

# For the Motherland

The Russian Front, 1941-44

## Official Clarifications as of 8/12/26

### Rulebook

**General Rulebook Note:** Unless otherwise specified, "city" refers to all types of city hexes. (Ex: Overruns cannot be made into any type of city hex, whereas the German Railroad Gun can only support an attack on a **Fortified City** hex or a hex containing a Soviet Fortress unit.)

**6.4:** Some players have found the wording for Soviet stacking rules here tricky. Here it is in bulleted form in case it proves helpful for others:

- 1 Combined Arms Army
- 1 Shock **OR** Guards **OR** Tank Army
- 1 Fortress
- 1 Offensive Support
- 1 Economic Asset Unit

**7.0:** If one stack fails its Overrun attempt, a separate stack **can** attempt to Overrun that same hex.

**7.1:** Per this section, units conducting a successful Overrun may not perform a standard Advance After Combat (since that is specific to the Combat Phase), but may continue moving and perform additional Overruns as long as they have the MP to pay for them.

**7.1: 4th paragraph,** this does not mean that the Overrunning stack may not retreat and must take all A# results as losses. It just means that after completely resolving the Overrun, if you fail to dislodge the enemy units, you stay in the adjacent hex and can't move any further.

**8.1 Step 5, 8.5, 8.5.1:** The owner of the units decides which units take step losses in combat, mandatory or otherwise, keeping in mind the restriction that a unit cannot take a second step loss until all units present have taken a step loss.

**8.6.1:** Note that as an exception to the standard priority list, players may always prioritize a lower loss option over a higher one (whether those higher losses would be incurred from overstacking, Panzer/Tank/Mech river crossing, etc.).

**8.6.3:** If multiple Panzers/Tanks/Mech units retreat across a river, **each unit** loses one step.

**9.5.1:** Disregard the "Lack of Supply units are not affected" line here.

**11.0:** While this is further clarified on the deployment sheets, note that some asterisked counters may not begin play in the cups, depending on which game turn the scenario starts with.

**12.1:** The roll starts at 5 or less, even if no economic assets have been destroyed. This rule has you checking to see if the roll has changed based on destroyed assets, but you always start at the best box.

**12.1:** "more than **10**" should read "more than **9**".

**13.0:** Keep in mind that while Offensive Support Units are not expended when used, they are still one-step units and can be eliminated.

**15.1:** Replacement steps must be used when received and are lost if they cannot be used on that turn.

**16.5:** There are no restrictions on when Generals may be used, other than the fact that each General may only be used once per Turn.

**17.2.1:** If there is not an existing chit, there is no redraw performed here.

**18.2.3-18.2.4:** All modifiers/multipliers listed in these two sections apply only to what is explicitly mentioned for each (i.e. if it says "Overrun", it's only for Overruns, if it says "Combat or Overrun", it applies to both). *This is also noted on the PAC, with only the Soviet Snow turn modifiers specifying both Combat and Overrun.*

**Multipliers and deductions are cumulative unless otherwise noted.**

However, please note that the Axis Attack Factor modification listed in 18.2.3 is not a multiplier; it is setting the Attack Factor **to**  $\frac{1}{4}$  its normal value. Thus, the  $\frac{1}{4}$  value is the final value, with no other modifiers/multipliers applied (*In Summary: "reduce to"=final value, no modifications, "reduce by"=stacks with other modifiers*).

**18.2.3:** 3rd Paragraph, all combat results that **could** be taken as retreats **must** be taken as retreats. Since mandatory loss results don't have that option, they remain step losses.

**20.4/20.5:** The Front Line VP values should be swapped for both of these scenarios (-2 Soviet VPs if Soviets fail, +2 Soviet VPs if Axis fails).

### Deployment Sheets

- **Soviet Deployment Sheet - Scenario #5, Operation Zitadelle:** Partisan marker placement should read "at the end of Game-Turn 16" (not 12).