

- 3) Axis Operational Movement, Field Fortification Phase, and Unopposed Occupation of Second Point if 1st Point is Unoccupied.
 - 4) Axis Regular Combat Phase:
 - a) Air Combats.
 - b) Ground Combats (check Soviet arty., air, rocket supply at instant of combat, also check German HQ supply at same time).
 - c) Breakthrough Movement and Unopposed Occupation of 2nd Point.
 - 5) Recovery of Dispersed Axis Units.
 - 6) Axis Breakthrough Combat Resolutions.
 - 7) Tournament Game Soviet Victory Determination Phase.
 - 8) Axis Units' Supply Status Determination Phase.
- C. SOVIET PLAYER TURN**
- 1) Soviet R/RP.
 - 2) Soviet Strategic Movement Phase.
 - 3) Soviet Operational Movement and Field Fortification Phase.
 - 4) Soviet Regular Combat Phase:
 - a) Air Combats.
 - b) Ground Combats (check Soviet arty., air, rocket supply at instant of combat, also check German HQ supply at same time).
 - c) Breakthrough Movement and Unopposed Occupation of 2nd Point.
 - 5) Recovery of Dispersed Soviet Units.
 - 6) Soviet Breakthrough Combat Resolutions.
 - 7) Tournament Game Axis Victory Determination Phase.
 - 8) Soviet Units' Supply Status Determination Phase.

7.0 WEATHER AND ITS EFFECTS

A. WEATHER DETERMINATION

There are seven months of constant weather in the game, and five months of variable weather. German air unit availability will depend on the weather and the year of the game. Other units will be affected by weather regardless of the year of the game.

MONTH	WEATHER	GERMAN AIR UNIT AVAILABILITY					
		1941	1942	1943	1944	1945	
January	Snow	—	0	1	1	0	
February	Snow	—	0	1	1	0	
March— <i>a</i>	Mud	Snow	—	0	0/1	0	—
	(1-3)	(4-6)					
April	Good	Mud	—	2/0— <i>b</i>	1/0	*0— <i>c</i>	—
May	Mud	Good	0/3	0/2	0/1	0/1	—
June	Good	Good	3— <i>e</i>	2	1	•	—
			(4— <i>e</i>)				
July	Good		3	2	1	•	—
August	Good		3	2	1	•	—
September	Good		3	2	1	•	—
October— <i>d</i>	Good	Mud	3/0	2/0	1/0	*0	—
	(1-2)	(3-6)					
November	Snow	Good	0/3	1/2	1/0	*0	—
December	Snow	Snow	0	1	1	0	—

- a) Roll one die at the beginning of the turn. The outcome determines weather for that turn and the next two that follow it.
- b) All split results refer to the weather column result for air unit availability. In April 1942 the Axis player will have two air units if his weather is Good and no air unit if his weather is Mud.
- c) In Good weather turns in 1944, the Axis player may choose any two consecutive Clear weather turns to have 1 German air unit available.
- d) Same as note a, except the outcome for October determines November weather (only) as well.
- e) Three air units in a game started in May, four air units (1st turn) in a June game.

B. OTHER WEATHER EFFECTS

- 1) Axis:

Axis armor units lose their breakthrough movement and assault abilities during Snow weather turns of the 1941/42 winter (only).

Any Axis attack using at least one Finnish unit against Soviets in Finland in winter 41/42 in Snow gets a +1 (plus one) on the attack die-rolls. Sixes remain sixes.
- 2) Axis and Soviet:

All armor units lose their breakthrough movement and assault capability in Mud. Cavalry and cav-mech are unaffected.
- 3) Soviet:

Units attacking Axis controlled points lying north and east of the Arctic Weather Line outside Finland get a plus one bonus on attack die-rolls in Snow weather during the winter 1941/1942. Sixes remain sixes. The Soviets lose this plus one to the die if half or more of the major units of the defenders are Finns. All Soviet air units are grounded by Mud (only). They defend normally.

8.0 REPLACEMENTS AND REINFORCEMENTS

A. REPLACEMENTS

At the beginning of each Player Turn, that player may be eligible for replacement units. These units enter the game dispersed and may not move except strategically. They become undispersed during the owning player's Recovery Phase. Replacements may be saved and accumulated.

1) Axis:

a) German replacements become available starting the second turn of the game. The Axis player rolls 1 die and consults the proper year column on the German Replacements chart. A dash means no replacements. An infantry symbol means 1 infantry strength point is replaced, an armor symbol means a point of armor, armored infantry or infantry strength is replaced. Two symbols indicate a point per symbol. These points may be saved, or used immediately, to create units from those already eliminated. SS PanzerKorps cost an extra strength point per unit to replace. Units withdrawn or not yet in the game are not eligible to be taken as replacements. German replacements enter the game at Warsaw.

b) Other Axis:

One Finnish, Hungarian, and Rumanian unit each may be replaced each March and September of 1942, 1943, and 1944. These replacements may be saved. They enter the game at their respective supply sources.

c) German HQ units and Italians cannot be replaced.

2) Soviet:

Soviet replacements are created at replacements centers on the map and in Siberia. They are also created by Soviet factories. The mechanics and options of factory production are covered in detail in Section 8.C. Soviet replacements are limited to the counter mix and must enter the game at their point of production. Composite units must be built from basic units already in the game. [Exception: see Section 3.C.2 - Siberian Reserves.]

a) On Board Replacement Points:

Each Soviet Victory Point city produces one regular infantry army per turn as long as it is in overland supply and under Soviet control. Rtishcheva produces one cavalry corps every March, July, and November while under Soviet control. If captured by Axis forces, these points cease production until recaptured and placed in overland supply by the Soviets. Units produced by these points appear on the points producing them.

b) Soviet Factories:

Factories in overland supply produce the basic type of unit shown within the factory symbol. Factories with numbers below the factory symbol produce a basic unit on each numbered month listed. January is the first month and December is the twelfth month. Factories marked "odd" produce every other month starting in January, those marked "even" do the same starting in February. Units produced appear at the factory.

For defensive combat, a Soviet factory on the mapboard is considered to be a minor unit with a firepower strength of one (1), unless it is entrained. An entrained Soviet factory is automatically eliminated if its point falls to Axis control. A Soviet factory is never allowed to move operationally or to retreat. A Soviet factory cannot be dispersed.