The Dark Valley

The East Front Campaign, 1941-45

SCENARIO BOOK

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17.0 SCENARIOS

The following details various scenarios that can be played. In each case, players set-up as per the instructions below, and begin the game on the stated turn, but skipping the Reinforcement/Replacement phase on the first turn of the scenario.

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Additional Abbreviations used in the Scenario Book:

BMD = Baltic Military District
AGC = Army Group Center
AGN = Army Group North
AGS = Army Group Soouth
WMD = Western Military District

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Operation Barbarossa

17.1 Operation Barbarossa

"Barbarossa" was the code name for the German invasion of the Soviet Union, which was expected to eliminate all organized Russian resistance before the onset of winter. Initially appallingly successful, the campaign ultimately failed to achieve its goals, and saw the Germans thrown back in December by a Soviet counteroffensive at the gates of Moscow.

17.1.1 Barbarossa and Campaign Set-Up

The Soviet player sets up first. Place all units with a specific set up hex in the listed hex-ignore overstacking for now. Then place all **R**-designated (Reserve) units in any town or cities in the USSR, outside the border Military Districts, that do not already contain a Soviet unit; maximum of one **R** unit per hex. Next, move enough overstacked units into adjacent hexes to meet stacking limits. Finally, set up the units listed as starting in non-specific hexes in the Military Districts. Every border hex from hex 2914 to hex 3036 *must contain a Soviet unit*. Every border hex from hex 3136 to hex 4547 *must contain or be adjacent to a Soviet unit*. Every Fortified Zone and City in a Military District *must contain a Soviet unit*. Apart from this, units may set up anywhere within the boundaries of their Military District.

To aid in set up the Soviet towns/cities listed on counters are located as follows: Tallin: 3804 Narva: 4304 Kowel: 3529 Polotsk: 4416 Nevel: 4614 Korosten: 4330 Balta: 4539 Fastov: 4633 Cherkassy: East map 1134 Krasnodar: East map 3147 Simferopol: East map 1849 Kaluga: East map 2019 Orel: East map 2123 Gomel: East map 1026 Velikie Luki: East map 1013. To clarify the borders between the Military Districts, the BMD ends at 3319 and 3419, the WMD ends at Brest-Litovsk, and the KMD ends at 3640.

The Axis player sets up second. He sets up all units of Army Groups North, Center, and South in Greater Germany. There are no setup requirements, but during the initial Combat Phase of Turn 1 only units of Army Group North may attack Soviet Baltic Front units, only units of Army Group Center may attack Soviet West Front units, and only units of Army Group South may attack Soviet Kiev Front units.

Set up Depots in the hexes listed on each Depot unit. Army Group North's Air unit must base in any town or city within three hexes of Königsberg. Army Group Center's Air units must base at Warsaw. Army Group South's Air units must base at Lublin and Radom.

R units must set up in Romania. German and Romanian units *may* stack. The Romanian air unit is available for use.

Place the Game Turn marker on Turn 1. Place the Axis VP marker on the "14" space of the General Records track. Place the Stalin Mandated Counterattack marker on the "0" space of the General Records Track.

Place an Axis Combat/Move marker "Combat" side up on the "1" space of the General Records Track. Place an Axis Combat/Move marker "Move" side up on the "2" space of the General Records Track. Place the other available Action chits in an opaque container for random drawing after the Axis completes first his Combat then Movement rounds.

17.1.2 Special Barbarossa/Campaign Rules

The Barbarossa scenario starts with the German Combat Chit. No units (including supply depots) may enter, move, or attack into or out of Romania or Hungary on Turn 1. (Axis units *may* move within Romania.) Soviet units that start in the Odessa Military District may not move or attack on Turn 1. Axis air is unavailable during the initial Combat Round; it is available thereafter *(the Luftwaffe is initially busy destroying the Red Air Force).* German units ignore minor rivers for all purposes and treat major rivers as minor rivers on Turn 1. German Mechanized units may treat swamps as forest for movement costs on Turn 1. All Axis units are In Supply throughout Turn 1. All OOS German Mechanized units have their MPs reduced to 5 rather than 3 on Turn 2, and treat IS as OOS during Turns 2-4. Soviet units may not trace LOS or LOC through unoccupied (by other Soviet units) hexes outside the Soviet Union on Turns 1-3. On Turns 1-3 German Motorized units double their combat factor on defense in clear terrain, and double their attack strength if stacked with at least one panzer division attacking a clear terrain hex (this doubling does not apply if there is any other terrain feature in the hex; e.g., a town).

Because of the shorter time scale of Turn 1, not all Isolated Soviet units adjacent to enemy units are eliminated. Instead a die roll is rolled for each *Pocket* to determine how many steps are eliminated. A Pocket is defined as a contiguous group of any number of Isolated units not separated from one another by empty hexes, German units, or ZOC in hexes not occupied by a friendly Isolated unit. For each Pocket roll one die-that number of steps

are immediately eliminated (non-owning player's choice) in that Pocket (but IS units not adjacent to an In Supply German unit are never affected.) Note that no die roll is needed for a Pocket that consists of a single Soviet IS unit adjacent to an In Supply German unit.

On Turn 1, the Soviet player receives two City Defense markers. Starting with the End Phase of Turn 1, these may be placed one per city. Cities without a City Defense marker are treated as Towns for ground combat purposes (they are always cities for bombardment, ZOC, Stavka etc.). Once placed a marker remains in that city until either the city falls to the Axis, or the next end phase, at which time the Soviet player may choose to place the marker elsewhere. This rule is in effect until the end of Turn 7-starting on Turn 8, all Soviet cities revert to being cities in all respects for the rest of the game.

On Turns 2, 3 and 4 the Axis player may return the 1st and 2nd Panzer HQs to the Activation cup immediately after use, allowing them to be drawn twice on each of those turns, provided that the two HQs are not within 8 hexes of one another at any point during any of these activations.

On Snow turns 7-9 the following First Winter effects occur:

> **(i)** The Soviets double the Combat strength of all supplied Shock Armies on attack (only).

> **(ii)** German Air units automatically change status to Done after performing any single action, including moving their Base counter.

> **(iii)** Axis units not in or adjacent to a friendly controlled town/city are treated as OOS for the purposes of combat (unless already IS) at the instant of combat.

Optional: Players may consider the Fort at Odessa Destroyed (place a Fort Destroyed Marker) at the start of the game if they wish to boost the Axis in the south.

17.1.3 Scenario Length and Victory Conditions

The *Barbarossa* scenario is 8 turns long. Victory is determined as follows:

Axis Victory: The Axis player wins immediately at the end of any Victory Check Segment if *either* of the following Victory Conditions apply:

- The Axis player controls Moscow and either Leningrad or Kiev, or
- The Axis player has 33 VPs at the end of Turn 8.

Soviet Victory: The Soviet player wins at the end of Turn 8 by avoiding all Axis Victory Conditions.
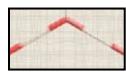
Fall Blau

17.2 Fall Blau

"Fall Blau" ("Case Blue") was the code name for Hitler's 1942 summer/fall offensive in the east. The goal was to block the Volga at Stalingrad, and then capture the oil fields of the Caucasus, starving the Soviet war machine of the fuel needed to run it. After coping with a Soviet offensive at Kharkov in May, and clearing the Crimea, Blue was launched in late June. Despite deep advances into Soviet territory, the Russians avoided large-scale encirclements, and Hitler's growing obsession with occupying Stalingrad (mostly because of the symbolic significance of its name) drained the Caucasus advance of the troops and supplies needed to reach its goals. In November a Soviet counteroffensive trapped the German 6th Army at Stalingrad, bringing German hopes of conquering the Soviet Union to an end. After Stalingrad the Germans would be fighting for stalemate.

17.2.1 Case Blau Set Up

The start line for this scenario is shown by the red-dashed line on the game map.

Both players take all their units from those available at the start of the campaign game through their Turn 12 Reinforcements (inclusive). Each player then removes from the game units that are either eliminated and cannot be replaced, or are withdrawn/converted and will not return to the game. Each player also places replaceable eliminated units in their respective Eliminated Units piles as indicated below. Finally any withdrawn units that may return are placed in the Other Fronts box. Some Soviet units must be placed in the Reserve box as indicated below.

Soviet Units Out of Play: All 1941 Mechanized corps, 24 1-4 Rifle divisions, all 2-4 Rifle divisions, 1 1-5 NKVD Motorized division, the Crimea, Leningrad, and Moscow Militia corps, the Katukov Tank Brigade, all non-Guard Cavalry corps, 1 tank corps.

Soviet Units in the Eliminated Pile: 6 5-4 Rifle Armies, 4 Tank corps, 1 Guard Cavalry corps, 1 Paratroop (Airborne) corps.

Axis Units out of Play: 1 Air unit and Base, 1 Panzer HQ, German 1st Cavalry Division, Italian CSIR, Hungarian *Schnell* Corps.

Axis Units Withdrawn: 7th Panzer Division.

