Soviet Turn Flowchart

Start Soviet Turn → **# Top Stacked Hexes > 0?**

- **NO** → Game Ends German Victory!
- **YES** → **# Top Stacked Hexes > # Soviet Spawn Hexes?**
  - **YES** → **SPAWN ACTION**
  - **NO** → **AI MOVE ACTION** / **PLAYER MOVE OR DRAW ACTION**

AI MOVE ACTION

Roll 1 die for each Top Stacked Hex:
① Attack or Card
②③④⑤⑥ Move
②=② Cards

PLAYER MOVE OR DRAW ACTION

Move a single unit or declare a Hasty Attack from EACH Top Stacked Hex into a valid adjacent hex .

OR

Draw one Card from the top of the deck.

SPAWN ACTION

Spawn units in Soviet Spawn Hexes.
Draw a Card when Overstacking or Unit not available.

→ **Resolve Combat, if any.** → **End Soviet Turn**

Combat sequence

1) **AI:** The Soviet side **must** play a random card from the Soviet hand if available, and keep it facedown until Showdown. This mandatory card is played even if it is the Soviets who are attacking. **Soviet player:** Can choose which card he wants to play. The Soviet human player is not forced to play a card.

2) If resolving a Deliberate German Attack, the German player **may** play a card of his choice, facedown.

3) Showdown: both sides' cards and units involved in the combat are revealed simultaneously.

4) Adjust Soviet units' strength.

5) Soviet card effect is applied.

6) German card effect is applied.

7) Discard used support cards.

8) Soviet Opportunity Fire (only if available, needs Chuikov).

9) Rubble Roll (only if the German attack is Deliberate and the hex is urban).

10) Close Combat: Simultaneously unless:
   A) Urban hex. The defender always rolls first.
   B) Clear hex. The Germans may roll first if Hoth is in play and Combined Force Bonus is available.

11) Advance After Combat (mandatory if the attacker wins). At least one unit is required for German side, **only one unit** (the strongest) for Soviet side.

12) Blitz if available (German only, needs Hoth).

13) Conceal units.

The Designer's way

Chuikov: When the Chuikov card is drawn, 3 dice are rolled, and the results are summed up. Chuikov's Uberblock is deployed in the corresponding hex if it is Soviet controlled. If the hex is not Soviet controlled or if the Germans enter the hex later in the game, the Chuikov card is discarded, and all its effects ends inmediately. The Chuikov block cannot be moved.

1077th AA Rgt and 20th Destroyer Brigade: After step 4 of combat sequence: AA cancels any German airstrike card. Destroyer Brigade automatically reduces the strongest German Panzer/Panzer Grenadier unit by 1 step, ignoring Rubble, with ties chosen by the German player.

Immortal Guard: At the start of every combat, If one or more of these units is in a combat, they adjust their strength to maximum inmmediately after the showdown step.

Marines empowered: Soviet Marine units are always deployed (spawned) at maximum strength.

Soviet Divisions' late deployment: During step 6 of setup, mix the 4 Soviet Guard Infantry with 18 of the 4 dot strength infantry divisions rather than 18 random infantry. These units still deploy at random strength.

Leader Cards

Chuikov: Grants Opportunity Fire and Deliberate Attack.

Opportunity Fire. After resolving and discarding cards in a combat in which the Soviets are **defending**, each Soviet unit adjacent to **each** German attacking stacks (including those in the attacked hex) rolls one die (SF). Each hit scored is immediately applied to the Germans. Soviet units performing Opportunity Fire are not revealed during this step.

Deliberate Attack. When a Soviet stack performs a Hasty Attack against a German stack during the Soviet Move action, **all** the Soviet stacks adjacent to that German stack will join the attack. The Soviets still do not generate Rubble. A Soviet stack may participate in multiple Deliberate Attacks.

Zaytsev: When a Soviet Sniper card is played, count it as being played twice, separately.

Khurshchev: Each Soviet unit now receives a hit bonus (+1 to hit) in combat, including Opportunity Fire (no apply to support cards). Additionally, each 1 rolled by a Soviet unit, including Opportunity Fire but not by support cards, counts as a hit against the **revealed** Soviet units, and is resolved immediately. If every revealed Soviet unit is lost from rolling 1s, resolve every other step of combat **except** for Close Combat.

Support Cards

Tommy Gunner (x2): Two dice (DF).

Volga River Flotilla (x5): If the Soviet hex is a coastal hex, this card represent Gunboat Support Fire (3 dice DF). Otherwise deploy a Marine unit in the hex indicated by the sum of 3 dice, but only if the hex is not occupied by a German unit (it may be German controlled and empty). If the landing hex is Soviet controlled and fully stacked or if no Marine available, then draw another card and add to the Soviet hand. If the landing hex has enemy units, then the card has no effect.

AA (x4): Cancel the effect of a German Airstrike card (including the Rubble modifier) if played, and immediately place a Rubble marker in the hex indicated on the card.

Sniper (x5): Reduce the strongest German infantry unit by 1 step (Motorized and Panzer Grenadiers included), ignoring Rubble, with ties chosen by the German player.

Anti-Tank (x2): Reduce the strongest German Panzer/Panzer Grenadier unit by one step, ignoring Rubble, with ties chosen by the German player.

Infiltration (x4): Deploy a random infantry. If the hex is already fully stacked or no infantry is available, then draw another card and add it to the Soviet hand.

T-34 Dug in (x3): Deploy a random tank. If the hex is already fully stacked or no tank is available, then draw another card and add it to the Soviet hand.

