

SEQUENCE OF PLAY

1. LOGISTICS PHASE (7.0)

At the start of Turns 2-6 (the Player without the Initiative goes first):

A. Declare a **Logistics Pause**: Regenerate Leader to Full Strength.

OR

B. **Activate Leader**: #=LV; 1. Regenerate HQs, 2. Replace Combat Blocks Strength (●=1, ○=2, ●=3), 3. Call for Reinforcements (see *Strategic Impulse*), 4. Reduce Leader.



LV - Logistics Value (7.2.1)

Leader Strength

+ # not Exhausted deployed HQ

+ # VP

+1 for every 10 permanently eliminated enemy Blocks

2. IMPULSES PHASE

The player with the Initiative goes first:

- **Bad Weather Check** (8.0): die roll starting from 2nd German Impulse of October.
- **Supply Check** (9.0): at the start of any Impulse. Isolated Blocks can't build DLs, move, attack, be activated/replaced/restored.
- **Aborted Bombers** become available again.

Rain	Snow
3 MP Attacking Strength = 1 HQs Range = 1 LV = Halved	2 MP Attacking German Strength = Halved German HQs Range = Halved Rivers have No Effect (frozen) LV = Halved (unless player controls Leningrad+Moscow)

A. **Strategic Impulse** (11.0): spend the Initiative Disc.



a. **Move/build Defensive Lines** (max #=LV), resolve any number of **Battles** (see *Tactical Impulse*).

OR

b. **Call for Reinforcements**: draw random Blocks from the *Reinforcement Pool* up to the LV and deploy them at full strength (Remnants at minimum); German Blocks in an appropriate Staging Area (German "L" in Hoepner box), Soviet Blocks in any friendly, supplied and uncontested City or Victory Area (max 1 unit/Area).

OR

B. **Tactical Impulse** (10.0)

1. **HQs Activation (at least 1 Tactical HQ)**: *Move HQs* to areas without enemies and *Reveal* them. Exhausted HQs (Heart Level) can be activated, but have no Strength.

2. **Command Segment**:

- Each activated *Tactical HQ* can *command Blocks* of same colour/white in its *Tactical Range* (friendly uncontested Areas) and any Block in its current Area. Zhukov can command any *Soviet Block* in its Tactical Range. Each commanded Block can:
 - **Move**: the Block must spend MP for each Area it enters (see table). If engaging, it must stop. If disengaging, it must spend +1 MP and enter a friendly uncontested Area. It can overstack during movement, but not at the end.
 - **Build Defensive Line** (Combat Blocks only): a Combat Block, not at Minimum Strength, in a friendly uncontested Area without DL, instead of moving can be reduced to build a DL. DLs have a Strength of 1 and can't attack.
- Each activated *Luftwaffe HQ* can commit as many *Bombers* as its Strength to Airstrike missions over any contested Area in its Air Range (Air Range is equal to its strength and may be traced over enemy controlled Areas).

3. **Combat Segment**: resolve *Battles*, the Attacker chooses the order. A Battle is mandatory only if Area is newly contested.

- Each activated Tactical HQ can provide *Artillery Fire* into 1 adjacent Battle.
- If Hoepner has been activated in *Road to Leningrad* (10.9), roll as many dice as its Strength and for every hit (DF) it advances by a number of Boxes, up to # of "L" Blocks deployed with it. If Hoepner reaches Leningrad, then German controls Leningrad.



4. **Blitz Segment** (Sunny): *Fast Combat Blocks* in Tactical Range of activated *Blitz HQs*, which have just cleared a Green Area, can move to uncontested adjacent Green Areas, and surviving *Stukas* can follow them. Activated *Blitz HQs* can provide *Artillery Fire*.

5. **Deactivation Segment**: activated Exhausted Soviet HQs are destroyed, and activated Exhausted German HQs are permanently eliminated. The other activated HQs are *reduced and deactivated*.



6. **Exploitation Movement** (Sunny, Soviets in Snow): spend Initiative Disc to *move up to #LV Fast Blocks*. No engagements or Battles!

OR

C. **Pass** (12.0): move one Block or build one DL (see *Tactical Impulse*). No engage or Battle! If two consecutive Passes, go to Final Phase.



Isolation Check (at the end of any Impulse): isolated blocks already at minimum strength Surrender. *Surrendered Blocks* are permanently eliminated. Rest of isolated Blocks are *reduced*. Isolated DLs in contested Areas are destroyed.

3. FINAL PHASE (13.0)

- **Destroyed Bombers** become available again.
- **Kiev**. If German controls Chernigov and Romny: gain 1 VP, Southern Border is no longer a Soviet Supply Source.
- **Leningrad**. If German controls Leningrad: gain 1 VP, Northern Border is no longer a Soviet Supply Source.

The four Blocks of the 4th Panzer Group are added to the German Reinforcement Pool.



COMBAT SEQUENCE (10.12)

1. **Showdown**.

2. **Artillery Fire**: the Attacker rolls as many dice as the HQ Strength (DF).

3. **Defender AA**: every defending Unit (DL included) rolls 1 die. The German player distributes hits between attacking Bombers; 1 hit = Aborted, 2 hits = Destroyed.

4. **Airstrike**: each survivor Bomber rolls as many dice as its LW HQ Strength.

5. **Ground Combat**:



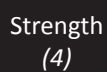
- In newly contested areas, attacking blocks that have **crossed a River** roll only 1 die.
- If **Tank Attack** (Sunny, Green Area, no DL/City, any attacking Tank without River Malus, no Tanks defending), the Attacker fires first; else, the Defender fires first (every Block rolls as many dice as its Strength).
- Only the Defender may claim **Absorb Bonus** (up to 3).
- Applying Losses**: 1. Absorb Bonus, 2. Destroy DL, 3. Every hit is applied to the strongest block of each moment (if same Strength, owner chooses). Destroyed DLs can be rebuilt; destroyed German blocks are permanently eliminated; destroyed Soviet blocks return to the Soviet Reinforcement Pool.

	Absorb	Stacking	MP*
Green	0	4	1
Yellow	1	2	2
City	1	Terrain	Terrain
Victory	2	2	2
German Staging	0	∞	1

*Disengaging: +1MP

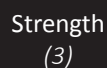
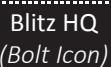
Firepower			
No Fire	Single Fire (6)	Double Fire (5/6)	Triple Fire (4/5/6)

MOSCOW '41



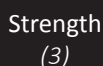
Block Name
(2nd Army HQ)

Army colour
(yellow)

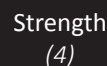
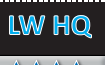


Front Color
(blue)

Block Name
(Dovator Group)



Block Name	Front Color
(Bryansk Front HQ)	(green)



Front Color
(white)

Block Name
(1st Shock Army)



Azul
Winter Clothing

— Block Type
(*Infantry*)

— Coloured Letter Block
(*November Reinforcements*)