The Soviet player now flips any 20 5-4 Rifle armies to their reduced side. He then sets up all his units. All units must set up on or east (west in the case of the Sevastopol front) of the 1942 Front Line, marked on the map with a red, dashed line, with the exception of 1 Shock Army, 4 Tank corps, and 1 Guard Cavalry corps, which must set up in the Stavka Reserve box. Every Front Line hex

must contain a Soviet unit or ZOC. Note that the ZOCs of units not adjacent to the start line do not count toward this requirement to cover every front line hex with a unit or ZOC. No Soviet Shock armies or HQs (Stavka/Zhukov), and no more than three Tank corps, may set up south of hexrow xx24. Every Soviet-Controlled Oil hex, and each of the four Soviet Towns on the Black Sea (Taman, Novorossiysk, Tuapse, Sochi) must contain at least three Soviet defense factors worth of units.

> **Developer's Note:** Make sure you place units in hexes 1102 and 1203 to the east of Leningrad, otherwise you risk the city being Isolated during the first Logistics check.

The Axis player now takes 20 German Infantry step losses totaling at least 40 Attack Factors. He may distribute these as he sees fit, by reducing or eliminating units. He must now flip to their reduced side eight German Panzer divisions, distributing the losses as he sees fit. He must then take three Romanian step losses, of any type, distributing these as he sees fit. He then places all units on the map on the Axis side of the start line. Every Front Line hex must have an Axis unit or ZOC. Axis Supply Depots must set up on rail hexes, and German Air units and Air bases must set up in Axis-Controlled cities and towns.

In all cases stacking limits must be observed. Note that Soviets units in the Leningrad area will begin the game in an OOS state, and should be marked as such (13.2).

> **Design Note:** If the Germans choose to starve Leningrad out in 1942 they almost certainly can, although the Soviet player can certainly max his setup in hexes 1102 and 1203 so it isn't easy. What saved Leningrad historically—and something the Axis player needs to keep in mind—is that taking Leningrad doesn't lead anywhere else, and the forces sent there will be difficult to redeploy.

17.2.2 Fall Blau Special Rules

The first Turn of the scenario begins with the first Action Round. The German player may choose to launch *Fall Blau*, in which case he chooses the first *two* Initiative chits, or wait until July, in which case he chooses only *one* Initiative chit this turn. All remaining Action markers (except, naturally, Stavka) available in June 1942 go into the Action Cup along with the Logistics chit. The German Assault Gun Support unit and the Romanian Air unit, and all in play Soviet Air units are available for use.

In this scenario only, Manstein may not be placed more than five hexes from Sevastopol until Sevastapol is in Axis control *(Manstein commanded the 11th Army at the time)*.

17.2.3 Scenario Length and Victory Conditions

Case Blau begins on Turn 12 and is 6 turns long. The Axis currently have 31 VPs. Victory is determined as follows:

Axis Victory: The Axis player wins immediately at the end of any Victory Check Segment if any *one* of the following Victory Condidtions have been fulfilled:

- The Axis controls Sevastopol, Stalingrad, Maikop, and Grozny, *and* has exited 10 or more German units (at least 5 of which must be mechanized divisions) off the south map edge in the Caucasus via any of the four military roads (thus capturing Baku off the map), or

- The Axis controls any *three* of of the following four cities: Moscow, Leningrad, Stalingrad and Gorki, or

- At the end of Turn 17 if the Axis controls at least 37 Victory hexes (for the purpose of this scenario Maikop and Grozny count as Victory hexes). All such hexes must be in full supply to count for Axis victory. The Axis starts with 31 Victory hexes.

Soviet Victory: The Soviet player wins at the end of Turn 17 by avoiding all Axis Victory Conditions.

Operation Zitadelle
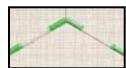
17.3 Operation Zitadelle

"Operation Zitadelle" was the code name for the German attempt to eliminate the Kursk salient, a deep bulge into German lines formed in the see-saw fighting of January-March 1943. Launched in early July of that year, the Germans concentrated almost all their armored firepower north and south of Kursk for a pincer drive that aimed to destroy major Soviet forces and potentially allow continued German offensive operations that summer. But the Soviets, aware the offensive was coming, massively fortified the salient, and after only limited gains Hitler broke off the offensive when the Allies landed in Sicily, in order to send reinforcements to the West. The Soviets then began their own summer offensive, which ended with the liberation of the ruins of Kiev in late 43.

17.3.1 Operation Zitadelle Set Up

The start line for this scenario is shown by the green-dashed line on the game map. Note that *where the green and red start lines are coincident on the game map, the line is marked as red.* Stalingrad is considered to have been occupied by the Axis, and so contributes 3 Replacement Factors to the Soviet replacement total (see 7.6).

Both players take all their units from those available at the start of the campaign game through their Turn 24 Reinforcements (inclusive). Each player then removes from the game units that are either eliminated and cannot be replaced, or withdrawn/converted that will not return to the game. Each player also places replaceable eliminated units in their respective Eliminated Units boxes as indicated below. Finally any withdrawn units that may return are placed in the Other Fronts box. Some Soviet units may be placed in the Stavka Reserve box as indicated below.

Soviet Units Out of Play: 108 1-4 Rifle divisions (leaving 12 Rifle divisions in play), all 2-4 Rifle divisions, 1 1-5 NKVD Motorized division, the Crimea, Leningrad, and Moscow Militia Corps, the Katukov Tank Brigade, all 1941 Mech corps and tank support markers, all non-Guard Cavalry corps, 27 Guard Rifle corps, 8 Mechanized corps, 17 Tank corps, 5 Guard Mechanized corps

Soviet Units in the Eliminated Pile: None.

Axis Units Out of Play: 2 Air units and Bases, 1 Panzer HQ, German 1st Cavalry and 22nd Panzer divisions, SS LAH, DR, and Toten Motorized divisions, all Italian units, Hungarian *Schnell* Corps, Romanian 2nd, Mountain (M), Cavalry (C) and Panzer divisions. Also remove the 3rd, 16th, 29th and 60th Motorized divisions (these have been converted to Mech units by this point).

Other Fronts Box: 16th Panzer Division.

Axis Units in the Eliminated Pile: 3 German Infantry corps, 10 German Infantry divisions, 2 German Light divisions, 1 Hungarian corps, 2 Romanian corps.

The Soviet player now sets up all units except for any 20 Combat units of his choice. All units must set up on or east of the 1943 Front Line marked on the map with a green-dashed line, and every hex of the Front Line must contain a Soviet unit or Soviet ZOC. Note that the ZOCs of units not adjacent to the start line do not count toward this requirement to cover every front line hex with a unit or ZOC. The Soviet Fortified Zone marker must be placed at Kursk on its FZ2 side.

The Axis player now takes 20 German Infantry step losses. He may distribute these as he sees fit, by reducing or eliminating units. He must now flip to their reduced side 6 German non-SS Panzer divisions, distributing the losses as he sees fit. He then places all units on the map on the Axis side of the start line. Every Soviet front line hex containing a Soviet unit must have an Axis unit in an adjacent hex. Axis Supply Depots must set up on rail hexes, and German air units and air bases in Axis-Controlled cities and towns.

The Soviet player now places his remaining units on the map or into Stavka Reserve. Units placed on the map must be placed east of the Soviet Front line and not adjacent to Axis units.

In all cases stacking limits must be observed. Note that Soviets units in the Leningrad area are likely to begin the game in an OOS state, and should be marked as such (13.2).

The Turn begins with the German player choosing his initial Action marker. All remaining July 1943 Action markers go into the Action Cup along with the Logistics chit. The German Assault Gun Support unit and the Romanian Air unit—and all in-play Soviet Air units—are available for use.

Reminder: The German Manstein chit is available for use.

17.3.2 Scenario Length and Victory Conditions

Operation Zitadelle starts on Turn 24 and is 6 turns long. The German Manstein chit is considered to already have been used once (in February 1943).

The Axis currently have 32 VPs. Victory in this scenario is determined as follows:

Axis Victory: The Axis player wins when he fulfills any *one* of the following conditions:

- At the end of the July 1943 Victory Check Segment if he has eliminated the Soviet Special Fortified Zone marker while losing no VP hexes on the Axis side of the 1943 Start Line that turn, or
- At the end of *any* Victory Check Segment if he has 35 or more VPs, or
- At the end of the Victory Check Segment of Turn 29 if he has 25 or more VPs.

Soviet Victory: The Soviet player wins at the end of the July 1943 Turn if the Axis player has failed to achieve *one* of the following:

- Occupy at some point at least two hexes of the Special Fortified Zone, or
- Inflict four or more step losses to Soviet units in any hexes of the Special Fortified Zone, or
- Make at least six attacks at 1-2 odds or better against Soviet units in the Special Fortified Zone.

Additionally, the Soviet player wins immediately at the end of any Victory Check Segment if the Axis player has *less than 25 VPs*.

Design Note: Allowing the Axis to win by destroying the Special Fortified Zone marker on Turn 1 forces the Soviets to defend the Kursk bulge; adding the July Soviet automatic Victory Conditions forces the Axis to attack it. If you are going to do a scenario that starts with *Zitadelle*, you might as well as have *Zitadelle* (in some form).

17.4 OPERATION BAGRATION

Named after a Russian hero of the 1812 war with Napoleon, Operation Bagration called for massed Soviet forces to burst through the German defenses in White Russia, cut off Army Group North, and advance to the German border. The offensive was launched on June 22nd, 1944. Thanks to a lack of mobile reserves, the complacency of the German commander, and Hitler's interference, the Soviets achieved all of their goals, virtually destroying the German Army Group Center in the process. Although the Germans rallied to defend East Prussia and central Poland, after Bagration the outcome of the war in the east was no longer in any doubt.

