filthy/xtr-home>

For more info contact Phil Thé at <filthy@acslink.net.au>

The Moscow Option
13.3 German Strength Chart

Photocopy this page before playing.

Panzer Divisions

3	13	12	11	10	9	8	7	6	5	4	3	2	1
4	12	11	10	9	8	7	6	5	4	3	2	1	
7	14	13	12	11	10	9	8	7	6	5	4	3	2	1
10	13	12	11	10	9	8	7	6	5	4	3	2	1
12	13	12	11	10	9	8	7	6	5	4	3	2	1
17	12	11	10	9	8	7	6	5	4	3	2	1	
18	13	12	11	10	9	8	7	6	5	4	3	2	1
19	14	13	12	11	10	9	8	7	6	5	4	3	2	1
20	14	13	12	11	10	9	8	7	6	5	4	3	2	1

Infantry Divisions

5	0-8	0-7	0-6	0-5	0-4	0-3	0-2	0-1
6	0-8	0-7	0-6	0-5	0-4	0-3	0-2	0-1
7	0-8	0-7	0-6	0-5	0-4	0-3	0-2	0-1
8	0-8	0-7	0-6	0-5	0-4	0-3	0-2	0-1
15	0-8	0-7	0-6	0-5	0-4	0-3	0-2	0-1
23	0-8	0-7	0-6	0-5	0-4	0-3	0-2	0-1
28	0-8	0-7	0-6	0-5	0-4	0-3	0-2	0-1
35	0-8	0-7	0-6	0-5	0-4	0-3	0-2	0-1
78	0-8	0-7	0-6	0-5	0-4	0-3	0-2	0-1
106	0-7	0-6	0-5	0-4	0-3	0-2	0-1	
129	0-7	0-6	0-5	0-4	0-3	0-2	0-1	
137	0-7	0-6	0-5	0-4	0-3	0-2	0-1	
197	0-7	0-6	0-5	0-4	0-3	0-2	0-1	
263	0-7	0-6	0-5	0-4	0-3	0-2	0-1	
268	0-7	0-6	0-5	0-4	0-3	0-2	0-1	
292	0-7	0-6	0-5	0-4	0-3	0-2	0-1	

Non-Divisional Motorized

GD	3-4	2-3	1-2	1-1
L900	3-4	2-3	1-2	1-1
5MG	1-2	1-1		

Motorized Infantry Divisions

SSR	9-11	8-10	7-9	6-8	5-7	4-6	3-5	2-4	1-3	1-2	1-1
10	6-8	5-7	4-6	3-5	2-4	1-3	1-2	1-1			
14	6-8	5-7	4-6	3-5	2-4	1-3	1-2	1-1			
18	6-8	5-7	4-6	3-5	2-4	1-3	1-2	1-1			
20	6-8	5-7	4-6	3-5	2-4	1-3	1-2	1-1			
29	6-8	5-7	4-6	3-5	2-4	1-3	1-2	1-1			

Players are authorized to photocopy this page.

The Moscow Option

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4-4-6 | 6-5-6 | 7-5-6 | 10-4-6 | 4-2-6 | 5-5-6 | 9-3-6 | 4-3-6

