

viet player rolls one die, using the column of the combat table that corresponds to the number of Soviet air units present (attacking or defending) at the point. The die-roll result is the number of Soviet air units surviving. If more than one German air unit is present, a second die-roll is made, using the number of survivors from the first die-roll to determine the correct combat table column. The result is the number of Soviet air units surviving from the survivors. Repeat for each German air unit present over the point.

b) **Air-to-ground:** Soviet air units present at a point where there are no German air units undergo attrition through flak instead. As before, a die is rolled using the column of the combat table corresponding to the number of Soviet air units present. However, the result obtained is the number of units lost. This is done once, regardless of the number of Soviet air units or Axis ground units present, as long as at least one of each is present at the beginning of air combat.

2) **German Air Units:**

German air units are never affected by air-to-air or air-to-ground combat.

3) **Surviving Soviet Air Units:**

Surviving Soviet air units affect ground combat on the attack or defense:

Attack: Each surviving Soviet air unit adds one to the total attack strength of attacking Soviet ground forces. Air units can only attack with Soviet ground forces present (dispersed or not) and may not absorb Axis repulses to Soviet attacks. Soviet air units advance or retreat with Soviet ground units in the battle.

Defense: Each Soviet air unit on the defense adds one to the total defensive fire of the ground forces. Soviet air units may not defend alone and may not absorb Axis breakthroughs on the defense.

4) **German Air Units In Combat:**

German air units present at a point affect ground combat calculations whether Axis ground units are attacking or defending.

Attack: A German air unit committed with an attack doubles the combat value of all attacking German units in supply. Two air units triple combat values, three quadruple them, and four quintuple them. This applies to regular ground combat and breakthrough attacks. German air units may advance with attacking Axis units or retreat with retreating Axis units. On breakthrough movement, a German air unit can only move with one group of German units up one line segment.

Defense: German air units present at a point defended by Axis ground units double the combat value of all Axis units in supply. Extra air units affect combat values as in the attack. Units defending against regular ground attacks or breakthrough attacks gain this defensive benefit if a German air unit is present.

5) **German Air Units Alone:**

German air units may not attack or defend alone; nor may they absorb repulses or breakthroughs; nor may they occupy a point without an Axis ground unit present.

B. GROUND COMBAT

1) There are two types of regular ground combat, normal and simultaneous. Simultaneous combat takes place when:

a) Axis units attack in Good weather and no Soviet air units are present after air combat.

b) Axis units attack in Snow with an air unit and no Soviet air units survive air combat.

All other ground combat situations are normal.

2) **Normal:**

In normal combat, each side fires and inflicts losses on the other side in sequence, with the defenders firing first. After the defenders fire and losses from that fire are taken, the attacker decides to continue the action or retreat. If he continues the attack, he fires and inflicts losses on the defender. After the defender apportions losses to the units of his choice, he decides to continue the action or retreat. Combat continues until one side is destroyed or retreats.

Firing Procedure:

The firing player totals all undispersed unit values and selects the corresponding column of the combat table. One die is rolled and the number obtained is the number of losses inflicted on the other side. These losses are called *breakthroughs* if caused by the attacker and *repulses* if caused by the defender. These losses are immediately distributed among the units receiving the fire. Units absorbing losses are either destroyed or dispersed [*Exception:* see Field Fortifications] and cannot fire in their part of the combat round. Losses may be distributed in any fashion the player whose units are fired upon wishes, as long as all the breakthroughs or repulses are absorbed. Each major unit may suffer losses up to its strength point number and not be destroyed. Each minor unit may suffer one loss less than its strength

point value and not be destroyed. Any unit suffering any loss is dispersed (invert the unit) and may not move or fire until it recovers in the next friendly Recovery of Dispersed Units Phase. A dispersed unit must advance if it is part of an attacking force that clears a point. The next round of combat in which a loss of more than its limit is assigned to a unit, that loss destroys it.

Example: In the first round of combat, the German Gross Deutschland Pz Corps (value = 3) absorbs a breakthrough in defensive combat. The unit is dispersed, but remains in the battle. On the second round, although it cannot fire, Gross Deutschland absorbs another breakthrough from the attacking force. On the third round, a third breakthrough is absorbed. On the fourth round of combat, a fourth breakthrough is absorbed and the unit is eliminated for taking one more loss than its value. Had the Axis player needed to absorb four breakthroughs in the first round of combat, all four could have been taken by Gross Deutschland and the unit would have been eliminated immediately.

3) **Simultaneous:**

Simultaneous combat follows normal combat with these exceptions:

a) Firing takes place simultaneously with losses being taken after both sides fire, attacker choosing losses among his own units first.

b) Next, the attacker and then the defender declare if they wish to fight an additional round. Either side may break off, before deciding to continue, without further fire or loss.

c) If both sides have only dispersed units left at the end of a combat round, the attacker retreats and the defender holds the point.

d) If both sides have eliminated each other completely in simultaneous combat, the defender still controls the point.

4) **Retreat from combat:**

A player may decide to retreat rather than continue combat. Retreat is an all or nothing affair. All units involved in a battle must retreat if the owning player decides to retreat any of them. Soviet air units count as one value ground units for retreat purposes. Attacking units must retreat back down the lines they used in attack, to their points of origin. Once on these points, they are dispersed. Defending units retreat according to the following priorities:

a) Units must retreat to adjacent points controlled by their own side, until the capacity of the connecting lines is used up. All retreating units count as single units for purposes of retreat, except for Axis Allied armies, which count as two units, and SS Pz divisions and the 1st Moscow Motorized division - which count as 1/2 unit each.

b) Units which must retreat and cannot satisfy priority 1, because of line capacity limits, may retreat towards enemy controlled points if these points are not occupied by combat units, combat support units, or an emplaced factory. They may enter an enemy controlled point with an enemy unit present only if that unit is an entrained factory or a partisan unit. Units retreating under this priority use 1/2 the line capacity, with fractions rounded down.

c) Defending units retreating from a battle may retreat to a point under attack by enemy units. In this case, the friendly units under attack must still occupy that point after the battle for the retreating units to survive. The retreating units may not take part in the battle, neither firing defensively nor absorbing breakthroughs. Units may retreat in this manner during regular combat, but not during breakthrough combat.

d) Attacking units withdrawing from a battle encountering a defender displaced to the attacker's starting point, as per priority 2, are destroyed if all retreating units are dispersed. If any undispersed units retreat down a line after breaking off an attack, these undispersed units destroy the retreated defenders they encounter.

5) **Advance After Combat:**

Attacking units which clear a point of defenders must occupy that point, including all dispersed attacking units. Defending units which cause the retreat or destruction of attacking units may not advance after combat.

6) **Large Combats:**

In either normal or simultaneous combat, if an attacker's or defender's total firing number exceeds the highest number on the combat table, combat is resolved for that force as follows:

Divide the total points into the fewest number of the most equal groups possible, the value of each of these groups not to exceed the highest number on the combat table.

Example: The Soviet player defends a point with 37 points. He splits that total into a group of 19 points and a group of 18 points, rolls a die for each of them and totals the number of repulses from the two rolls. If the defenders had totalled 72 points, they would have