17.4.1 Operation Bagrati0n Set Up

The start line for this scenario is shown by the black-dashed line on the game map. (Please note that Odessa is Soviet-controlled.) Kiev and Stalingrad are considered to have been occupied by the Axis, and so each contribute 3 Replacement Factors to the Soviet replacement total (see 7.6).

Both players take all their units from those available at the start of the campaign game through their Turn 34 Reinforcements (inclusive). Each player then removes from the game units that are either eliminated and cannot be replaced, or withdrawn/converted that will not return to the game. Each player also places replaceable eliminated units in their respective Eliminated Units boxes as indicated below. Finally any withdrawn units that may return are placed in the Other Fronts box. Some Soviet units may be placed in the Stavka Reserve box as indicated below.

Soviet Units Out of Play: 111 1-4 Rifle divisions (leaving 9 in play), all 2-4 Rifle divisions, 1 1-5 NKVD Motorized division, the Crimea, Leningrad, and Moscow Militia Corps, the Katukov Tank Brigade, all 1941 Mech corps and tank support markers, all non-Guard Cavalry corps, 30 Guard Rifle corps (leaving 7 in play), 8 Mechanized corps (leaving 1 in play), 23 Tank corps (leaving 1 in play), 6 Guard Mechanized corps (leaving 2 in play).

Soviet Units in the Eliminated Pile: 1 Paratroop Corps.

Axis Units out of Play: 3 Air units/Bases, 2 Panzer HQs, German 1st Cavalry, 9th and 22nd Panzer divisions, SS LAH, DR, Toten and VIK Motorized divisions, all Italian units, Hungarian *Schnell* Corps, Romanian Mountain and Cavalry corps and Panzer division. Also remove the 3rd, 10th, 16th, 18th, 20th, 25th, 29th and 60th Motorized divisions (these have been converted to Mech units by this point). Finally, remove the GD Mech Division (which has been converted to the GD PZ).

Axis Units Withdrawn (Other Fronts Box): German SS LAH, SS DR, SS HS and SS FR divisions, 2 Tiger battalions

Axis Units in the Eliminated Pile: 6 German Infantry corps, 16 German Infantry divisions, 3 German Light divisions, 1 German Tiger battalion, Romanian 2nd, Mountain, Cavalry and Panzer corps, 2 Hungarian corps, 3 Romanian corps.

The Axis player now takes 24 German Infantry step losses. He may distribute these as he sees fit, by reducing or eliminating units. He must now flip to their reduced side 8 German Panzer divisions, distributing the losses as he sees fit. He then places all units on the map on or behind the Axis start line. Every front line hex must contain an Axis unit or ZOC. Axis Supply Depots must set up on rail hexes, and German air units and air bases in Axis-controlled cities and towns.

The Soviet player now takes 10 Infantry and 10 Mechanized step losses, distributing them as he sees fit. He then places his units on the map or into Stavka Reserve. Units placed on the map must be placed east of the Axis Front line, and every hex of the Axis Front Line must contain a Soviet unit or ZOC. Note that the ZOCs of units not adjacent to the start line do not count toward this requirement to cover every front line hex with a unit or ZOC.

In all cases stacking limits must be observed.

The Soviet player now chooses his First Round Action marker, and all other Turn 34 Action markers (including the Logistics chit) go into the Action Round Cup. The German Assault Gun Support unit and the Romanian Air unit, and all in play Soviet Air units are available for use.

Reminder: The German Model chit is available for use.
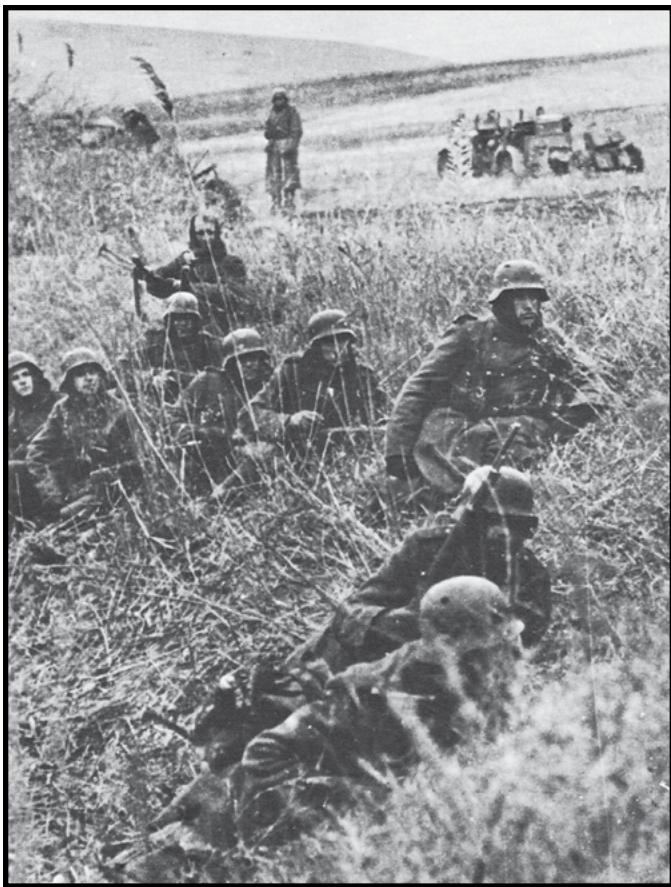
17.4.2 Scenario Length and Victory Conditions

Operation Bagration starts on Turn 34 and is 5 turns long. Victory is determined as follows:

Axis Victory: The Axis player wins at the end of Turn 38 if he has 13 VPs or more. The Axis have 21 VPs at the start of the scenario.

Soviet Victory: The Soviet player wins at the end of Turn 38 if the Axis player has 12 VPs or *less*.

Design Notes

I can trace the genesis of *The Dark Valley* (*TDV*) all the way back to 1971 and my purchase of Avalon Hill's *Stalingrad*, my introduction to gaming the Eastern Front in WWII. Though *Stalingrad* bore only a passing resemblance to the actual history, it started me on 40 year quest for the "ultimate" game on the war between Hitler's Germany and Stalin's Russia. *The Russian Campaign*, *Russian Front*, *Barbarossa*, *War in the East* (two editions), *East Front*, *War Without Mercy*, *Russia Besieged*, and others followed *Stalingrad* onto my table, and though many of them were good games, none was quite the exact game I was looking for.

Along the way I did the development on Ty Bomba's original *Proud Monster/Death and Destruction*, and later designed two card-driven games (CDG)—*WWII: Barbarossa To Berlin* and *Stalin's War*—that covered (among other things, in the case of *Barbarossa To Berlin*) the 41-45 war in Russia. Though I remain proud of those two designs, my dream East Front project was on a different scale then those Front/Army/Corps titles. When I decided to take up the subject again I turned back to a design I did for myself back in the 80s, before I had any idea of being a published game designer.

At this point I don't remember the title I gave it, but my first attempt on the subject was a two-map game, at division level for the Axis and (mostly) army level for the Soviets. It used a chit-pull random activation system in which combat and movement were separated out, monthly turns, and basically ignored the air campaign. It never quite worked, but it planted the seeds that would take root in *TDV* 25 years later.

Which brings us to the chit-pull system that is the heart of *TDV*, and I suspect will be its most controversial element. Why random activations, when almost every other game on the subject uses some form of Igo-Hugo (even my CDGs)? Well, in part exactly because Igo-Hugo has been used so often. My aim was a fresh look at the subject, and not another minor variation on it. But there was much more to my decision than the attraction of the "new." The Activation Chits of *TDV* solved a range of design challenges.

While parts of the Russo-German war of 41-45 involved somewhat static attritional fighting of the kind that Igo-Hugo handles nicely, other parts of the campaign involved slashing advances, counterattacks, and retreats over hundreds of miles that enveloped both sides in clouds of confusion and uncertainty. The fog of war hung heavy over many east front battlefields, and the ability to exactly calculate attack and defense, which Igo-Hugo encourages, is a bad fit for the chaos of *Barbarossa* or *Bagration*. The random element of the *TDV* system not only adds suspense, but compensates for players' birds-eye view of the map. It also allows even a severe underdog—as the Soviets are in '41 and the Germans in '44-'45—to spring a nasty surprise now and then.

So far, so obvious, but the chit-pull system does more than provide the fog of war. By giving different chits different uses, and by giving each player his own activation chits, I could model the differences in operations between the Nazi and Soviet armies. For example, giving one side the ability to choose between Combat or Movement with a single chit draw, while leaving the other stuck with one or the other. This was something I used already in my France 1940 game, *Case Yellow*, but I realized I could take the concept much farther in *TDV*. *Case Yellow* covered a campaign that lasted only weeks, while *TDV* covers a period of years. Not only were the differences between the two sides more marked in the east, but the vastly greater time-span meant that both sides evolved (or in the case of the Germans, devolved) as the war went on. The chits of *Barbarossa* are not the chits of *Bagration*. Using the chit draw system I could model the changing face of the eastern front through a single basic mechanic.