Soviet decisive victory

A) 10 German units (each of the 5 units marked "R" counts double) are destroyed **OR**

B) Immediately when the last card is **drawn** from the Soviet deck.

Setup

1) If playing "The Designer's way" use the two Uberblocks and the 3 German units marked with a yellow axe and rolls the advantages for each side (page 18).

2) Place the red factory in hex #7, the 4 red plates (docks) in hexes #9, #15 and twice in #13.

3) Put the two Marines in the Marine spawn pool. If playing "The Designer's way" deploy the five discs (Soviet Fortifications) as follows: brown in hexes #4, #21, #28 and red in hexes #26 and #32.

4) Divide the remaining 51 Soviet units into two groups: infantry (38x) and tanks (13x).

5) Randomly draw 6 of the 13 Soviet tanks and put then facedown in the tank spawn pool.

6) Mix the 4 Soviet Guard infantry with 18 randomly draw Soviet infantry (18 of the 4 dot strength infantry divisions if playing "The Designer's way") and put them (22x) facedown in the infantry spawn pool.

7) Mix the remaining 7 tanks and 16 infantry and then, without looking, randomly deploy them, one unit per hex and at random strength, on the 23 hexes marked with a pink setup rectangle icon.

8) Separate the white and yellow German infantry units.

9) Deploy at full strength the 2nd, 64th and 79th regiments in hex W; the 120nd regiment and 1 yellow infantry randomly drawn, in hex X; and two yellow infantry randomly drawn in hex Y.

10) Deploy the remaining 30 German units facedown on the Reinforcement Track as follows: 6 white infantry, randomly drawn on the last column, and the other 24, randomly drawn, on the remaining 24 boxes.

11) Shuffle the German deck and draw 3 cards to make the German hand.

12) Shuffle the Soviet deck and place facedown.

Combat sequence

1) **AI:** The Soviet side **must** play a random card from the Soviet hand if available, and keep it facedown until Showdown. This mandatory card is played even if it is the Soviets who are attacking.
Soviet player: Can choose which card he wants to play. The Soviet human player is not forced to play a card.

2) If resolving a Deliberate German Attack, the German player **may** play a card of his choice, facedown.

3) Showdown: both sides' cards and units involved in the combat are revealed simultaneously.

4) Adjust Soviet units' strength.

5) Soviet card effect is applied.

6) German card effect is applied.

7) Discard used support cards.

8) Soviet Opportunity Fire (only if available, needs Chuikov).

9) Rubble Roll (only if the German attack is Deliberate and the hex is urban).

10) Close Combat: Simultaneously unless:
   A) Urban hex. The defender always rolls first.
   B) Clear hex. The Germans may roll first if Hoth is in play and Combined Force Bonus is available.

11) Advance After Combat (mandatory if the attacker wins). At least one unit is required for German side, **only one unit** (the strongest) for Soviet side.

12) Blitz if available (German only, needs Hoth).

13) Conceal units.

Leader Cards

Paulus: The Germans now double the number of German cards drawn, both when calling for reinforcements and when conquering a spawn hex.

Hoth: Grants Combined Force Bonus and Blitz Movement.

Combined Force Bonus. When a battle occurs in a clear hex in wich the Germans have both infantry and tanks, but the Soviets do not, the Germans may use this bonus (attacking and defending). Panzer Grenadiers always benefit from this bonus, even when attacking alone. In close combat, the Germans roll the dice before the Soviets and hits are inmediately applied.

Blitz Movement. After completing the Advance After Combat into a clear hex, each German Blitz unit (dark background) that advanced, may move again into any adjacent empty of enemy units clear hex. The stack may split up into 4 different clear hexes, possibly leaving the original hex empty.

Von Richthofen: The Germans now **always** roll double dice for airstrike cards. The Rubble modifier **must** be doubled as well.

Linden: The German player is now allowed to play more than one Pioneer card during a German Deliberate Attack, cumulatively adding each card's Rubble modifier. He is also now able to play the 672nd Pionner card.

OKH: Replace German Victory Conditions. **One** of the following must be complete by the **end** of a turn:

A) All Soviet units destroyed from the mapboard **OR**

B) All 19 hexes from #1 to #19 are German controlled.

When the Soviet deck is empty, the German player can play an additional turn for each of the five "R" marked units he has removed from the board and placed on the German reinforcements track.

Support Cards

Heinkel 111 (x4): 6 dice (TF) & +3 to the Rubble roll.

Stuka (x4): 5 dice (TF) & +2 to the Rubble roll.

Howitzer (x4): 6 dice (TF) & +2 to the Rubble roll.

Pioneer (x4): 5 dice (TF) & +1 to the Rubble roll.

Sniper (x3): Reduce the strongest Soviet infantry by 1 step, ignoring Rubble, with ties chosen by the German player.

Pak (x2): Reduce the strongest Soviet tank by 1 step, ignoring Rubble, with ties chosen by the German player.

German decisive victory

A) The Germans control all 6 Soviet spawn hexes **OR**

B) There are no Soviet units on the mapboard.

The Designer's way

6th Panzer Division: When calling for reinforcements and the bottom row is empty, if another six (6) is rolled, Erhard Raus – the 6th Panzer Division Commander – is deployed on the corresponding box on the reinforcements chart, and the 3 units of the 6th division become available as reinforcements.

Place these 3 units starting from the row that has the fewest units left, or the one with the lowest row number (1-6) if two or more have the same number of units left.

This units count as white units.