5-3-6 | 1-1-6 | 1-1-6 | 3-3-6 | 1-1-6 | 1-1-6 | 1-1-6 | 1-1-6

2-1-6 | 2-1-6 | 2-1-6 | 2-1-6 | 3-1-6 | 3-1-6 | 3-1-6 | 4-1-6

4-1-6 | 4-1-6 | 1-1-5 | 1-1-5 | 1-1-5 | 2-1-5 | 2-1-5 | 2-1-5

3-1-5 | 3-1-5 | 3-2-5 | 3-2-5 | 4-2-5 | 4-2-5 | 1-1-4 | 1-1-4

1-1-4 | 1-1-4 | 1-1-4 | 1-1-4 | 1-1-4 | 1-1-4 | 1-1-4 | 1-2-4

SOVIETS

1-3-4 | 1-3-4 | 1-5-4 | 2-2-4 | 2-2-4 | 2-2-4 | 2-2-4 | 2-2-4

2-2-4 | 2-2-4 | 2-2-4 | 2-3-4 | 2-4-4 | 2-4-4 | 2-4-4 | 2-4-4

3-1-4 | 3-2-4 | 3-2-4 | 3-2-4 | 3-2-4 | 3-2-4 | 3-3-4 | 3-3-4

3-3-4 | 3-3-4 | 3-4-4 | 3-4-4 | 3-4-4 | 3-4-4 | 3-5-4 | 3-5-4

3-7-4 | 37-4 | 4-2-4 | 4-2-4 | 4-3-4 | 4-3-4 | 4-3-4 | 4-3-4

5 | 6 | 7 | 8 | 15 | 23 | 28 | 35

78 | 106 | 129 | 137 | 197 | 263 | 268 | 292

GERMANS

3 | 4 | 7 | 10 | 12 | 17 | 18 | 19

20 | 5 | 10 | 14 | 18 | 20 | 29 | SSR

GD | L900 | 1 Guderian | 1 | Game Turn | AS | AS | AS

AS | AS | AS | AS | AS | AS | AS | AS

AS | AS | AS | AS | AS | AS | AS | AS

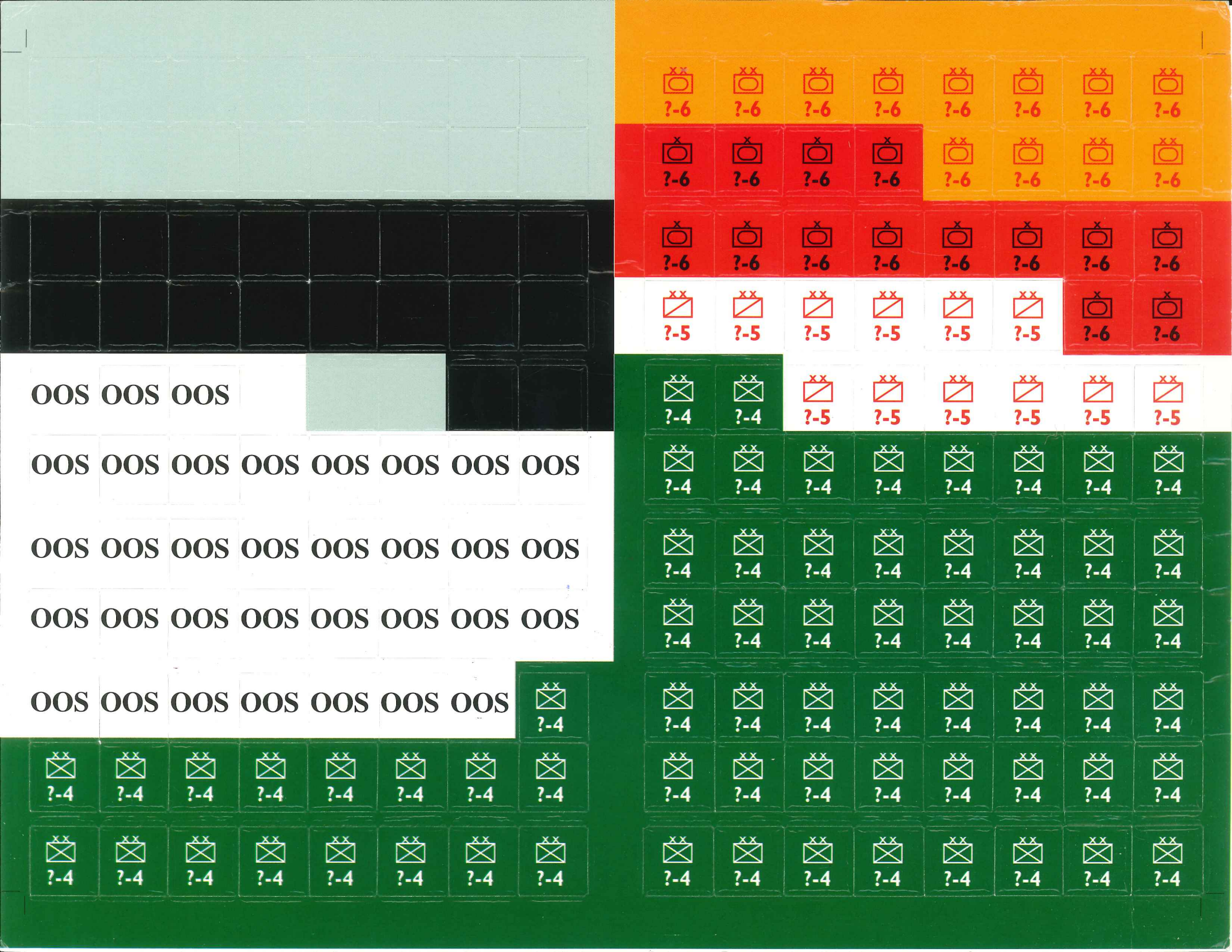
AS | AS | AS | AS | AS | AS | AS | AS

4-3-4 | AS | AS | AS | AS | AS | AS | AS

4-4-4 | 4-4-4 | 4-4-4 | 4-5-4 | 4-5-4 | 4-5-4 | 4-6-4 | 4-6-4

5-1-4 | 5-3-4 | 5-3-4 | 5-4-4 | 5-5-4 | 5-5-4 | 6-4-4 | 6-4-4

This is a supplement to Issue 37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