Astute players will quickly spot the seeming contradiction between the randomness of the chit draws and the certainty of the types and numbers of chits introduced over the course of the game. Shouldn't these be random as well—or at least tied to events on the board? I would argue no: the evolution of the Soviet army was bound to continue unless it was defeated first, while the devolution of a German army fighting the US and the British Empire as well as the USSR was inevitable too. Time was *not* on Hitler's side. But there was also a cyclical aspect to the performance of the two armies tied to the weather, at the game's time scale itself fairly predictable. Though never as unprepared as in the winter of 1941-42, the Germans were never as proficient fighting in the winter as the Soviets, and the chits handle this aspect of the campaign too. Finally, the decreasing quantity and quality of the German chits reflect factors the game otherwise ignores—or deals with in passing—such as the increase in partisan activity, and the growing mistrust between Hitler and his generals.

Players of *Case Yellow* will note the absence in *TDV* of the former's definite limits to the number of chits one side may play in a row. Given the size of the armies, the distance one needs to cover, and the number of turns, both sides have a staying power that was lacking in France 1940. Bad luck in the chit draws can certainly affect the outcome of a scenario, but it is very unlikely to be fatal, and there is almost always something one can effectively achieve no matter how the chits fall. One must hope for the best and plan for the worst.

The fact that logistics are checked randomly, combined with the variable movement of German supply depots, means that supply is another area of uncertainty. An Axis player who takes no risks with supply, chaining himself to a "worst case" logistics draw, will never winter in Moscow, but risks must be calculated. It is rarely a good idea to put all your panzers in a situation where they could end up OOS, so the panzers must often play leapfrog, one group recovering supply as another moves forward. Maximum use must also be made of German air supply.

Which leads to the representation of naval and air power in *TDV*. Naval power in the game is entirely abstracted (the guns of the Baltic Fleet, for example, factored into Leningrad's defensive terrain) but airpower is more directly represented. Soviet airpower mostly takes the form of direct ground support, but the Luftwaffe is more flexible. Attacks by German air units alone can break up enemy formations—in game terms reducing or destroying them. This happened frequently in the opening months of *Operation Barbarossa*, as Soviet counterattacks were often shattered from the air before they even made contact with German ground units, but as late as June 42,

concentrated German airpower was still capable of shattering Soviet ground formations. Nevertheless, there is a risk in concentrating on bombardment over direct ground support, as half the time you will lose that air unit for the rest of the Turn.

Another unusual element in *TDV* are the Combat Results Tables. Unless the defender is surrounded or low on supplies, there is an excellent chance even at the highest odds that the defender will be pushed back rather than eliminated. Direct assault is thus a last resort, as attrition can take a long time to wear a defender down. (This makes Stalingrad a particular problem for the Germans, as the Volga effects make it impossible to cut the city off from supply and reinforcement.) The Soviets actually use the better CRT during *Barbarossa*. Despite the purges, and the surprise of the Nazi onslaught, at a tactical level the initial Soviet army (all but wiped out in 1941) had a degree of training that allowed it to inflict serious losses on the invaders, so that frostbite cases aside, the Germans suffered far more in July and August than they did in December and January. And even the great Soviet victories of the last years were achieved only with massive casualties. Only the huge Soviet replacement rate can allow the Red Army to survive what is likely to be a huge disproportion in losses, but even during *Barbarossa* the Soviet player will find his army is more than just a series of stationary targets.

A word about the OB. I wanted to show the German mechanized forces at division level, as a corps-level OB wouldn't give the proper feel for the campaign. The Tiger battalions, normally below the unit scale, played important roles in 43-45, and were few enough in number to include. To include every infantry division, on the other hand, would do little but slow down play, hence the mix of Axis divisions and corps. On the Soviet side, the initial mass of rifle divisions, tank and mechanized corps is gradually concentrated into the Guards Rifle and Tank armies. This not only reflects the concentrated power the Soviets could bring to bear in the last half of the war, but also prevents a massive stacking problem as the front narrows down towards Berlin.

So, is *TDV* the **ultimate** East Front game? For me, it is as close as I'm likely to get (even though it may not be my last attempt at this topic). Whether it works for anyone else remains to be seen, but at the least I think you will find it has a different feel than any other game on this much gamed topic. And I hope you enjoy it!

Ted Raicer

Example of Play

In this Example of Play we will focus on the start of the Campaign Game, north of the Pripyat Marshes. Here, Army Group North [AGN] and Army Group Center [AGC] aim to break through the defensive positions in the Baltic and Western Military Districts [BMD and WMD]. Per the set-up instructions of section 17.1.1, the Soviet player sets up first. He places any units with specific set-up hexes and then places all "R" (Reserve) designated units in any town or cities in the USSR, (outside the border Military Districts), that do not already contain a Soviet unit—maximum of one unit per hex. Next, he resolves any existing overstacks (see rule 5.3). Finally, he places the units in each Military District, being sure to respect the restrictions in 17.1.1.

This doesn't leave an awful lot of room for flexibility in either BMD or WMD, but the Soviet player does manage to fill the alarming gap south of Kaunus (hex 3418). The Soviet goal is not to halt the attack, but to limit the extent of any subsequent Axis exploitation.

Next, the Axis player sets up his units. He is free to place units of AGN, AGC and Army Group South [AGS] anywhere in Greater Germany, but units of those three Army Groups are restricted to attacking Soviet units in BMD, WMD and Kiev Military District [KMD] (respectively) during the initial Combat Phase. He then places his Air Force Bases [AFB] as directed by the *Barbarossa* setup rules.

Figure 1, below, shows Soviet setup in BMD and German setup of AGN. Figure 2, at right, shows Soviet setup in WMD and German setup of AGC.
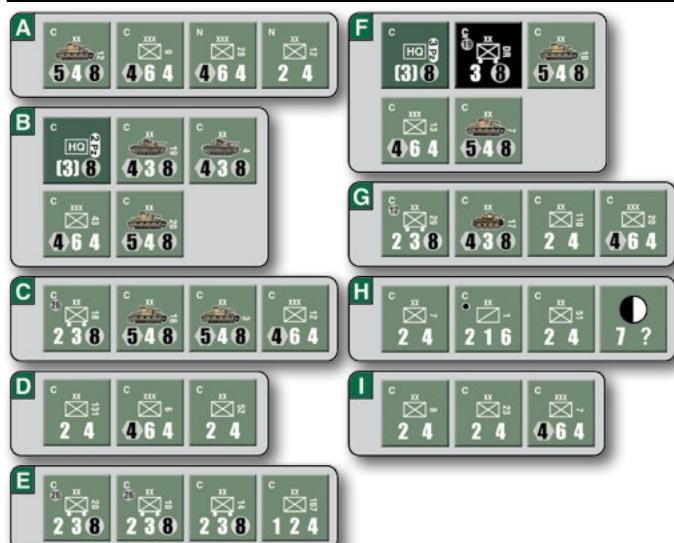
*Figure 2: Soviet setup in WMD and Axis setup for AGC*
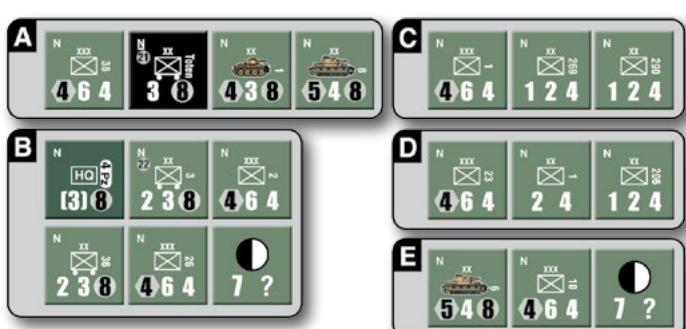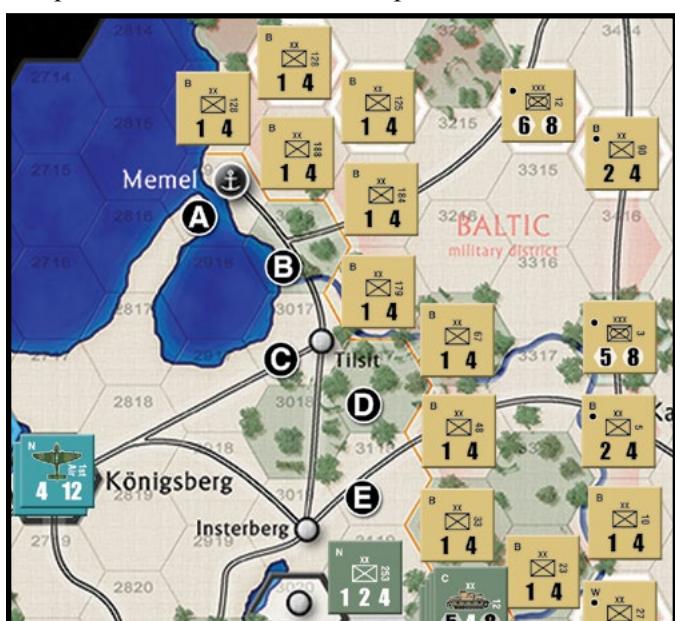
Figure 1: Soviet setup in BMD and Axis setup for AGN

The scenario and campaign start with an Axis-player Combat Round, followed by an Axis-player Movement Round (17.1.1). In a Combat Round all units may attack (10.5.2), although the Single Unit attack restrictions of 12.2.1 must always be obeyed. Normally, Air units would also be allowed to Bombard or provide Air Support, but on Turn 1 the Axis air force is unavailable as it is busy destroying the Soviet Air Force this round (17.1.2). We begin with the initial attacks of AGN. The first three attacks are shown in figure 3 (below).

All units in Memel attack the Soviet 128 Infantry Division. The raw combat odds are 16:1, but note that, per the special rules for *Barbarossa* (17.1.2) the German motorized division has its combat factor doubled, resulting in odds of 19:1. This is then rounded down to the maximum odds of 6:1 per rule 12.3a. The Axis player rolls the die to resolve combat and rolls a 1. Consulting Combat Results Table A [CRT A], we see that this leads to a DR* result. All Soviet units must retreat two hexes, following the directions indicated on the Soviet retreat compass illustrated on the map (12.5). If the defender had had more than a single step, a step loss would also have resulted. The Soviet unit retreats to 3113 and all German units choose to advance into the vacated hex (12.6).

Next, all units in hex 3016 attack the Soviet 184 Infantry Division. Once again, the odds are rounded down to the maximum of 6:1. A die roll of 5 leads to a DE result on CRT A. The Soviet unit is eliminated and placed next to the map. This is the Eliminated Pile for units that can be rebuilt in the Replacement Segment. The Axis player decides to advance a single infantry corps into 3217. The Axis player wants to conduct a move through the gap north of Memel during the Move round, and sees little point in advancing the rest of the units. Note also that rule 12.6 states that only combat units and HQs may participate in an advance. Since the Supply Depot has no combat factor (13.6) it is not a combat unit per the definition in rule 2.4, and therefore may not advance.

Finally, the Soviet 67 Inf. Div. is attacked. Ordinarily, units defending behind a minor river would shift the maximum odds of 6:1 down to 5:1, but the Special Rules for *Barbarossa* mean that minor rivers are ignored by the Axis player for all purposes on Turn 1 (17.1.2). A die roll of 5 leads to another DE result on the 6:1 column of CRT A. The Soviet unit is eliminated and the victorious Axis units advance into the vacated hex.

Figure 4: The final two attacks of AGN

Figure 4 shows the board position for AGN at the end of these attacks. Two more attacks are then made by AGN. The first, against 179 Inf. Div., is at odds of 6:1 (again, the minor river is ignored). A die roll of 3 leads to a DR* result on CRT A. The Soviet unit must retreat. The prior-

Figure 3: Opening Axis attacks - AGN

ity for the Soviet unit would be to retreat through 3216, in the direction of the Soviet Retreat Compass (12.5) if possible, or in other directions if not possible (for example through 3117). But, per rule 12.5, retreating units may not pass through a zone of control [ZOC] unless the hex is occupied by friendly units. Units that have a ZOC are indicated by a light hexagon around their attack factors (6.1). Since both Axis 2 and 23 Inf. Corps have a ZOC (the former unit is stacked under 4PZ HQ), and units may not retreat through enemy units, the Soviet unit has no legal retreat path and is eliminated (12.5). All three attacking Axis units advance into 3117. The final attack from AGN is made into 3218 on the 6:1 column of CRT A. A die roll of 4 gives an EX result. The 48 Inf. Div. is eliminated, and the attackers must lose an equal number of steps—here, 1 step. The Axis player chooses to take the loss from 10 Inf. Corps, flipping that unit, and then advances both combat units into 3117. Note the reduced side of Axis Inf. Corps units has no ZOC indicator, so the 10 Inf. Corps no longer has a ZOC.

The Axis player has been generally successful in his goal of making a hole at Memel, ripe for exploitation during the Movement Round, and of clearing the rail lines of Soviet units in order to facilitate the forwards movement of the Axis Supply Depots in the Attrition Phase at turn end. Note that the Soviet unit in 3015 was not attacked for fear of it retreating to 3214, which might make it harder to isolate Soviet units later this turn.

Figure 5 shows the first few attacks made by AGC on units of the WMD. The Soviet 56 Inf. Div. is attacked in Grodno. The effects of the minor river are ignored, but Grodno contains both a town and a Fortified Zone [FZ]. Terrain effects are cumulative (12.4), so the Soviet unit receives both the "+1" to its combat factor from the town, and the 1 column shift from the FZ. 17 factors are attacking, resulting in raw odds of 17:3, or 5:1; shifted to 4:1 by the FZ. A roll of 3 gives a DR result. The Soviet unit retreats to 3521 while all Axis units advance. The Axis HQ is allowed to participate in the advance of units with which it is stacked (12.6).

The next attack is on Soviet 13 Inf. Div., also in a FZ, at 5-1 odds. A roll of 1 results in a BL1– both sides must lose one step. The Soviet unit is eliminated. Step c. of the Combat Procedure (12.3) requires that no unit in a combat may be eliminated until all friendly 2-step units have taken a step loss, so the Axis player must take a loss to 6 Inf. Corps. He advances all units into the vacated hex. The Soviet 75 Inf. Div. is attacked by the DR Motorized Div. and 10 Pz Div. A BL1 results. 75 Inf. is eliminated, the DR Div. is flipped, and both German units advance. The next two attacks, on 85 and 89 Inf. Div. both obtain DE results, and all Axis units advance. Finally, 6 Inf. is attacked and a DR result leads to the Soviet unit retreating to 3626 (legal since none of the Axis units now in 3426 have a ZOC).
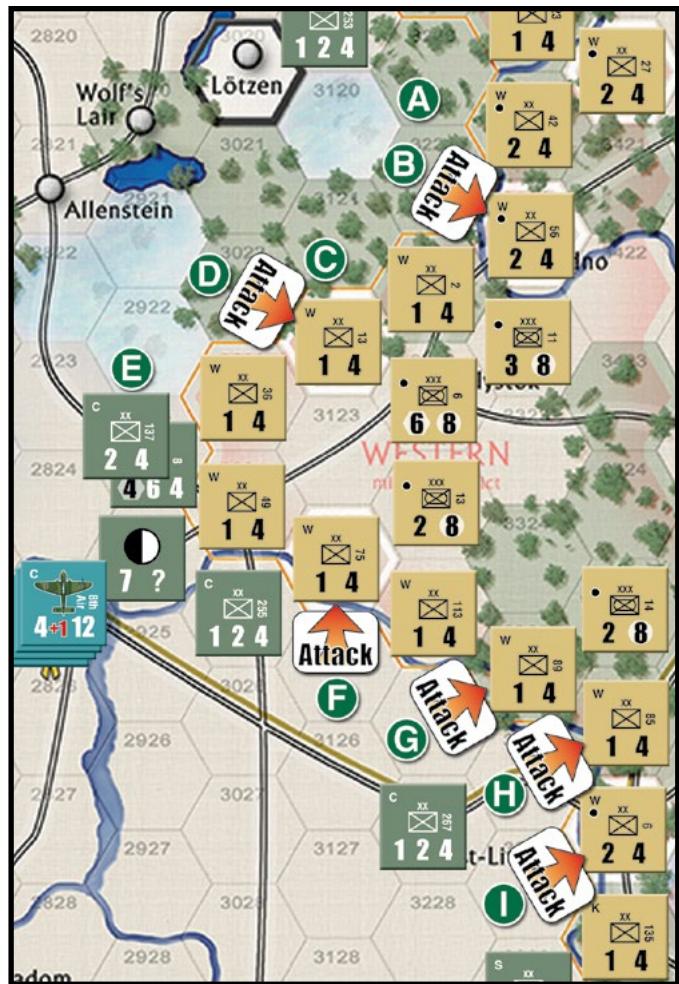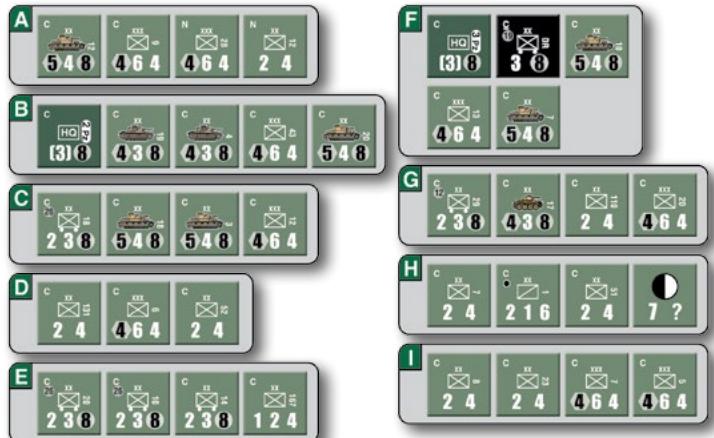

Figure 5: Opening attacks of AGC
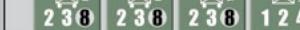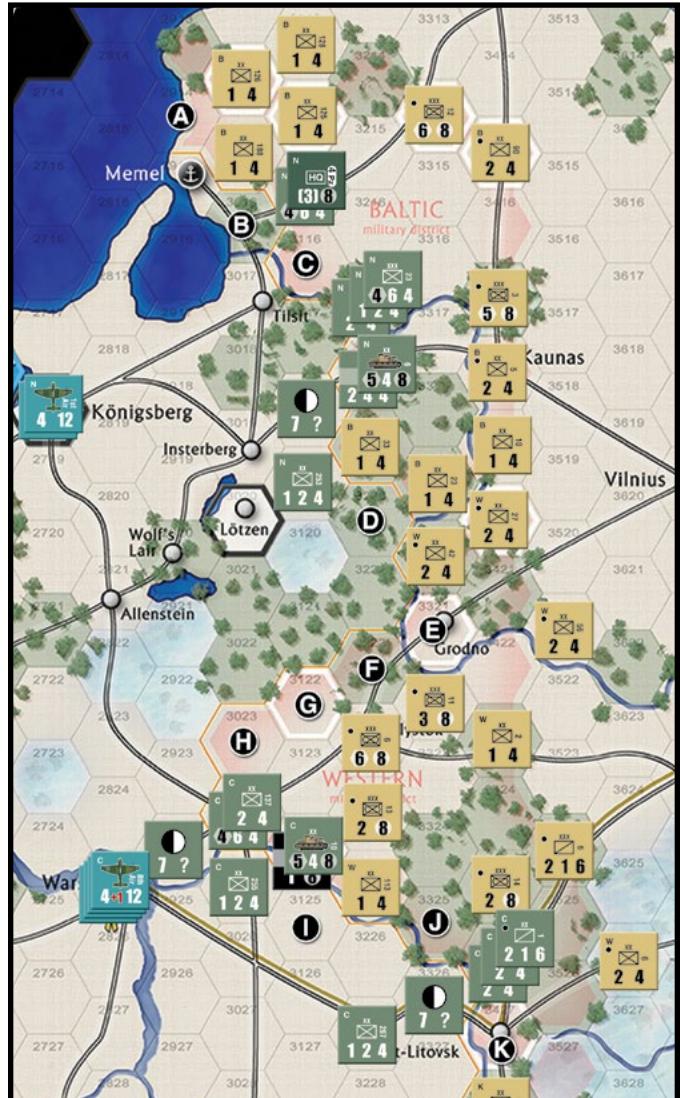
Figure 6: WMD retreats, AGC advances after initial attacks, and remaining attacks of AGC

remember that units in Romania and Hungary may not attack on turn 1 (17.1.2).

The position after these attacks is shown in figure 6, along with the last three attacks of AGC. All attacks are at 6:1. The Soviet 36 and 49 Inf. Divs. both receive DR* results, but are eliminated since no legal retreat path exists because of the ZOCs of the Axis units in 3124 and 3121. The attack on 2 Inf. Div. also leads to a DR* result, but a legal retreat path exists via hex 3322 to 3423; the Soviet 11th Mechanized Corps negates the German ZOC exerted into 3322. In all cases, the Axis player advances all attacking units into the hex vacated by the defender. The position at the end of the Combat Round is shown in figure 7. Attacks in other districts are not shown, but

Figure 7: Position after opening Axis player Combat Round

Next is the German Movement round. In a Movement Round all units are free to move, regardless of command or supply. Due to the shock effect of *Barbarossa*, German units do not have to worry about supply on Turn 1, ignore minor rivers for movement, and treat swamps as forests for movement purposes (17.1.2). Figures 9 and 10 show the position at the end of the move.

Axis units have moved through the gaps created by combat in the Soviet front line: north at Memel, east at Grodno, and around Brest-Litovsk. Soviet mech units with a ZOC (those with their attack factor enclosed within a white hexagon) prevent the Axis moving through the apparent gaps at 3214 and 3416, but fail to prevent the encirclement of the BMD through the gap at Memel in combination with the advance of AGC at Grodno.
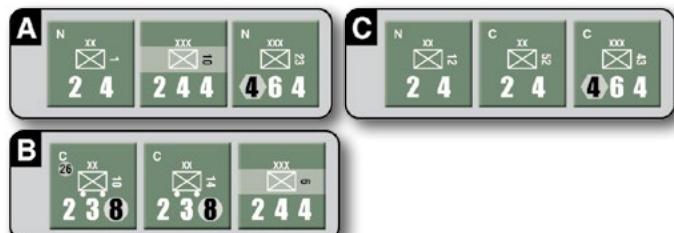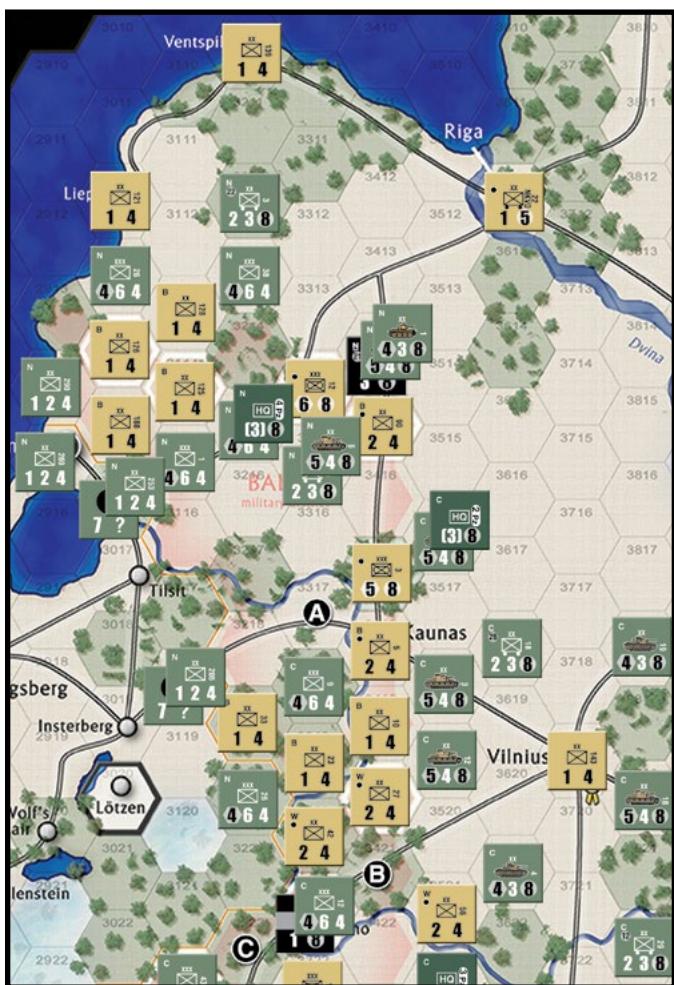
Figure 8: AGN and AGC 'pocket' the Soviet BMD

Beyond pocketing Soviet frontline forces, the Axis goal is to position units and HQs for future combat to remove Soviet units and ZOC from the rail lines that Axis Supply Depots will need to move over during the German Depot Segment in the Attrition Phase. Note that the Axis player cannot rely upon supply attrition to do this job for him because the Attrition Segment comes after the German Depot Segment (see the sequence of play; 4.0).

Having completed these first two special activation rounds, we now return to the usual sequence of play, in which the next Activation chit is drawn randomly. That chit is the 2nd PZ HQ.
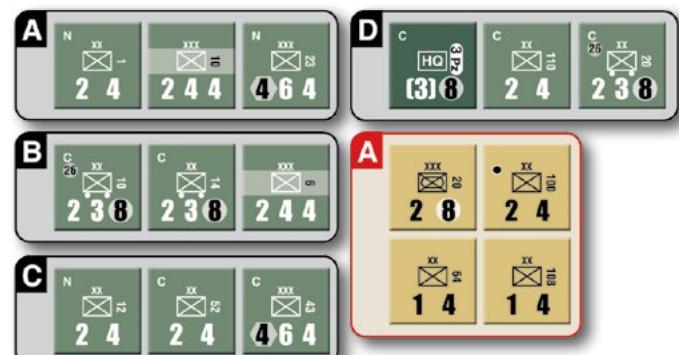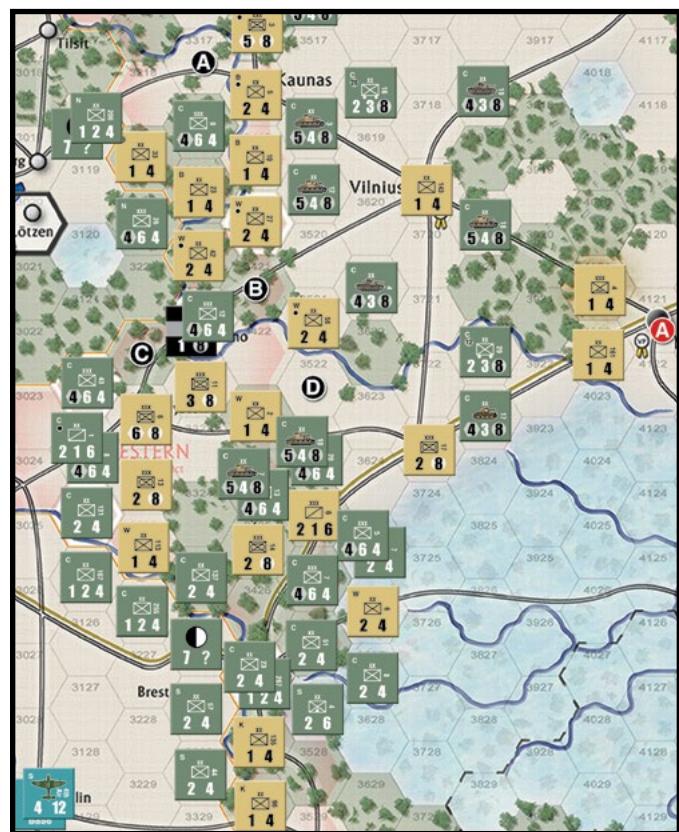

Figure 9: AGC pours through the Soviet WMD. The units that start in 3023 are 1 MP short of being able to reach 3421 and 3522, but for the purpose of this example pretend that they can.

In a PZ HQ activation round the Axis player can activate all units within 3 hexes of the HQ. These units can conduct combat and then move (in which case all activated units can participate in the combat), or move and then conduct combat (in which case only mechanized units may participate in the combat (10.5.7). Here, the Axis player chooses to start by conducting combat. Note that Air Units, unlike Tac Air, may attack enemy Ground Units directly through Bombardment during any friendly round in which combat may occur (8.5). Figure 10 indicates the attacks the Axis player intends to make, along with deployment of air units. Please note that in actual game play, attacks/bombardments do not need to be pre-designated—we indicate them here simply to make the attacks easier to follow.

Here, the Axis player uses 2nd Air to bombard the Soviet 6th Mech. in Bialystok (not shown), while the 8th Air bombards the Soviet 3rd Mech. in 3417. Both air units have a bombardment strength of 4, which is compared to the Terrain Defense Factor [TDF] to calculate the bombardment odds. Bialysatok is a town in a clear hex, so has a TDF of 1, so the bombardment is conducted at 4:1 odds. A die roll of 6 leads to a DL1 res ult. The 6th Mech. takes a step loss. Since it has just one step, and is marked with a "non-replaceable" block dot, it is permanently removed from the game. The 2nd Air returns to base. The Soviet 3rd Mech. is in a woods hex, and therefore has a TDF of 2 (the Fortified Zone has no effect on bombardment—see the Terrain Effects Chart [TEC]). The attack is at 2:1 odds, and a die roll of 3 results. This would ordinarily be a 'miss', but note that the GE 8th Air has a +1 modifier marked on the unit. This is applied to the bombardment die roll (see 8.5), meaning a net die roll of 4 is obtained and another DL1 result occurs. The Soviet 3rd Mech. is also permanently removed from the game. The 8th Air's +1 DRM does not apply to the die roll for the purposes of determining whether the air unit is marked as 'Done'. Instead, the unmodified die roll is used, and the 8th Air returns to base and is marked as 'Done' for the turn.

Next the attack on Kaunas is resolved. Per the *Barbarossa* rules the minor river is ignored, and the city is treated as a town during Turn 1 (17.1.2) so the attack is resolved as 4:1. A die roll of 3 leads to a DR result. A die roll of 1 leads to a DR result. The Soviet 5th Inf. is forced to retreat. It cannot retreat in the direction of the Soviet retreat compass, due to the presence of enemy units and ZOC (6.2), neither can it retreat northwards (due to ZOC). However, friendly units negate ZOC for purposes of retreat (6.2), so the unit may retreat to 3420 via 3419. The Axis player elects to advance the units from 3317 into Kaunas.

The final attack is against the 12th Mech. In 3314. Here, the GE 1st Air provides Combat Support, adding 4 combat factors and resulting in final totals of 27:6, which is rounded down to 4:1. The Fortified Zone provides one column shift to the left (see the TEC), so the attack is resolved at 3:1. A die roll of 3 gives a BL1 result. The Soviet 12th Mech. is permanently removed from the game. The Axis must take one loss, which must come from a 2-step unit (since some took part in the combat). He chooses to flip the 2nd Inf. The 1st Air returns to base, but air units are not marked as "Done" after providing Combat Support for the attacker (8.4), so it remains useable for later activation rounds. The flipped GE 2nd Inf. advances into 3314, but note that 4PZ HQ may not join it in doing so since other PZ HQs may not be moved during a PZ HQ activation round (10.5.7).

Figure 10: German 2PZ activation - combats

This completes Axis combats, so now all activated units are eligible to move (and note that eligibility is determined at the start of the activation round, so even if a unit advanced out of command range it would still be eligible to move (10.5.7). Figure 11 (see next page) shows the position of Axis units at the end of their movement. Note that Axis units have taken advantage of the fact that major rivers are treated as minor rivers on Turn 1 (17.1.2) to cross the Dvina river and surround Riga. 2PZ HQ has pushed well forwards, positioning itself for future com-

mand of the forward panzer elements that the Axis player hopes to be able to move further eastwards later this turn.
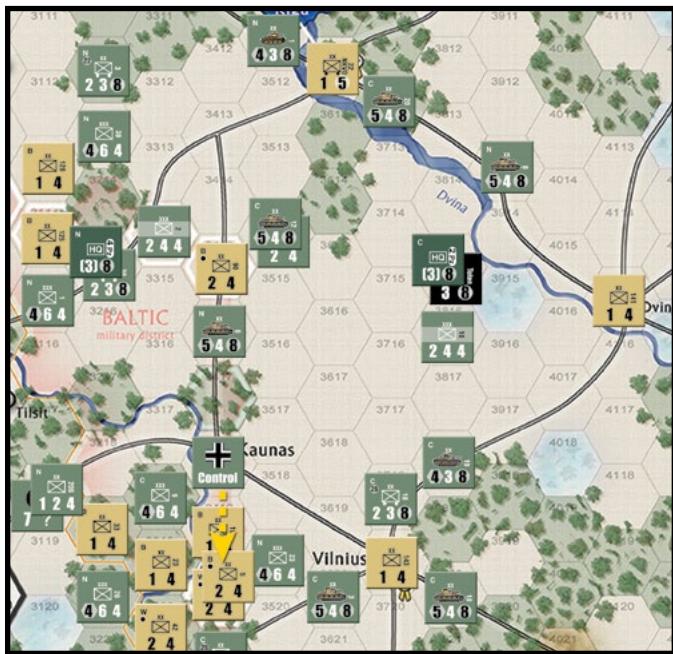

Figure 11: Position at end of 2PZ Activation movement

The next chit drawn is the Logistics Chit. So, at this point both sides check the supply status of all units. Note that the bulk of Soviet units facing AGN and AGC are Isolated since they cannot trace a line of communication (essentially, a supply line of any length). However, Soviet 6 Inf (near Brest-Litovsk) remains in supply since the German unit to its south does not have a ZOC. It can therefore trace to the rail line in 3826, and thence eastwards. Also note that 18 PZ (southeast of Vilnius) would ordinarily be adjudged OOS, since it is further than seven hexes from a Depot, or 3 hexes from a supplied HQ, but Axis units are never adjudged OOS or IS on Turn 1 (17.1.2).

The loss of In Supply status for the Soviet units has two effects. First, they will receive a –2 DRM on attack, and a +2 DRM on defense, until supply is restored. Second, those units cannot, in themselves, be used to satisfy the mandated attack requirements of the forthcoming Soviet Counterattack Round. They can participate in such attacks, but unless they are joined by at least one unit that is In Supply, such an attack will not count towards satisfying the requirement for a minimum number of attacks to be made (see 10.5.6).

At this point we hope you have a good feel for the flow of the Action Rounds during a turn of TDV. We now jump forwards to the Attrition Phase, to illustrate some of the game processes there. The position then at the center of the front is shown in Figure 12 (page 19).

We begin by conducting the German Depot movement phase. All German Depots may now move. The Axis player rolls for each depot and consults the Axis Depot Advance Table, remembering to add 2 to the die roll because it is Turn 1. Here we focus on two of the Depots: one in hex 2924, just NE of Warsaw; the other in hex 3326, just NW of Brest-Litovsk. The Axis player rolls a 3 and a 5 for these two Depots so, after applying the +2 DRM, both will be able to move a maximum of six hexes. The Axis player moves the former depot NE three hexes, to 3223, but must then stop. Depots may move adjacent to Soviet units if such hexes are occupied by friendly units, but not otherwise. So movement into 3323 is prohibited. Instead, the Axis player decides to move the unit North 1 hex and then NE two further hexes, ending with the 6th Inf in 3421. The other depot can move a full 6 hexes, following the rail line to 3723, again passing adjacent to enemy units, but legally so since those hexes are occupied by Axis player units.

It is best to move the depots eastwards as fast as possible, since the speed of the overall Axis advance in later turns is likely to be limited by its supply lines as much as it will be by the Soviet ability to slow it down. This illustrates the disadvantage of waiting for the Attrition Segment to remove IS Soviet units behind the Axis lines. Yes, those units will 'wither on the vine', provided they remain surrounded, but they may also obstruct the advance of the crucial supply depots!

Next is the German Air Supply segment, but this is not needed this turn since all Axis units are In Supply by scenario rule. So now we move on to the Attrition Segment. The supply status of all units currently marker IS (and only those units!) is re-checked. Ordinarily, any such units that are still IS would be automatically eliminated. However, the time-scale for Turn 1 is shorter (see 17.1.2), so instead we roll for each pocket of units, and eliminate a number of steps from each pocket up to the number rolled on the die. In the situation illustrated in the figure we have 6 pockets of units. A large pocket of 6 units in the woods to the west of Vilnius, two smaller pockets of 2 units each, and three pockets of single units. The latter three pockets require no die-roll, since we must roll at least a 1, so these units, which are all single step, are removed. Three pockets remain. For the pockets of size 2, the Axis player rolls a 4 and a 6, so both units in each pocket are removed. However, for the larger pocket, the Axis player rolls a 2, so just 2 steps will be removed (Axis player's choice). Valuable tempo will now be lost as the Axis player has to maintain this pocket during Turn 2, or attack the remaining units to remove them, rather than moving eastward as fast as possible.

We now reach the End Phase. All air and artillery units are returned to their Ready state (so flip any that are on their Done side), and we advance the turn marker.

This concludes the example of play. We hope you have found it a helpful introduction to, and reminder of, the game's mechanics. If at any point you have questions about the game, we would like to direct you towards a couple of valuable resources. First, we maintain a message-board for the game at Consimworld. com. It can be found at **http://talk.consimworld.com/WebX/.1dd2eaf1/1240**. We monitor this board regularly and aim to answer any rule questions or game comments posted there as quickly as possible. We would also like to acknowledge, and express our gratitude for, the efforts of John Kranz in maintaining the Consimworld resource, and we encourage you to consider joining Consimworld as a

way of supporting his work there. Second, we monitor a similar message-board at Boardgamegeek. The entry for the game there can be found at http://boardgamegeek.com/boardgame/66855/the-dark-valley. Again, we are happy to express our thanks to the folks at Boardgamegeek for providing such a wonderful resource for the wider gaming community. Finally, updated Living Rules for the game will of course be posted at GMT's website (Gmtgames.com) as any errata is discovered and corrected.

With that, we leave the game in your hands. We hope very much that you enjoy playing it as much as we have done during the time we have been designing and developing it, and we thank the playtesters for their help in bringing the game to you. They volunteer their time for the love of the hobby, and without the efforts of playtesters the hobby would cease to exist.
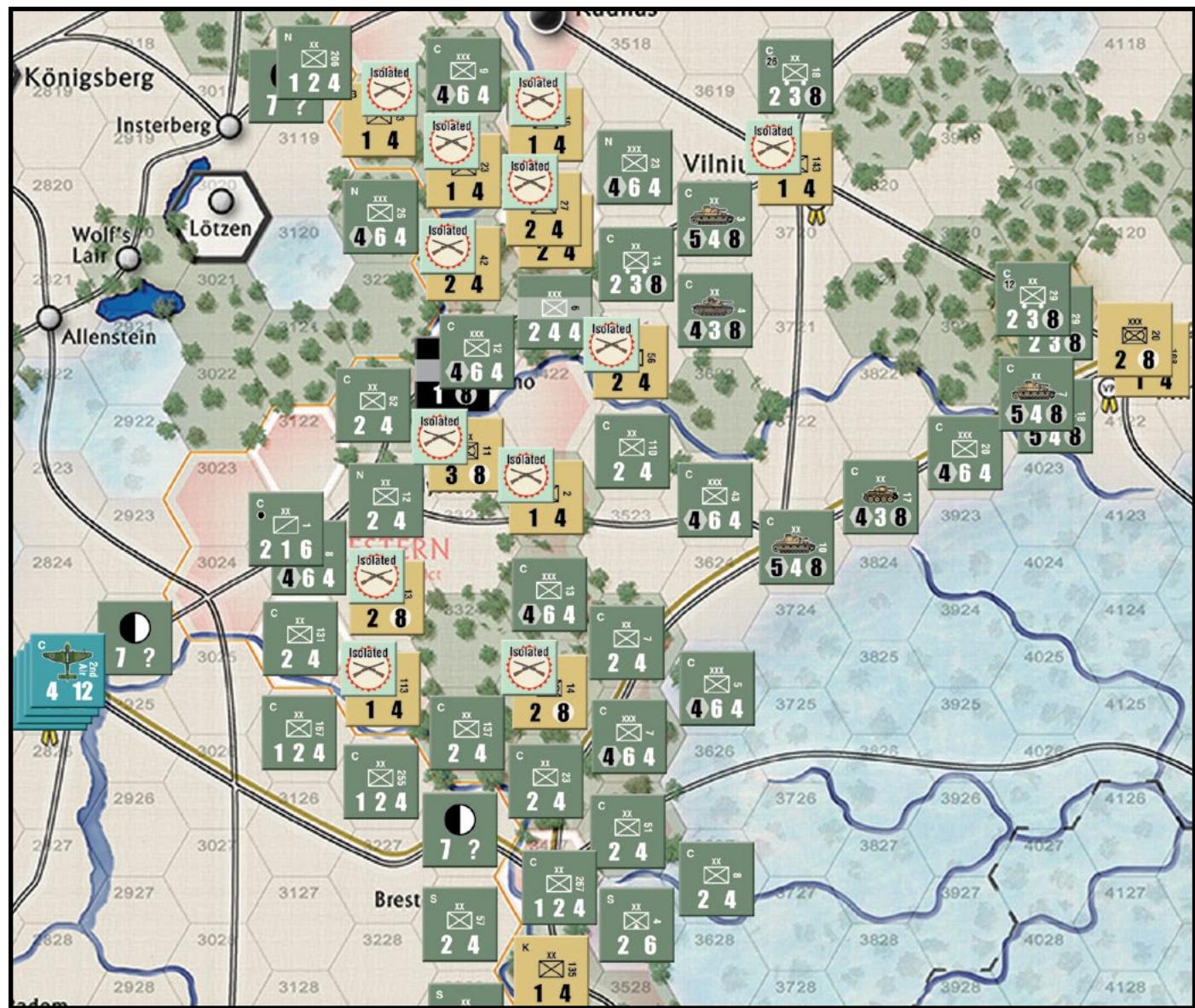
Figure 12: Situation at the start of the Attrition Phase

Abbreviated Sequence of Play

I. REINFORCEMENT/REPLACEMENT PHASE

a. Axis Reinforcement Segment: Place new units and units returning from the Other Fronts Box (see 7.2).

b. Axis Replacement Segment: Spend replacements (see 7.4). Make required Conversions and Withdrawals (7.7).

c. Soviet Reinforcement Segment: As with the Axis player (see 7.3).

d. Soviet Replacement Segment: As with the Axis player (7.6, 7.8).

II AIR BASE PHASE

a. Axis Air Base Segment (8.2): Move any German Air Bases and attached Air units.

b. Soviet Air Base Segment: The Soviet player may base the 18th Air if in play (see 8.2).

III STRATEGIC MOVEMENT PHASE

a. Axis Rail Movement (9.2): Starting on Turn 11, roll two dice and move that number of steps by rail along In Supply Axis Controlled Rail Lines. In Snow turns and in 1944 onwards, steps moved in Soviet Union count double.

b. Axis Naval Movement (9.3): May Transport four steps from Friendly Controlled Port to Friendly Controlled Port in the Baltic. Likewise for Black Sea/Sea of Azov if currently control Sevastopol. Mechanized steps count double. May not move to/from Gulf of Finland in Snow turns. Ports in the Sea of Azov may be used only if the Axis Control both sides of the Kerch Straits, and no Naval Movement is allowed in the Sea of Azov in Snow turns.

c. Soviet Rail Movement (9.4): Starting on Turn 4 the Soviet player may move four steps per turn along In Supply Soviet Controlled Rail Lines. Units may not start, end or move adjacent to enemy units at any time during their move.

d. Soviet Naval Movement (9.5): May Transport two steps per turn from Friendly Controlled Port to Friendly Controlled Port in the Baltic. Likewise in the Black Sea/Sea of Azov. Mech. steps count double. May not move to/from ports in Gulf of Finland in Snow turns. Ports in the Sea of Azov may be used only if the Soviets Control both sides of the Kerch Straits. Movement is not allowed in the Sea of Azov in Snow turns.

e. Soviet Amphibious Invasion (9.6): Black Sea Naval unit may move from Black Sea Soviet Port to any hex on the Black Sea/Sea of Azov. No invasion outside the Soviet Union is allowed before 1944. See (9.6) for other restrictions.

f. Soviet Air Drop/Air Transport (9.7): One Soviet Airborne Corps [ABC] per turn in an In Supply Town or City within range of the Stavka HQ may move to any friendly Controlled Town/City within 12 hexes (the destination hex does not have to be In Supply), or drop into any non-city hex within range of the Stavka. ABCs may only drop or transport in Snow/Mixed/Mud weather turns or outside the USSR.

IV. ACTION PHASE

a. Initiative Determination Segment (10.2): The Axis player has the Initiative in all Fair weather turns through July 1943, and all Mixed weather turns through September 1942; otherwise the Soviet player has the Initiative. Initiative player chooses one of his own Action chits to play during the First Action Round of the current turn [**Exception:** *Case Blue*; see 10.2]. (Logistics chit may not be chosen].

b. Action Chit Placement Segment: Place the remaining available chits in an opaque container for random drawing.

c. Initiative Action Chit Segment (two on Turn 1 or *Case Blau* offensive): The Initiative player conducts his first action.

d. Random Action Segments (10.3): The remaining chits are randomly drawn one at a time to determine the order of Actions in the Action Round Phase. Player conducts actions as allowed by each chit (see 10.5).

V. ATTRITION PHASE

a. German Depot Segment (13.6): German Depots may move. Roll for Movement on the Depot Advance Table.

b. German Air Supply Segment (8.6): May provide Air Supply to IS German units in towns or cities in 1941 or 1942.

c. Attrition Segment (13.0): All units marked IS have their supply status re-checked—units still Isolated, and adjacent to an In Supply enemy unit, are eliminated; otherwise, unit marked OOS if it is now In Supply or Out of Supply.

VI. END PHASE

Victory Check Segment: See if either player has won according to the specific scenario victory conditions.

Turn Advance Segment: Flip all DONE Air/Artillery units to their available (front) sides. Advance the Turn marker.